

DRAGON BALL SUPER CARD GAME

Masters

ver.3.00

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0. Introduction

This document is the bedrock upon which competitive play for the Dragon Ball Super Card Game Masters rests. Rules are separated into numbered subdivisions, with specific, non-rule text listed in italics. This text will be updated as needed.

0-1. Welcome to the Dragon Ball Super Card Game Masters

0-1-1. Setting

In this card game, players battle each other using cards that represent the characters, events, and locales from the Dragon Ball manga, TV show, movies, and video games.

0-1-2. Number of Players

Fundamentally, this game is intended to be played with two players (0-3-2), head-to-head. These rules do not currently support play with three or more players.

0-1-3. Ending the Game

The game ends when either player loses the game. When a player's opponent loses the game, and that player did not, they win the game.

0-1-3-1. When either player fulfills the defeat conditions, they lose the game immediately. (21-2)

0-1-3-2. The defeat conditions are as follows:

- There are no cards in your Life Area.
- There are no cards in your Deck Area.

0-1-3-3. When both players fulfill the defeat conditions simultaneously, the game ends in a draw.

0-1-3-4. Either player may concede at any point during a game. When a player concedes, they lose immediately and the game ends. (0-2-2-1)

0-1-3-5. Some cards can cause a player to win or lose the game. As soon as the part of the effect that wins or loses the game is resolved, the player in question wins or loses, and the game ends. (21-2)

0-1-3-6. When the game ends, both players collect all of the cards they physically own and return them to their possession.

0-2. Fundamental Principles (Rule Zero)

0-2-1. The following fundamental principles take precedent over all other rules and effects.

0-2-2. When card text contradicts the Official Rules other than those contained in 0-2 Fundamental Principles, the text takes precedence over the rules.

0-2-2-1. However, the act of conceding is not affected by cards. Players can never be forced to concede due to card effects, and losing the game by conceding is not subject to any replacement effects.

0-2-2-2. However, the rules in the following sections take precedence over card effects:

• 3-1-6-1. • 3-5-3. • 5-7-2-1. • 21-6-2. • 21-9-2.

0-2-3. Unless otherwise specified, card effects are resolved in the order described on the card.

0-2-4. If a player is required to perform an impossible action for any reason, that action is not carried out. Likewise, if an effect requires the player to carry out multiple actions, some of which are impossible, the player performs as many of the actions as are possible.

0-2-4-1. If an existing object is required to change to a given state, and the object is already in that state, the object's state remains the same, and the action is not performed. Additionally, requests to switch an object to a given state, or conditions which check for an object to reach a certain state, are not fulfilled.

0-2-4-2. If a player is required to perform an action zero or a negative number of times for any reason, that action is not carried out. A request to perform a certain action negative times does not imply performing its opposite action.

0-2-5. If an effect in card text requires a player to carry out an action while a currently active effect prohibits that action, the prohibiting effect always

takes precedence.

0-2-6. If effects in card text require a player to switch a card to Rest Mode (1-10-1-2) and Active Mode (1-10-1-1) simultaneously, the effect requiring the switch to Rest Mode always takes precedence.

0-2-7. If a numerical value is locked to a specific value and is simultaneously increased/decreased while a card's effect text is valid, the effect that locks it to a specific value always takes precedence.

0-2-8. If multiple players are required to make a choice or resolve an effect simultaneously for any reason, the turn player (the player whose turn it is) performs the required actions first.

0-2-9. If for some reason, a player is instructed to perform simultaneous multiple actions that are undefined by the rules, the actions are performed simultaneously. While performing those actions, they are treated as not having any time differences between their steps, and the game state is treated as being unchanged while all of the actions are being performed.

0-2-10. If a player is required to choose a number, unless specified otherwise, the player must choose a whole number. (Zero or greater.) Players can't choose numbers containing fractions less than 1, or negative numbers.

0-2-10-1. If cards or rules specify a maximum value for a number, such as "up to...", if no minimum number is specified, the player can choose zero.

0-2-11. If a card effect changes information on a card, unless specified otherwise or defined by the rules, numbers on a card can't contain fractions less than 1. If non-power numbers would become negative, they are treated as 0, except in cases where the information is added to or subtracted from.

0-3. Defining Rule Terminology

0-3-1. Terms used throughout this rule manual are defined below.

0-3-2. Player

"Player" refers to each person who participates in a game of the Dragon Ball Super Card Game, and manages information within the game.

0-3-2-1. The "Turn Player" is the player whose turn it currently is. The "Non-Turn Player" is the player whose turn it currently isn't.

0-3-2-2. When card text refers to "you" or "your," it refers to the player currently resolving a skill. When card text refers to the "opponent," it refers to players other than you.

0-3-3. Owner

"Owner" refers to the person who constructed the deck a card is included in.

0-3-3-1. A card is owned by the player who originally had that card in their deck or Z-Deck, or who began the game with that card as their Leader. Leader Area.

0-3-4. Master

"Master" refers to the player currently using a card, skill, or effect.

0-3-4-1. The master of a card in a given area is the player that area belongs to.

0-3-4-2. The master of an [Activate] skill is the master of the card which has that skill or the master of the effect that was generated by the skill.

0-3-4-3. The master of a [Permanent] skill is the master of the card which has that skill or the master of the effect that was generated by the skill.

0-3-4-4. The master of an [Auto] skill is the master of the card which has that skill or the master of the effect that was generated by the skill.

0-3-4-5. The master of a [Counter] skill is the master of the card which has that skill or the master of the effect that was generated by the skill.

0-3-5. Area

"Area" refers to the locations where objects—primarily cards—are placed during the game.

0-3-6. Trigger Condition

Refers to conditions present in the text of [Auto] and similar skills that, when fulfilled, allow you to declare the activation of the skill. Trigger conditions reference specific events, including "when a player takes a specific action," "when a specific phase or step begins (or ends)," "a

specific event occurs as a result of rule processing,” and so on.

0-3-7. Pending/Pending Status

Generally refers to when an [Auto] skill's trigger conditions are fulfilled (9-6), or when a [Counter] skill's counter timing conditions are fulfilled (22-10-3).

0-3-8. Resolve

When you perform the actions specified by a skill's effect, you “resolve” them. (9)

0-3-9. Processing

When you perform actions specified by the game rules, you “process” them.

0-3-10. Actions

Refers to any action taken by players to advance the game state.

0-3-11. Information

Information includes parts of a card (2), the area where a card is placed (3), how many markers a card has (1-11), what continuous effects (9-9) a card is being affected by, whether it's revealed or not (0-3-12), if it's in Active or Rest Mode (1-10), how many cards are placed in a specific area, and so on.

0-3-12. Public/Hidden

Public cards and information can be viewed by all players. Hidden information refers to cards and other information that are not public.

0-3-13. Target

A target refers to things such as a card, player, area, or action that is specified in a rule or skill.

0-3-14. Ignore

Used to refer to any situation in which a player advances the game state while treating a target event or information as if it doesn't exist.

0-3-15. Unaffected

Used to refer to a player ignoring a target while advancing the game state.

0-3-16. Fail

Used to refer to when a rule is unable to be processed, an effect is unable to be resolved, or similar situation occurs. If the target event is replaced by another event, the event is not executed and is therefore not considered to have failed. (1-7-2-3)

1. Basic Terms

1-1. Energy

1-1-1. "Energy" refers to cards that are placed in the Energy Area (3-8).

1-1-2. Energy is primarily used to pay the energy costs for combo costs and skill costs.

1-2. Energy Costs

1-2-1. This is the cost necessary to play this card from a player's hand or activate its skill. Energy costs can be separated into two types: total cost and specified cost.

1-2-2. Total cost refers to the total numerical energy cost, including specified cost.

1-2-2-1. If total cost is less than the specified cost, it represents the numerical total of the specified cost.

1-2-2-2. Some total costs are represented with X. These are referred to as X costs.

1-2-2-2-1. When paying energy costs, if X isn't defined by the card or skill, the card's master determines the value of X.

1-2-2-2-2. In situations other than paying energy costs (i.e., after a card enters play), if X isn't defined by the card or skill, X is considered to be zero.

1-2-3. Specified cost refers to the number of cards of the specified color that must be included when paying the energy cost, as indicated by the card whose energy cost is being paid.

1-2-3-1. If a card effect adds a specified cost, the total cost is increased by the same amount.

1-2-3-2. If a card effect reduces a specified cost, the total cost is also reduced by the same amount.

1-2-3-2-1. If a card effect reduces a specified cost, it only reduces it by the amount specified; it cannot reduce the cost to a fraction less than zero.

1-2-3-2-2. When card text and keyword skills refer to treating something as if it "had no specified cost," the specified cost is removed, but the total cost is not reduced.

1-2-3-2-3. Specified costs for some skills are described with colored ○ symbols. In such cases, this means that each symbol represents 1 skill cost in the same color as ○.

1-2-4. When card text refers to energy costs, it refers to energy costs on Battle Cards, Extra Cards, and Unison Cards.

1-2-5. When a skill refers to a card's energy cost information, it looks for the following information.

1-2-5-1. If the card's specified cost is less than or equal to the total cost, it refers to the total cost.

1-2-5-2. If the card's total cost is less than the specified cost, it refers to the numerical total of the specified cost.

1-2-5-3. When an X cost is undefined, treat X as 0, then follow 1-2-5-1 or 1-2-5-2 accordingly.

1-2-6. During an action, if a player fails to pay for the action's energy cost with an effect, the action also fails.

1-3. Z-Energy

1-3-1. Z-Energy refers to cards placed in the Z-Energy Area (3-13).

1-3-2. Cards placed in the Z-Energy Area are primarily used to pay for Z-Energy costs.

1-4. Z-Energy Costs

1-4-1. Refers to the number of Z-Energy required to declare the activation of a Z-Leader Card's [Z-Awaken], the playing of a Z-Battle Card, or placing a Z-Extra Card in the Battle Area.

1-4-1-1. Some Z-Energy costs are represented with X.

1-4-1-1-1. When paying Z-Energy costs, if X isn't defined by the card or skill, the card's master determines the value of X.

1-4-1-1-2. In situations other than paying Z-Energy costs (i.e., after a card enters play), if X isn't defined by the card or skill, X is considered to be zero.

1-5. Skills

1-5-1. Skills are text contained in text boxes (2-4) that describe in-game actions.

1-5-2. A single skill is listed with its skill type at the start of its text, or as a keyword skill (22-1-1).

1-5-2-1. As an exception, some skills have quotation marks ("") or bullet points (·) listed before their types. (20-18)

1-5-3. There are four types of skills: [Activate], [Permanent], [Auto], and [Counter].

1-5-4. [Activate] (9-4)

[Activate] skills can be activated and declared by a player by paying the skill cost (1-6) and fulfilling its conditions when granted Free Timing (4-1)

1-5-4-1. There are three kinds of [Activate] skills: [Activate : Main], [Activate : Battle], and [Activate : Main/Battle].

1-5-4-1-1. The turn player can activate and declare [Activate : Main] or [Activate : Main/Battle] skills during their Main Phase (7-3).

1-5-4-1-2. The turn player can activate and declare [Activate : Battle] or [Activate : Main/Battle] skills during their Offense Step (8-2).

1-5-4-1-3. The non-turn player can activate and declare [Activate : Battle] or [Activate : Main/Battle] skills during their Defense Step (8-3).

1-5-4-2. [Activate] skills are described in card text in the following formats: "[Activate : Main] skill cost: (effect)," "[Activate : Battle] skill cost: (effect)", and "[Activate : Main/Battle] skill cost: (effect)." The text before the colon is the skill cost necessary to activate the [Activate] skill, and the text following it is the actual effect.

1-5-4-3. Some [Activate] skills don't have skill costs. Such skills are described in card text in the following formats: "[Activate : Main] (effect)," "[Activate : Battle] (effect)," and "[Activate : Main/Battle] (effect)."

1-5-5. [Permanent] (9-5)

[Permanent] skills constantly affect gameplay while they're active.

1-5-5-1. [Permanent] skills are described in card text in the following format: "[Permanent] (effect)."

1-5-6. [Auto] (9-6)

[Auto] skills automatically enter pending status when the trigger condition (0-3-6) described in the text is fulfilled, and are activated and resolved at a checkpoint (4-2). If an [Auto] skill has a skill cost, it must be fulfilled to activate and resolve the skill.

1-5-6-1. Some [Auto] skills are described in card text using the following format: "[Auto] Skill cost: (effect)."

1-5-6-2. [Auto] effects are described in card text with the format, "When (trigger condition) occurs, perform (effect)."

1-5-6-3. If an [Auto] skill's trigger condition is fulfilled outside of a checkpoint, the skill is activated and resolved at the next checkpoint that occurs.

1-5-6-4. If an [Auto] skill's trigger condition is fulfilled during a checkpoint, it's activated and resolved during that checkpoint.

1-5-7. [Counter] (9-7)

[Counter] skills can only be activated and declared during counter timing (4-3) after meeting their conditions. Please refer to the [Counter] section for more information.

1-5-8. Unless otherwise specified, the skills (card text) of Leader Cards are only valid in the Leader Area, the skills of Battle Cards and Z-Extra Cards are only valid in the Battle Area, and the skills of Unison Cards are only valid in the Unison Area.

1-5-9. Some text has detailed explanations of keyword skills and other card skills inside parentheses. These are called explanatory notes. Explanatory notes are part of the text, but their purpose is providing further explanations of skills and they themselves do not influence gameplay.

1-5-9-1. In some specific cases, skill text is included in parentheses to make understanding the skill easier.

1-5-10. In text, cards that lack card text are sometimes referred to as “skill-less” cards.

1-6. Skill Costs

1-6-1. [Activate] and [Auto] skills may have certain actions specified before a colon. Those actions are called skill costs.

1-6-2. “To pay the skill cost” means “to carry out the action specified in the skill cost.”

1-6-3. If a single skill cost includes multiple actions, carry them out from the beginning of the text.

1-6-4. If other effects add skill costs after this, carry out the effects according to their resolution order.

1-6-5. Skill costs may include the following.

1-6-5-1. Some skill costs are described with symbols such as ①. This means to choose and switch that many of your energy to Rest Mode.

1-6-5-2. Some skill costs are described with colored spheres. In such cases, this means that for each colored sphere, you need to switch 1 energy of that color to Rest Mode.

1-6-5-3. Skill costs may include text referred to by keywords (22-1-2).

1-6-5-4. Some skill costs are specified as [X]. These are referred to as marker skills costs. (13-4)

1-6-6. If a player can't pay part or all of a skill cost, the player can't pay the skill at all.

1-6-6-1. Some skills have multiple skill costs, which are separated with slashes (/), or by writing them out separately. Players can choose either skill cost. In these cases, players only need to choose and pay for one of the skill costs.

1-6-6-2. If a card is to be moved to an area for a skill cost, the skill cost is considered to be completely paid when the specified card is placed in a new area. If the destination for the card is switched due to a rule or card effect, etc., the player can't pay the skill at all.

1-6-7. If an effect causes an attempt to pay a skill cost to fail, the skill's activation also fails. Skills whose activations fail don't activate, and their effects don't resolve.

1-7. Effects

1-7-1. An effect is the part of a skill other than the skill cost.

1-7-2. There are three kinds of effects: Immediate effects, continuous effects, and replacement effects. An "effect" belongs to one or more of these categories.

1-7-2-1. Immediate Effects (9-8)

The directions of immediate effects are carried out and end during the resolution of the effect. Immediate effects include “Draw 1 card” and “Place this card in its owner's Drop Area.”

1-7-2-1-1. Some immediate effects have "delayed effects" that will execute instructions according to the timing specified for the activated effect. This timing is separate from the immediate effect's activation timing.

1-7-2-1-2. Some continuous effects have "delayed effects" that will execute instructions according to the timing specified for the activated effect. This timing is separate from the continuous effect's activation timing.

Example: Delayed immediate effects are effects that resolve upon the specified timing, such as [Activate : Main] effects that specify an “at the end of the turn” or “when your opponent attacks with a Battle Card” timing for activation.

1-7-2-2. Continuous Effects (9-9)

Continuous effects last for a specific amount of time, and include effects without a specified end, such as “for/during the game” effects. Continuous effects include the effects of skills such as “This card gains +5000 power for the battle.” When a length of time is specified, it generally applies up to the next period in the text.

1-7-2-2-1. Some continuous effects have "delayed effects" that will execute instructions according to the timing specified for the activated effect. This timing is separate from the continuous effect's activation timing.

Example: Delayed continuous effects are effects that resolve upon the specified timing, such as [Activate : Main] effects that

specify a “during the next battle” or “during your opponent’s Charge Phase” timing for activation.

1-7-2-3. Replacement Effects (9-10)

Replacement effects replace certain events during the game with the event specified in the effect. The effect of a skill directing to “When doing A, do B instead” is a replacement effect.

1-8. Colors

1-8-1. There are five colors: red, blue, green, yellow, and black.

1-8-1-1. Some cards have more than one of these colors. For example, Blue and Red, or Green and Yellow.

1-8-1-1-1. Cards with multiple colors are referred to as multicolor cards in card text.

1-8-1-1-1-1. Cards with multiple colors X and Y are referred to as “XY multicolor cards” or “X/Y multicolor card” in card text.

1-8-1-1-1-2. Cards that are granted additional colors by effects are treated as if they have all of those colors. However, if the card originally had only one color, it isn’t considered to be a multicolor card unless otherwise specified.

1-8-1-2. Some card text refers to “mono-color” cards, which are cards that only have a single color.

1-8-1-2-1. If a card originally has only a single color but gains colors through effects, it is considered to have all of those additional colors, but when determining if it’s a mono-color card or not, it is considered to be a mono-color card of its original color.

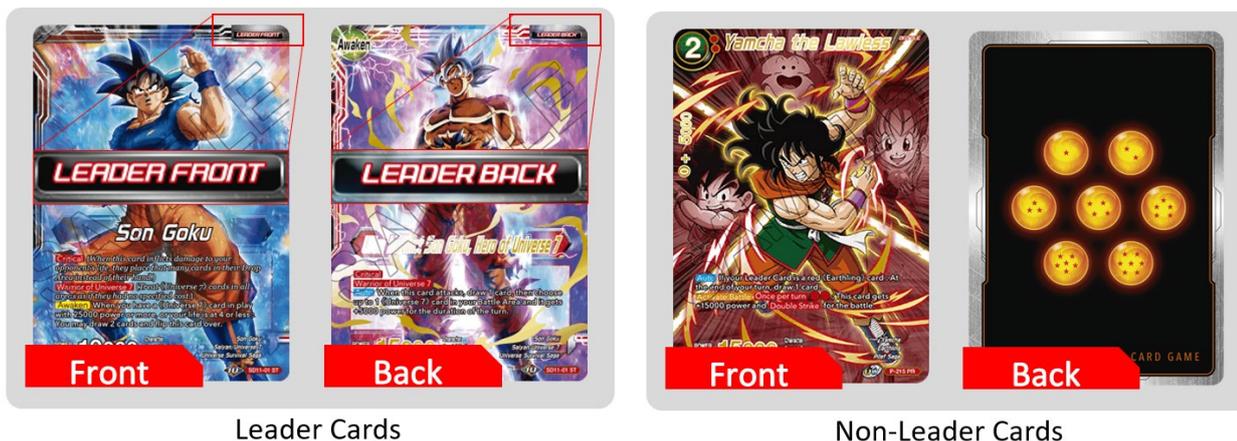
1-8-2. When text and keyword skills refer to “the same color” or “exactly the same colors,” it means the card being referenced must have exactly the same color or combination of colors and no others.

1-9. Card Front and Back Sides

1-9-1. Cards have a front and back side.

1-9-1-1. The front side of Leader Cards can be identified by the “Leader Front” symbol in their upper right corners. The front side of non-Leader Cards can be identified by their having card numbers (2-14).

1-9-1-2. The back side of Leader Cards can be identified by the “Leader Back” symbol in their upper right corners. The back side of non-Leader Cards all have a shared card back depicting the Dragon Balls.



Leader Cards

Non-Leader Cards

1-10. Card Positions / Active Mode and Rest Mode

1-10-1. During play, all cards in the Leader Area, Battle Area, Energy Area, and Unison Area are always in one of the following two positions.

1-10-1-1. Active Mode: A card positioned vertically from a player’s point of view.

1-10-1-1-1. Some cards have a special horizontal designs. These cards are considered to be in Active Mode when positioned horizontally from a player’s point of view.

1-10-1-1-2. As an exception, cards in the Energy Area that are positioned vertically upside down are considered to be in Active Mode.

1-10-1-2. Rest Mode: A card positioned horizontally from a player's point of view.

1-10-1-2-1. Cards with horizontal designs are considered to be in Rest Mode when positioned vertically upside down from a player's point of view.

1-11. Markers

1-11-1. Markers are generally placed on Unison Cards, where they're used to track the status of Unison Cards and their skills. (5-10)(13)

1-11-2. The number of markers on a card is tracked as a positive, whole number.

1-12. Life

1-12-1. "Life" refers to cards that are placed in the Life Area (3-9)

1-12-2. When placing cards in the Life Area, place them face down unless otherwise specified.

1-13. Damage

1-13-1. "Damage" refers to any time a player loses life, primarily as a result of attacks or skills.

1-13-2. Damage only includes effects that "deal damage" or "receive damage," and by rules that refer to dealing damage. Loss of life incurred through other means, such as by effects that cause a player to add cards from their life to their hand, do not count as damage.

1-14. Energy Markers

1-14-1. Energy markers are used in place of energy when paying an energy cost, combo cost, or skill cost.

1-14-2. When you pay energy, you can remove 1 energy marker from the game. This is equivalent to switching 1 card from your energy (with the same color as your Leader) to Rest Mode.

1-14-3. Energy markers are placed in the Energy Area, but they aren't treated as cards or energy. (3-8)

2. Parts of a Card



Leader Card



Battle Card



- ① Card type (2-1)
- ② Color (2-2)
- ③ Card Name (2-3)
- ④ Text/Text Box (2-4)
- ⑤ Energy Cost (2-5)
- ⑥ Z-Energy Cost (2-6)
- ⑦ Power (2-7)
- ⑧ Combo Power (2-8)
- ⑨ Combo Cost (2-9)
- ⑩ Character Name (2-10)
- ⑪ Special Trait (2-11)
- ⑫ Era (2-12)
- ⑬ Illustration (2-13)
- ⑭ Card Number (2-14)
- ⑮ Rarity (2-15)
- ⑯ Block (2-16)
- ⑰ Bundling Number (2-17)
- ⑱ Copyright Notice (2-18)

2-1. Card Type

2-1-1. This specifies the card's type.

2-1-2. There are five card types: Leaders (10), Battle Cards (11), Extras (12), Unisons (13), and Z-Cards (14).

2-2. Color

2-2-1. This specifies the cards color or colors. A card's colors may be referred to in card skill text and when paying energy costs. (5-3)

2-3. Card Name

2-3-1. This is the card's fixed name.

2-3-1-1. Even if part of a card name includes the same text as another card, the cards are treated as having different names unless all of the text is exactly the same.

Example: [Super Dragon Balls] is treated as a different card name from [Dark Dragon Ball]. Similarly, [Son Goku] is treated as a different name from [Son Goku, The Awakened Power].

2-3-2. Some card text will include text in {} brackets without a noun afterwards. As a rule, this is always referring to a card or cards with the card name specified within the {} brackets.

2-3-2-1. When a skill references a card name in singular form, it also applies to the plural form of that name. The opposite is also true—when a skill references a card name in plural form, it also applies to the singular form of that name.

2-3-3. As an exception, some cards have [Permanent] skills that add card names to card text. Treat these cards as if they have this text by default, including during deck construction and when in secret areas. (6-1-5-2) (9-5-4)

2-4. Text/Text Box

2-4-1. This area includes the card's skills (1-5).

2-4-2. Some cards feature designs where card text is included as-is without a visible text box.

2-5. Energy Cost

2-5-1. This specifies the card's energy cost. (1-2)

2-6. Z-Energy Cost

2-6-1. This specifies the card's Z-Energy cost. (1-4)(16-2)(22-46)

2-7. Power

2-7-1. This specifies the card's power in battle. (8-4)

2-7-2. Power can be reduced to values less than zero (negative values) by effects that reduce power.

2-8. Combo Power

2-8-1 This specifies how much power this card adds when used in a combo. (5-7)

2-9. Combo Cost

2-9-1. This specifies how much energy it costs to place a card from your hand or Battle Area in your Combo Area. (5-6) (5-7)

2-10. Character Name

2-10-1. This specifies the name of the card's character.

2-10-1-1. Even if part of a character name includes the same text as another card, the cards are treated as having different character names unless all of the text is exactly the same.

Example: [Android 17] is treated as a different character name from [Android 18]. Similarly, [Son Goku] is treated as a different character name from [Son Goku : Childhood].

2-10-2. Some card text may reference character names.

2-10-3. Some card text will include text in <> brackets without a noun afterwards. As a rule, this is always referring to a card or cards with the character names specified within the <> brackets.

2-10-4. Some cards have multiple characters, separated by one or more slashes (/).

2-10-5. As an exception, some cards have [Permanent] skills that add character names to card text. Treat these cards as if they have this text by default, including during deck construction and when in secret areas. (6-1-5-2) (9-5-4)

2-11. Special Trait

2-11-1. This specifies the card's special traits.

2-11-1-1. Even if part of a special trait includes the same text as another card, the cards are treated as having different special traits unless all of the text is exactly the same.

Example: [Frieza Clan] is treated as a different special trait from [Freiza's Army]. Similarly, [Universe] is treated as a different special trait from [Universe 7].

2-11-2. Some card text may reference special traits.

2-11-3. Some cards have multiple special traits, separated by one or more slashes (/).

2-11-4. Some card text will include text in 《》 brackets without a noun afterwards. As a rule, this is always referring to a card or cards with the special traits specified within the 《》 brackets.

2-11-5. As an exception, some cards have [Permanent] skills that add special traits to card text. Treat these cards as if they have this text by default, including during deck construction and when in secret areas. (6-1-5-2) (9-5-4)

2-12. Era

2-12-1. This specifies which storyline or era the character appears in.

2-12-2. This is not directly referenced by the rules, but may be referred to by card text.

2-13. Illustration

2-13-1. This is the card's illustration.

2-13-2. It does not affect gameplay.

2-14. Card Number

2-14-1. This specifies the card's card number.

2-14-2. Card numbers are referenced during game preparation. (6-1-5-1)

2-15. Rarity

2-15-1. This specifies the card's rarity.

2-15-2. It does not affect gameplay.

2-16. Block

2-16-1. This specifies the block the card is part of.

2-16-2. It does not affect gameplay.

2-17. Bundling Number

2-17-1. This specifies the bundle this card is part of.

2-17-2. It does not affect gameplay.

2-18. Copyright Notice

2-18-1. This is the card's copyright inscription.

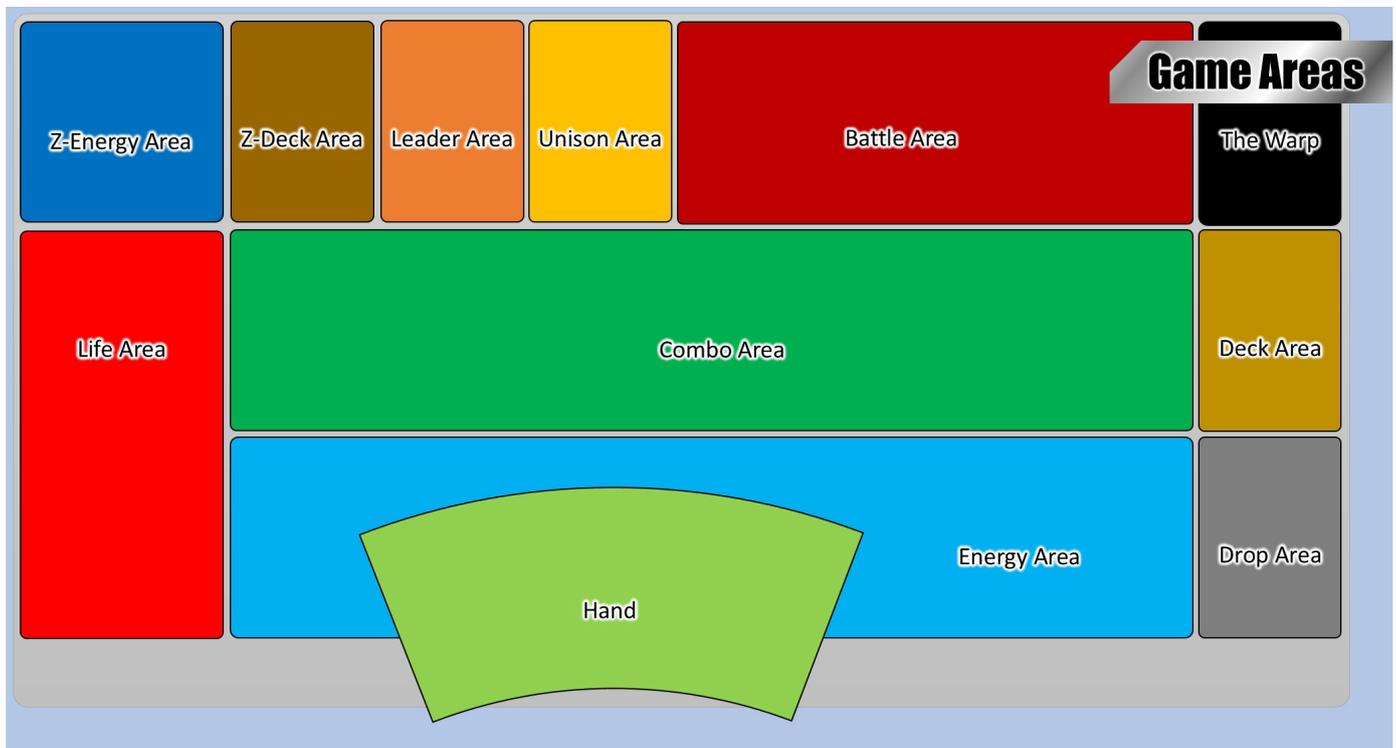
2-18-2. It does not affect gameplay.

3. Areas

There are a total of twelve areas—the Deck Area, hand, Drop Area, Leader Area, Battle Area, Combo Area, Energy Area, Life Area, Warp, Union Area, Z-Deck Area, and Z-Energy Area.

3-1. Areas and Area Movement

- 3-1-1. Unless otherwise specified, each player possesses one of every area. Areas with the same name but a different master are treated as different areas.
- 3-1-2. The number of cards in each area is open information that can be confirmed by both players at any time.
- 3-1-3. Cards in some areas are revealed to both players while others are not. Areas with revealed cards are called open areas, while areas with hidden cards are called secret areas.
- 3-1-4. Other than the exceptions below, when a card is moved from one area to another area, unless otherwise specified, the card is treated as a new card in a new area. Effects that were applied to the card in the original area are not carried over to the new area.
 - 3-1-4-1. When a card is moved from a Battle Area or Unison Area to a Battle Area, Unison Area, or Combo Area, unless otherwise specified, effects that were applied to the card in the original area are carried over to the new area.
 - 3-1-4-2. When a card is moved from a Combo Area to a Battle Area, unless otherwise specified, effects that were applied to the card in the original area are carried over to the new area.
- 3-1-5. When multiple cards are placed in an area simultaneously, unless otherwise specified, the owner of the cards decides the order they're placed in.
 - 3-1-5-1. When multiple cards are placed from an open area in a secret area simultaneously, if the owner of the cards can determine the order the cards are placed in, the other player can't confirm the order the cards were placed.
- 3-1-6. When a card is directed to move to a certain area but the directions do not include which player's area, it moves to its owner's corresponding area unless otherwise specified.
 - 3-1-6-1. When a card is directed to move to an opponent's area, and that area is not a Leader Area, Battle Area, Unison Area, or Combo Area, it is moved to the matching area belonging to the card's owner instead. (0-2-2-2)
- 3-1-7. When a card effect requires a player to move a specified card from one secret area to another secret area, such as an effect that reads "Add 1 <Son Goku> card from your deck to your hand," the card must be revealed to all players, even if not explicitly stated by the card text. (20-12)



3-2. Deck Area

3-2-1. Each player places their deck here at the start of the game.

3-2-2. The Deck Area is a secret area. The cards in this area are placed face-down, and neither player can check the contents or order of those cards, nor can they change their order.

3-2-3. If cards in a deck are to move between areas, move the cards one by one.

3-3. Hand

3-3-1. This area is where players keep the cards they draw from their deck.

3-3-2. The hand is a secret area, but a player can freely view the contents and change the order of cards in their hand.

3-3-3. Players can't view the contents of cards in other players' hands.

3-3-4. There's no limit to the number of cards a player can have in their hand.

3-4. Drop Area

3-4-1. KO'd Battle Cards, Unison Cards with zero markers, and activated Extra Cards are placed in this area.

3-4-2. If the word "Drop" appears in card text, it's referring to the Drop Area.

3-4-3. The Drop Area is an open area. Cards in the area are placed face-up, and either player can freely view the contents of these cards. Players may freely change the order of cards in their own Drop Area. When you place new cards in this area, place them on top of the cards that are already there.

3-4-4. There's no limit to the number of cards a player can have in their Drop Area.

3-5. Leader Area

3-5-1. Players place their Leader Card face-up in this area at the beginning of the game.

3-5-2. The Leader Area is an open area.

3-5-3. A card placed in the Leader Area which is treated as a Leader Card, so long as it's not a Z-Card, can't be moved from the Leader Area via

card effects or rules and can't leave the Leader Area for any reason. (0-2-2-2)

3-6. Battle Area

- 3-6-1. Battle Cards and some Extra Cards are placed in this area.
- 3-6-2. The Battle Area is an open area. Cards in this area are placed face-up.
- 3-6-3. When placing cards in the Battle Area, place them in Active Mode unless otherwise specified.
- 3-6-4. There's no limit to the number of cards that can be placed in a Battle Area.
- 3-6-5. There's no limit to the number of Extra Cards that can be placed in a Battle Area.

3-7. Combo Area

- 3-7-1. Battle Cards that are used in combos are placed in this area.
- 3-7-2. The Combo Area is an open area. Cards in this area are placed face-up.
- 3-7-3. There's no limit to the number of Battle Cards that can be placed in a Combo Area.

3-8. Energy Area

- 3-8-1. Energy is placed in this area.
- 3-8-2. The Energy Area is an open area. Cards in this area are placed upside-down facing up, and either player can freely view the contents of these cards. A player may freely change the order of cards in their own Energy Area. A player may choose any card of their preference (from their own Energy Area) when paying costs.
- 3-8-3. When placing cards in the Energy Area, place them face-up in Active Mode unless otherwise specified.
- 3-8-4. There's no limit to the number of cards that can be placed in an Energy Area.

3-9. Life Area

- 3-9-1. The life cards for a player's Leader are placed in this area.
- 3-9-2. The Life Area is a secret area. Unless specified otherwise, the cards in this area are placed face down, and neither player can check the contents of those cards nor can they change their order. A player may choose any card of their preference when cards are moved from the Life Area to other areas. When you place new cards in this area, place them on top of the cards that are already there.
 - 3-9-2-1. Life cards placed face-up by cards and skills are treated as being in an open area.
- 3-9-3. If a card or skill asks a player to shuffle their life, it refers to randomizing the order of a player's life cards. This shuffle is performed by the owner of the life cards, regardless of who the master of the shuffle effect is.
- 3-9-4. Unless specified otherwise, a player can move any card when a card is moved from the Life Area to another area.

3-10. Warp

- 3-10-1. The Warp is an area where cards can be placed.
- 3-10-2. The Warp is an open area. Cards sent to the Warp are placed face up and can be viewed by any player. A player may change the order of cards sent to their own Warp. When sending new cards in the Warp, place them on top of any cards that are already there.
- 3-10-3. There's no limit to the number of cards that can be placed in a Warp.

3-11. Unison Area

- 3-11-1. Unison Cards are placed in this area.
- 3-11-2. The Unison Area is an open area. Cards played here are played face up.
- 3-11-3. Unless otherwise specified, cards are placed in the Unison Area in Active Mode.

3-11-4. Only one card can be placed in a Unison Area at a time.

3-11-5. When placing a card in the Unison Area, all cards in the Unison Area other than the one currently being played are placed in their owners'

Drop Areas.

3-12. Z-Deck Area

3-12-1. Players place their Z-Deck (6-1-4) in this area at the start of the game.

3-12-2. The Z-Deck Area is a secret area, but a player can freely view the contents of and change the order of cards in their Z-Deck.

3-12-2-1. Face-up cards in the Z-Deck Area and cards placed face-up in the Z-Deck Area by skills are treated as being in an open area.

3-12-3. Players can't view the contents of face-up cards in other players' Z-Deck Areas.

3-13. Z-Energy Area

3-13-1. Z-Energy is placed in this area.

3-13-2. The Z-Energy Area is an open area. Cards in this area are placed face-up, and either player can freely view the contents of these cards. A player may freely change the order of cards in their own Z-Energy Area. A player may choose any card of their preference (from their own Z-Energy Area) when paying costs.

3-13-3. When placing cards in the Z-Energy Area, place them face-up unless otherwise specified.

3-13-4. There's no limit to the number of cards that can be placed in a Z-Energy Area.

4. Declaring Actions

Players can declare actions during free timing, checkpoints, and counter timing. Note that other than these three timing types, some actions can be declared passively according to the rules for the sake of game progression.

4-1. Free Timing

4-1-1. Free timing is a point in gameplay when the specified player is allowed to actively carry out actions. (7-3-4)(8-2-4)(8-3-4)

4-1-2. When either player is granted free timing, follow the procedure below.

4-1-2-1. The player is granted free timing. They may choose to carry out a legal action or none at all. If they choose to carry out an action, they are granted another free timing (unless specified otherwise).

4-1-2-2. If the player granted free timing chooses to not carry out an action, the free timing ends, and the phase and/or step advances.

4-2. Checkpoints

4-2-1. Checkpoints are moments in gameplay when rule processing (21-1-2-2) is performed, when activation of [Auto] skills (9-6) is declared/resolved, and when unresolved delayed effects are resolved.

4-2-2. When a checkpoint occurs, follow the procedure below.

4-2-2-1. All rules processing that currently needs to be carried out is resolved simultaneously. If a situation requiring new rules processing results, repeat this process as long as rules processing is required.

4-2-2-2. If [Auto] activations for which the turn player is the Master are awaiting resolution, the turn player chooses one, activates and resolves it, and then returns to 4-2-2-1.

4-2-2-3. If [Auto] activations for which the non-turn player is the Master are awaiting resolution, the non-turn player chooses one, activates and resolves it, and then returns to 4-2-2-1.

4-2-2-4. If delayed effects that read “when (conditions)” for which the turn player is the Master are awaiting resolution, the turn player chooses one, resolves it, and then returns to 4-2-2-1.

4-2-2-5. If continuous effects that read “when (conditions)” for which the non-turn player is the Master are awaiting resolution, the non-turn player chooses one, resolves it, and then returns to 4-2-2-1.

4-2-2-6. End the checkpoint.

4-3. Counter Timing

4-3-1. Counter timing is a point in gameplay when rules processing (21-1-2-2) can be completed and [Counter] skills (22-10) can be declared and activated.

4-3-2. Counter timing occurs when the following conditions have been met.

4-3-2-1. A player declares they're going to play a card. (5-4-2-2)

4-3-2-2. A player makes an attack. (8-1-4)

4-3-2-3. After a player activates a skill but before its effect is resolved. (9-4-4)(9-6-6)(9-7-3-3)

4-3-2-4. After a player resolves a skill's effect. (9-4-6)(9-6-8)

4-3-2-5. When a player's Unison Card undergoes growth. (13-3-3)

4-3-2-6. When a player's Z-Extra Card is placed in a Battle Area. (17-2-1-2)

4-3-2-7. While counter timing is already occurring for a specific event, a new counter timing can't occur due to identical conditions.

4-3-3. When counter timing occurs, follow the procedure below. (9-7)

4-3-3-1. All rules processing that currently needs to be carried out is resolved simultaneously. If a situation requiring new rules processing results, repeat this process as long as rules processing is required.

4-3-3-2. When a player granted counter timing chooses to do nothing or chooses to declare the activation of a [Counter] skill, the counter timing ends.

5. Basic Actions

Basic Actions are key actions commonly referenced by rule processing, skills, and effects.

5-1. Drawing Cards

5-1-1. "Draw a card" is the act of adding the top card of a deck to the player's hand.

5-1-2. If a player is directed to "draw a card," that player adds 1 card from the top of their deck to their hand without revealing it to their opponent.

5-1-3. If a player is directed to "draw X cards," nothing happens if X is 0. If X is 1 or higher, repeat the "draw a card" process that many times.

5-1-4. If a player is directed to draw "up to X cards," nothing happens if the X is 0. If X is 1 or higher, the player carries out the following actions.

5-1-4-1. The player can end this action.

5-1-4-2. The player draws a card.

5-1-4-3. If a player has carried out 5-1-4-2 X times, end this action. If not, return to 5-1-4-1.

5-1-5. Even when drawing 2 or more cards, the action of "drawing a card" is only counted once, and trigger conditions for multiple draws aren't fulfilled. (9-6-2-1-2)

5-2. Choosing

5-2-1. When a player is directed by a skill to choose one or more targets, they do so according to the following rules.

5-2-2. If the skill reads "choose," choose the indicated target card or player (target) when required to do so during the resolution of the skill.

5-2-3. If the number of targets a player chooses is specified, they must choose as many targets as they can, up to the number of targets specified.

They cannot purposefully choose fewer targets than the specified number.

5-2-4. If the number is specified as "up to..." or "...or less," they can select any number of targets from 0 to the specified number.

5-2-5. If the number of targets is specified, but some of the specified targets cannot be chosen, as many targets as possible are chosen, then the specified effects concerning those targets are resolved.

5-2-6. If the number of targets is specified, but none of the targets can be chosen, no targets are chosen. All effects concerning those targets are ignored.

5-2-7. If the specified target is a card in a secret area, and if the choice requires information from the card, players cannot guarantee that the target is a card that meets the required conditions. Thus, a player can decide not to choose a card from a secret area, even if it may fulfill the conditions.

5-2-8. When choosing a card from a deck, search while viewing the front face of the deck, then select the specified card from within.

5-3. Paying Energy Costs

5-3-1. To pay an energy cost, switch a number of cards in your Energy Area to Rest Mode that match the total cost required by the energy cost (1-2). If an energy cost includes a specified cost, the color and number of cards switched to Rest Mode must also match the number and color of orbs in the specified cost.

5-3-1-1. If the specified cost is greater than the total cost, switch a number of cards in your Energy Area to Rest Mode that match the number and color of the specified cost. (1-2-2-1)

5-3-2. Cards with an energy cost of 0 don't require players to pay a cost of 0 to use them. Instead, players can play or declare their activation without paying their cost.

5-3-3. You can't declare an action that requires paying a cost unless you have enough Active Mode energy in your Energy Area (1-1) and/or energy markers to use instead of energy (1-14) to pay the required cost.

5-3-3-1. However, exceptions include when an activated effect causes the act of paying the energy cost to be replaced by some other action or

event, and then it becomes possible to fulfill that action or event. Other similar exceptions include when an energy cost can be paid after an activated effect modifies the energy cost to be paid.

5-3-4. When declaring an action, if a player fails to pay for the action's energy cost due to an effect, the action also fails.

5-4. Paying Z-Energy Costs

5-4-1. To pay a Z-Energy cost, a player places a number of cards from their Z-Energy Area equal to the Z-Energy cost (1-4) in their owners' Drop Areas.

5-4-1-1. Unless otherwise specified, the color of the cards placed in the Drop Area doesn't matter.

5-4-2. Cards with a Z-Energy cost of 0 don't require players to pay a cost of 0 to use them. Instead, players can play or declare their activation without paying their Z-Energy cost.

5-4-3. You can't declare an action that requires paying a Z-Energy cost unless you have enough Z-Energy in your Energy Area (1-3) to pay the required Z-Energy cost.

5-4-3-1. However, exceptions include when an activated effect causes the act of paying the Z-Energy cost to be replaced by some other action or event, and then it becomes possible to fulfill that action or event. Other similar exceptions include when a Z-Energy cost can be paid after an activated effect modifies the Z-Energy cost to be paid.

5-4-4. When declaring an action, if a player fails to pay for the action's energy cost due to an effect, the action also fails.

5-5. Playing Cards

5-5-1. Placing a Battle Card in a Battle Area or a Unison Card in a Unison Area is referred to as "playing" that card. Sometimes, the rules or card effects can cause a card to be played from a player's hand or Z-Deck Area. In the case of card effects, it's possible for cards to be played from areas other than a player's hand.

5-5-2. During their Main Phase (7-3-4-1) the main player can play a Battle Card from their hand by placing it in their Battle Area. Follow the procedure below to play a Battle Card.

5-5-2-1. Players reveal the card they're playing from your hand, switch the amount of energy necessary to play the card to Rest Mode, and declare that they're playing the card. If a player can't switch the necessary energy to Rest Mode, they can't declare that they're playing the card.

5-5-2-2. A counter timing occurs. (4-3-2-1)(20-10-3-1)

5-5-2-3. Battle Card is played.

5-5-3. When using a skill to play a Battle Card, unless otherwise specified, the Battle Card is played to the player's Battle Area without paying its energy cost. Follow the procedure below to play the Battle Card.

5-5-3-1. The player specifies the skill they want to use to play the Battle Card. (5-8)

5-5-3-2. If there's a skill cost required for the activation, the player determines those costs and pays them entirely.

5-5-3-3. The skill is activated.

5-5-3-4. A counter timing occurs. (4-3-2-3)(22-10-3-1)

5-5-3-5. The Battle Card is played.

5-5-3-6. A counter timing occurs. (4-3-2-4)(20-10-3-1)

5-5-4. If the effect or attempt to play the card fails due to an effect, the card is placed in its owner's Drop Area.

5-5-5. If playing a Unison Card, see (13-2).

5-5-6. If playing a Z-Battle Card, see (16-2).

5-6. Paying Combo Costs

5-6-1. To pay a combo cost, switch a number of cards in your Energy Area to Rest Mode that match the required combo cost (2-9).

5-6-1-1. Unless otherwise specified, the colors of the cards switched to Rest Mode don't matter.

5-6-2. Cards with a combo cost of 0 don't require players to pay a cost of 0 to use them. Instead, they can be used in a combo without paying their combo cost.

5-6-3. When declaring a combo, you can't declare an action that requires paying a combo cost unless you have enough Active Mode energy in your Energy Area (1-1) and/or energy markers to use instead of energy (1-14) to pay the required cost.

5-6-3-1. However, exceptions include when an activated effect causes the act of paying the combo cost to be replaced by some other action or event, and then it becomes possible to fulfill that action or event. Other similar exceptions include when a combo cost can be paid after an activated effect modifies the combo cost to be paid.

5-6-4. If a player fails to pay for a combo's energy cost due to an effect after declaring the combo, the declared action also fails.

5-7. Using Cards in Combos

5-7-1. The act of placing Battle Cards in a Combo Area is referred to as a "combo." By using cards in combos, you can add their Combo Power (2-8) to the power of one of your Battle Cards (2-7) that's in a battle.

5-7-2. Players can only use a card in a combo if it has both non-negative combo cost and non-negative combo power.

9-10-1-1. Cards without a combo cost or combo power cannot be placed in a Combo Area. (0-2-2-2)

5-7-3. If they do so, the player must switch an amount of energy equal to the required combo cost (2-9) to Rest Mode and declare the combo. If they can't do so, they can't declare the combo.

5-7-3-1. When using a skill to use a Battle Card in a combo, unless otherwise specified, the combo is performed without paying its combo cost.

5-7-4. When skill text refers to Battle Cards used in combos, it can refer to Battle Cards in areas other than the Battle Area. Note that section 20-1-2 does not apply in this case.

5-7-5. Combos during the Offense Step (8-2-4-1)

5-7-5-1. The turn player can use a card in a combo. Combos can be performed as many times as they want, one card at a time.

5-7-5-1-1. The turn player can move any of their Active Mode Battle Cards other than their attack card to the Combo Area to declare its use in a combo.

5-7-5-1-2. The turn player can reveal 1 Battle Card from their hand and declare its use in a combo.

5-7-5-2. The specified Battle Card is placed in the Combo Area.

5-7-5-3. A checkpoint occurs.

5-7-5-4. If the turn player can continue the combo, return to 5-7-5-1.

5-7-6. Combos during the Defense Step (8-3-4-1)

5-7-6-1. The non-turn player can use a card in a combo. Combos can be performed as many times as they want, one card at a time.

5-7-6-1-1. The non-turn player can move any of their Active Mode Battle Cards other than their guard card to the Combo Area to declare its use in a combo

5-7-6-1-2. The non-turn player can reveal 1 Battle Card from their hand and declare its use in a combo.

5-7-6-2. The specified Battle Card is placed in the Combo Area.

5-7-6-3. A checkpoint occurs.

5-7-6-4. If the non-turn player can continue the combo, return to 5-5-6-1.

5-7-7. If a combo fails due to an effect, the card is placed in its owner's Drop Area.

5-8. Paying Skill Costs

5-8-1. To pay a skill cost means to carry out the action specified in the skill cost (1-6) in order to activate a skill with a skill cost. Fulfilling skill costs is not included as part of activation. (9)

5-8-2. If a player can't pay part or all of a skill cost, the player can't pay the skill at all.

5-8-2-1. Some skills have multiple skill costs, which are separated with slashes (/), or by writing them out separately. Players can choose either skill cost. In these cases, players only need to choose and pay for one of the skill costs.

5-8-2-2. If a card is to be moved to an area for a skill cost, the skill cost is considered to be completely paid when the specified card is placed in the new area. If the destination for the card is switched due to a rule or card effect, etc., the player can't pay the skill at all.

5-8-3. You can't declare an action that requires paying a skill cost if the conditions for the skill cost aren't met or you can't perform the specified actions.

5-8-3-1. However, exceptions include when an activated effect causes the act of paying the skill cost to be replaced by some other action or event, and then it becomes possible to fulfill that action or event. Other similar exceptions include when a skill cost can be paid after an activated effect modifies the skill cost to be paid.

5-8-4. If an effect causes an attempt to pay a skill cost to fail, the skill's activation also fails. Skills whose activations fail don't activate, and their effects don't resolve.

5-9. Activations

5-9-1. Activation refers to the execution of rules processing known as "activation" required to resolve a skill's effect. Fulfilling skill costs is not included as part of activation. (9)

5-9-2. When rules and skill text refer to "declaring the activation of a skill," this refers to the expression of intent to perform the processes necessary to resolve the skill's effect.

5-10. Dealing/Receiving Damage

5-10-1. "Dealing damage" refers to removing cards from a player's Life Area as a result of rules and card effects that read, "Deal X damage to a player," and "deal X damage to a player's life" (1-13)

5-10-2. "Receiving damage" refers to when a player is dealt damage.

5-10-3. When a player is dealt damage, damage processing occurs. (19-3)

5-10-4. Even when 2 or more damage is dealt, the action of "dealing damage" is only counted once, and trigger conditions for dealing damage multiple times aren't fulfilled. (9-6-2-1-2)

5-11. Shuffling

5-11-1. Shuffling refers to the act of randomly arranging a set of target cards so that no player knows their order.

5-11-2. If a rule or skill text requires a player to shuffle a specific area, shuffle all of the unrevealed cards in that area.

5-11-2-1. Even if the group of cards only includes 0 or 1 cards, the shuffle is considered to have been performed.

5-11-2-2. If a rule or skill text requires a player to shuffle cards in multiple areas, the cards should be shuffled separately in each area.

5-11-3. Shuffling is performed by the player who owns the area where the target group of cards is placed, regardless of the master of the effect requiring the shuffle.

5-12. KO'ing Cards

5-12-1. KO refers to the act of moving a Battle Card from the Battle Area to its owner's Drop Area.

5-12-2. A card is only KO'd when an effect says to "KO" a card, or because of a rule that specifies to KO a card. Battle Cards in an owner's Drop Area that were placed there for other reasons aren't considered to be KO'd.

5-12-3. [Auto] skills with trigger conditions that read "when this card is KO'd" are replaced by a continuous effect such as "instead of leaving the Battle Area, (move it) to (an area other than it's owner's Drop Area)/remove it from the game," and the target card enters the pending status even if it is not placed in its owner's Drop Area.

5-13. Removing Markers

5-13-1. "Removing a marker" refers to decreasing the number of markers on a card by a specified amount.

5-13-2. When the number of markers on a card is reduced, remove that many markers from the card markers.

5-13-3. When a card with markers on it is moved to an area other than an opponent's Unison Area, remove all markers from that card.

5-13-4. When removing markers from a Unison Card, the player whose marker is being removed follows the steps below.

5-13-4-1. If only 1 marker is being removed, the player whose marker is being removed removes 1 marker from the Unison Card.

5-13-4-2. If X markers are being removed and X is 0, nothing happens. If X is 1 or more, the player whose markers are being removed performs "Remove 1 marker" X times.

5-14. Paying Z-Energy Costs

5-14-1. To pay a Z-Energy cost, a player places a number of cards from their Z-Energy Area equal to the Z-Energy cost (1-4) in their owners' Drop Areas.

5-14-1-1. Unless otherwise specified, the color of the cards placed in the Drop Area doesn't matter.

5-14-2. Cards with a Z-Energy cost of 0 don't require players to pay a cost of 0 to use them. Instead, players can play or declare their activation without paying their Z-Energy cost.

6. Game Setup

6-1. Leader Cards and Decks

- 6-1-1. Each player readies their Leader Card and deck before the game begins. They can also ready a Z-Deck if they so choose.
- 6-1-2. Each player needs exactly 1 Leader Card to play.
- 6-1-3. A player needs a 50-to-60 card deck, constructed out of Battle Cards, Extra Cards, and Unison Cards.
- 6-1-4. A Z-Deck can include up to 10 Z-Cards.
- 6-1-5. Decks and Z-Decks must follow the deck construction rules below.
 - 6-1-5-1. A deck can only include up to 4 copies of a card with the same card number.
 - 6-1-5-2. [Permanent] skills that affect deck construction rules are treated as replacement effects which replace the deck construction rules above.
 - 6-1-5-2-1. [Permanent] skills that effect deck construction rules include [Permanent] skills with text that specifies “You can include (X) copies of (a card) in your deck,” or “You can only include (X) copies of (a card) in your deck.”
 - 6-1-5-2-2. [Permanent] skills that grant colors, special traits, character names, and similar (such as “This card gains «special trait» in all areas”) are all valid during deck construction.

6-2. Pre-Game Preparations

- 6-2-1. Before playing the game, each player must follow the procedure below.
 - 6-2-1-1. Each player presents the Leader Card, deck, and Z-Deck they’re going to use this game. This deck (at this time) must meet the deck construction rules given in **6-1**.
 - 6-2-1-2. Each player places their Leader Card with its front side face up in their Leader Area.
 - 6-2-1-3. Trigger conditions for “When this card is placed in a Leader Area” skills enter pending
 - 6-2-1-4. Decide which player goes first at random using the following criteria:
 - 6-2-1-4-1. Deciding the player who goes first can’t be a conscious choice. Once a player is determined to be playing first or second, even if they were chosen randomly, they can’t choose whether to play first or not.
 - 6-2-1-5. The first player will go first, and the other player will go second.
 - 6-2-1-6. A checkpoint occurs.
 - 6-2-1-7. Each player shuffles their deck. Then, each player places their deck face-down in their Deck Area.
 - 6-2-1-8. Each player places their Z-Deck face-down in their Z-Deck Area.
 - 6-2-1-9. Each player draws 6 cards from their deck as their opening hand. Then, beginning with the starting player, each player may redraw their hand once according to the procedure below.
 - 6-2-1-9-1. Return all the cards currently in your hand to your deck and shuffle it. Then draw 6 new cards.
 - 6-2-1-10. Each player places the top 8 cards of their deck face-down in their Life Area.
 - 6-2-1-11. The player who goes second places 1 energy marker in their Energy Area.
- 6-2-2. [Permanent] effects that affect the above pre-game preparations, such as life totals and hand sizes, are applied to each section of the rules as replacement effects.
 - 6-2-2-1. [Permanent] skills that affect pre-game preparations include [Permanent] skills that read “You start the game with X life.”

7. Game Progression

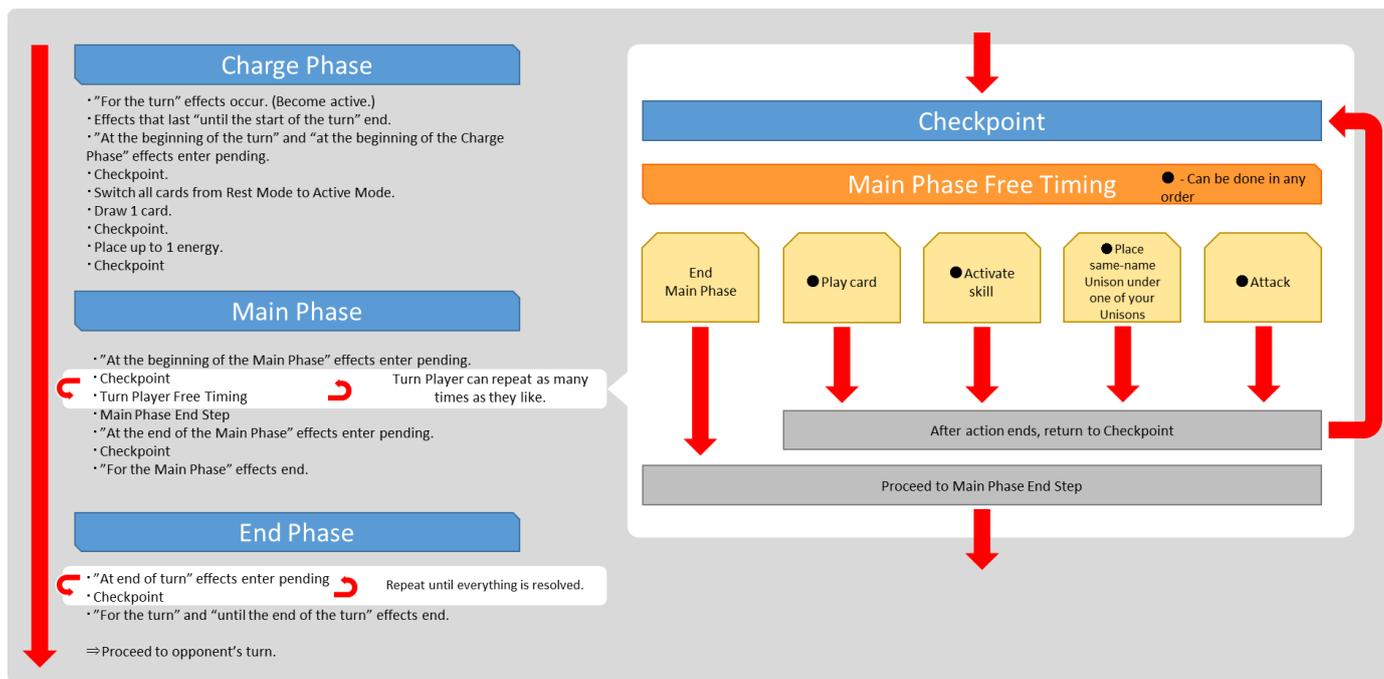
7-1. Turn Structure

7-1-1. A turn is comprised of the following 3 phases. Each phase is itself comprised of smaller units, called steps. Even if nothing occurs during a given phase or step, they're still considered to exist.

7-1-2. The game is progressed by the turn player (0-3-2-1). The turn player performs the various phases of a turn following the procedure below.

These phases make up a turn

7-1-2-1. If an effect causes a phase or step to be removed or skipped, trigger condition events and checkpoints within those phases and steps don't occur, players can't take any actions, and the game proceeds to the next phase or step.



7-2. Charge Phase

7-2-1. A phase where various rules processing occurs at the start of a turn. The Charge Phase proceeds according to the procedure below.

7-2-2. Effects that last "for the turn" occur for the turn player.

7-2-3. Effects that last "for the turn" occur for the non-turn player.

7-2-4. Continuous effects that last "until the start of your opponent's turn" end.

7-2-5. Effects that read, "At the beginning of the turn," and "at the beginning of the Charge Phase" enter pending.

7-2-6. A checkpoint occurs.

7-2-7. Players Switch all of the cards in their Leader Area, Battle Area, Energy Area, and Unison Area which are in Rest Mode to Active Mode.

7-2-8. A checkpoint occurs.

7-2-9. The turn player draws 1 card from their deck.

7-2-9-1. Note that the player who goes first doesn't draw a card on their first turn.

7-2-10. A checkpoint occurs.

7-2-11. The turn player may place 1 card from their hand in their Energy Area.

7-2-12. A checkpoint occurs.

7-2-13. Proceed to the Main Phase.

7-3. Main Phase

7-3-1. The turn player can carry out various actions during this phase. Proceed through the Main Phase by following the procedure below.

7-3-2. Effects that read, "At the beginning of the Main Phase" enter pending.

7-3-3. A checkpoint occurs.

7-3-4. The turn player is granted a free timing (4-1). During this free timing, the following actions can be declared.

7-3-4-1. Playing cards. (5-4)(13-2)(16-2)

7-3-4-1-1. After this action ends, return to 7-3-3.

7-3-4-2. Activating [Activate : Main] and [Activate : Main/Battle] skills. (9-4)(12-2)(13-4)

7-3-4-2-1. After this action ends, return to 7-3-3.

7-3-4-3. Growing Unison Cards. (13-3)

7-3-4-3-1. After this action ends, return to 7-3-3.

7-3-4-4. Placing a Z-Extra Card in the Battle Area. (17-2)

7-3-4-4-1. After this action ends, return to 7-3-3

7-3-4-5. .Attacking. (8-1)

7-3-4-5-1. Note that the player who goes first can't attack during their first turn.

7-3-4-5-2. After the action ends, return to 7-3-3.

7-3-4-6. When a player's Z-Extra Card is placed in a Battle Area. (22-2)

7-3-4-6-1. After this action ends, return to 7-3-3.

7-3-4-7. Ending the Main Phase.

7-3-4-7-1. The turn player can choose to end their Main Phase. If they do so, proceed to the Main Phase End Step.

7-3-5. Main Phase End Step.

7-3-5-1. In this step, the current turn's Main Phase ends. Proceed through this step following the procedure below.

7-3-5-1-1. Skills that read, "At the end of the Main Phase" enter pending.

7-3-5-1-2. A checkpoint occurs.

7-3-5-1-3. Effects that last "for the Main Phase" end for the turn player.

7-3-5-1-4. Effects that last "for the Main Phase" end for the non-turn player.

7-3-5-1-5. Proceed to the End Phase.

7-4. End Phase

7-4-1. Carry out various processes that occur at the end of a turn in this phase. Carry out the End Phase following the procedure below.

7-4-2. Skills that read, "At the end of the turn" enter pending. occurs. However, any [Auto] that had their trigger conditions fulfilled this turn do not enter pending.

7-4-3. A checkpoint occurs.

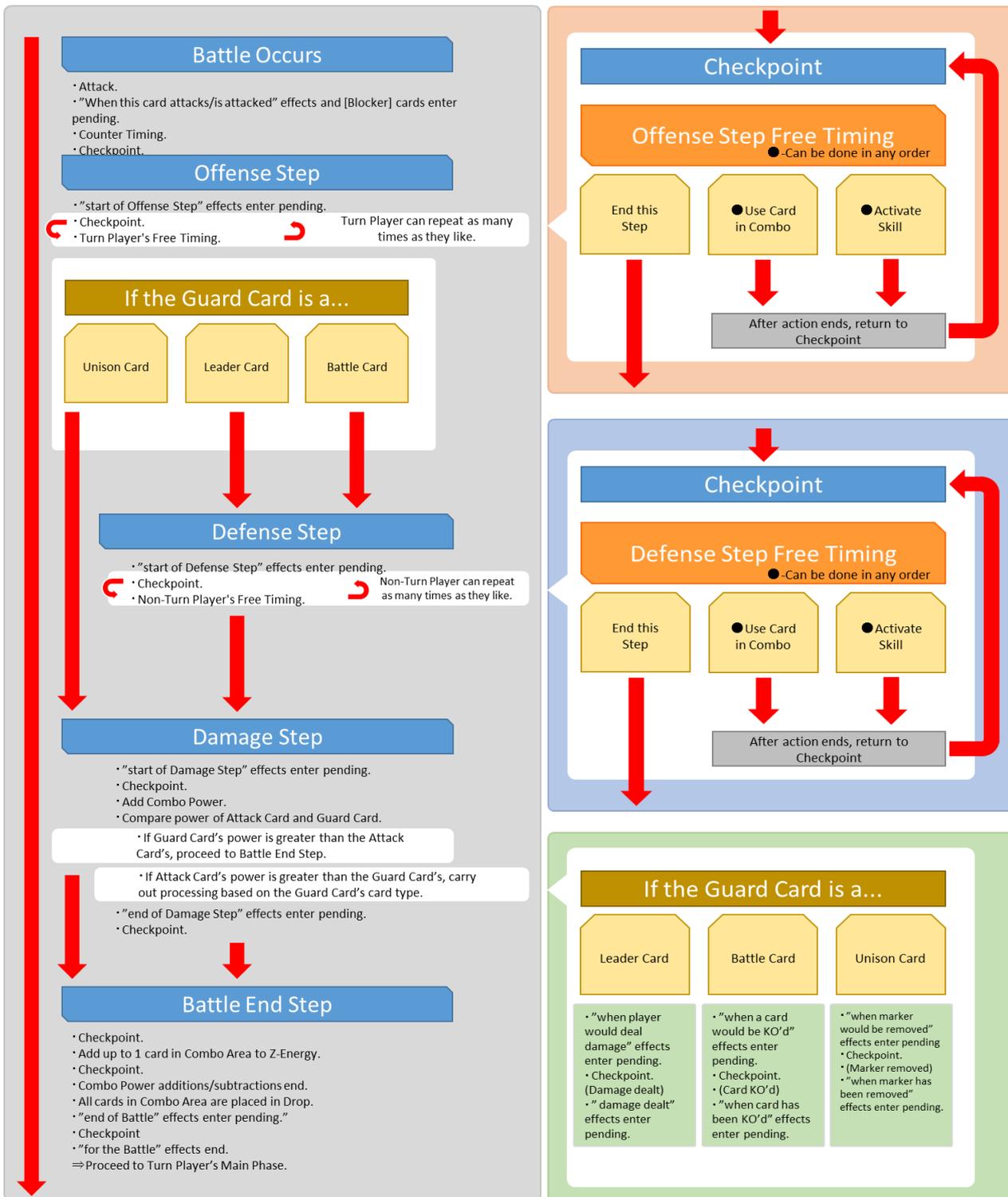
7-4-4. Among "at the end of [...] turn" trigger conditions, if there are [Auto] skills with trigger conditions that have yet to be fulfilled during the current turn, carry out the End Phase procedure once again from the beginning. If not, proceed to 7-4-5.

7-4-5. All effects that last "for the turn" and "until the end of the turn" end for the turn player.

7-4-6. All effects that last "for the turn" and "until the end of the turn" end for the non-turn player.

7-4-7. The turn ends. The current non-turn player becomes the turn player, and play proceeds to the next turn's Charge Phase.

8. Card Attacks & Battles



Battles proceed according to the procedure below.

8-1. Attacks and Battles

8-1-1. During the Main Phase, the turn player can switch an Active Mode Leader Card/Battle Card/Unison Card in their Leader Area/Battle Area/Unison Area to Rest Mode in order to attack an opponent's Leader Card or Unison Card in their Leader Area/Unison Area, or a Battle Card in Rest Mode in their Battle Area. Attacks are carried out one card at a time, and the turn player can attack as many times as they want per turn.

8-1-2. If a card attacks, a battle occurs.

8-1-2-1. The attacking card becomes an attack card, and the attacked card becomes a guard card until the attack is negated or the battle ends.

8-1-2-2. When skill text refers to “during this card’s attack” or “in a battle,” it refers to the period from the attack in 8-1-2 until the end of the battle in 8-5-13.

8-1-3. Skills that trigger “when this card attacks” or “when this card is attacked” as well as cards with [Blocker] enter pending.

8-1-4. A counter timing occurs. (22-10-3-2) (22-10-3-3)

8-1-5. A checkpoint occurs.

8-1-6. If the attack is valid, proceed to the Offense Step (8-2).

8-1-6-1. If the attack is negated, proceed to the Battle End Step (8-5).

8-1-7. If—during the battle after 8-1-5—the number of attack cards or guard cards is reduced to zero due to an effect, proceed to the Battle End Step (8-5).

8-1-7-1. If a Battle Card is played on top of the attack card or guard card, that Battle Card is treated as the new attack card or guard card (21-5-2).

8-1-7-2. If—during step 8-1-7 or later—the attack card or guard card is changed due to an effect, skills that trigger “when this card attacks” or “when this card is attacked” are not made pending.

8-2. Offense Step

8-2-1. The turn player carries out various actions during this step. Perform the Offense Step by following the procedure below.

8-2-2. Skills that trigger “at the beginning of the Offense Step” enter pending.

8-2-3. A checkpoint occurs.

8-2-4. The turn player is granted a Free Timing. The player can declare any of the following actions during a Free Timing granted during the Offense Step.

8-2-4-1. Combos (55)

8-2-4-1-1. After the action ends, return to 8-2-3.

8-2-4-2. Activating [Activate : Battle] or [Activate : Main/Battle] skills (1-5-4-1-2) (9-4) (12-2)

8-2-4-2-1. After the action ends, return to 8-2-3.

8-2-4-3. Ending the Offense Step

8-2-4-3-1. If the turn player chooses to do nothing, proceed to the Defense Step (8-3).

8-2-4-3-1-1. If the guard card is a Unison Card, skip the Defense Step and proceed to the Damage Step (8-4). (13-5-1)

8-3. Defense Step

8-3-1. The non-turn player carries out various actions during this step. Perform the Defense Step by following the procedure below.

8-3-2. Skills that trigger “at the beginning of the Defense Step” enter pending.

8-3-3. A checkpoint occurs.

8-3-4. The non-turn player is granted a Free Timing. The player can declare any of the following actions during a Free Timing granted during the Defense Step.

8-3-4-1. Combos (5-7-6)

8-3-4-1-1. After the action ends, return to 8-3-3.

8-3-4-2. Activating [Activate : Battle] or [Activate : Main/Battle] skills (1-5-4-1-3) (9-4) (12-2)

8-3-4-2-1. After the action ends, return to 8-3-3.

8-3-4-3. Ending the Defense Step

8-3-4-3-1. If the non-turn player decides to do nothing, proceed to the Damage Step.

8-4. Damage Step

8-4-1. During this step, the processing for one battle is performed. Resolve this step by following the procedure below.

8-4-2. Skills that trigger “at the beginning of your Damage Step” enter pending.

8-4-3. A checkpoint occurs.

8-4-4. Add all the Combo Power of the turn player’s cards in the Combo Area to the power of the attack card.

8-4-5. Add all the Combo Power of the non-turn player’s cards in the Combo Area to the power of the guard card.

8-4-6. Compare the power of the attack card and the guard card. If the attack card’s power is greater than or equal to the guard card’s power, follow the procedure below. If not, do not carry out any processing reflecting the result of the battle, and proceed to the Battle End Step (8-5) instead.

8-4-6-1. If the guard card is the Leader Card:

8-4-6-1-1. Skills that trigger “when you deal damage,” etc. enter pending. However, if an effect that reads “you don’t take damage,” etc. exists simultaneously, the skill is not made pending.

8-4-6-1-2. A checkpoint occurs.

8-4-6-1-2-1. The attack card inflicts damage to the non-turn player (5-10) (21-3).

8-4-6-1-3. If damage was dealt in 8-4-6-1-2-1, skills that trigger “when you deal damage,” etc. enter pending.

8-4-6-2. If the guard card is a Battle Card:

8-4-6-2-1. The guard card is KO’d (5-12). Skills that trigger “when <cards> are KO’d” enter pending.

8-4-6-2-2. A checkpoint occurs.

8-4-6-2-3. Skills that trigger “when you KO a card,” “when <cards> are KO’d,” etc. enter pending.

8-4-6-3. If the guard card is a Unison Card (13-5-2)

8-4-6-3-1. Skills that trigger “when a marker would be removed,” etc. enter pending.

8-4-6-3-2. A checkpoint occurs.

8-4-6-3-3. Remove markers from the Unison Card functioning as the guard card.

8-4-6-3-4. Skills that trigger “when a marker is removed,” etc. enter pending.

8-4-7. Skills that trigger “when the Damage Step ends” enter pending.

8-4-8. A checkpoint occurs.

8-4-9. Proceed to the Battle End Step.

8-5. Battle End Step

8-5-1. A checkpoint occurs.

8-5-2. If there are any Battle Cards in the turn player’s Combo Area, the turn player can place up to one of those cards in the card owner’s Z-Energy Area.

8-5-3. If there are any Battle Cards in the non-turn player’s Combo Area, the non-turn player can place up to one of those cards in the card owner’s Z-Energy Area.

8-5-4. A checkpoint occurs.

8-5-5. All power increases/decreases from combos on the attack cards and guard cards dissipate.

8-5-6. Skills that trigger “when a card in your Combo Area is placed in your Drop Area” enter pending.

8-5-7. A checkpoint occurs.

8-5-8. All Battle Cards in Combo Areas are placed in their owners’ Drop Areas.

8-5-9. Skills that trigger “at the end of a battle” enter pending.

8-5-10. A checkpoint occurs.

8-5-10-1. If any cards with skills that trigger at “the end of the battle after you combo with this card” are placed in the Drop Area from the Combo Area during 8-5-8, those skills enter pending in 8-5-9.

8-5-11. The turn player’s effects that last “for the battle” end.

8-5-12. The non-turn player’s effects that last “for the battle” end.

8-5-13. The battle ends, so return to 7-3-3.

9. Activating/Resolving Skills and Effects

Cards with [Activate], [Auto], and [Counter] as well as cards in a player’s hand are resolved by activating them and triggering their effects. [Permanent] skills do not activate; their effects are constantly active.

9-1. Rendering Skills Valid or Negated

9-1-1. Some effects may render specific skills valid or negated. In this case, follow the rules below.

9-1-2. If an effect specifies that a skill is partially or totally negated, activation of that part can’t be declared and its effects can’t be performed. If the negated skill requires a choice, the choice is not made.

9-1-2-1. If the original skill written on a card is negated, the effect won’t activate, but the text is still considered to exist.

9-1-2-2. If a skill gained from another skill is negated, the skill text is considered to be deleted.

9-10-3. If a skill is specified as partially or totally valid under specific conditions, activation can’t be declared for the negated part, and its effects can’t be performed. If the negated skill requires a choice, the choice is not made if those conditions are not fulfilled.

9-1-3-1. Unless otherwise specified, the skills (card text) of Leader Cards are only valid in the Leader Area, the skills of Battle Cards and Z-Extra Cards are only valid in the Battle Area, and the skills of Unison Cards are only valid in the Unison Area.

9-1-3-2. Some [Activate], [Auto], and [Counter] skills may contain skill costs or effect text that specifies the area where the activates, such as “play this card from your hand” or “send this card from your Drop to your Warp.” Skills like these can’t be activated unless they’re in the specified area. If they’re in a different area, the activation of the skill can’t be declared, and the skill can’t be activated.

9-1-3-3. Some [Permanent] skills may contain text that specifies the area where the skill is valid, such as “reduce the energy cost of this card in your hand by 1” or “this card gains [Dragon Ball] in all areas.” In such cases, that skill is only valid in the specified area.

9-1-4. If all of a card’s skills are negated due to a skill, the card is treated as a skill-less card.

9-1-5. If a card’s skills are negated by a skill that doesn’t specify the type of skill to negate (i.e., “Choose 1 of your opponent’s Battle Cards and negate its skills”), that card can’t gain new skills from effects.

9-1-5-1. If a card’s skills are negated by a skill that specifies the type of skill to negate (i.e., “Choose 1 of your opponent’s Battle Cards and negate its keyword skills”), that card can’t gain new skills of the specified type from effects

9-1-6. If a skill instructs you to reference a skill that is negated, that skill can’t be referenced.

9-2. Common Activation Rules

9-2-1. In general, activated skills are immediately resolved, and—from the time when the activation of a certain skill is declared until that skill’s effect is resolved—other activated skills can’t interrupt the first skill or be resolved.

9-2-1-1. However, [Counter] skills are activated during the counter timing following the activation of other skills, and [Counter] skills are therefore activated and resolved after interrupting other activated skills before they are resolved.

9-2-1-2. If activation of another skill is specified for a skill’s effect, the target skill will activate and resolve while the skill that activated it is resolving.

(9-11-1)

9-2-1-3. During the time between activation and resolution of a delayed effect, other skills may activate and/or resolve. (1-7-2-1-1) (1-7-2-2-1)

9-2-2. Depending on the skills and rules, it might not be possible to activate certain skills or pay their skill costs.

9-2-3. If—due to the skills and rules—“skill activation can’t be declared,” “the skill cost can’t be paid,” or “the energy cost can’t be paid,” the corresponding skill can’t be activated.

9-3. Skill Sources

9-3-1. Activated effects that have occurred are considered independent of their source. If the area in which such an effect’s source is placed is later changed, this change does not affect the resolution of that effect. (23-3)

9-4. Activating [Activate] Skills

9-4-1. To activate an [Activate] skill, follow the procedure below. For details on activating Extra Card skills, refer to “12. Characteristics of Extra Cards.”

9-4-2. The player declares which skill they wish to activate. If they wish to activate the skill of a card in their hand, they reveal that card.

9-4-2-1. If there is a necessary skill cost, determine that cost and then pay it in its entirety. (5-8)

9-4-2-1-1. Some [Activate] skills of Battle Cards, Leader Cards, and Unison Cards do not have a skill cost. Those skills can be activated simply by declaring them.

9-4-3. The skill is activated.

9-4-4. A counter timing occurs, and then the player who did not declare the activation of the skill in 9-4-2 can declare the activation of a [Counter] skill.

9-4-5. Resolve the effects.

9-4-6. A counter timing occurs, and then the player who did not declare the activation of the skill in 9-4-2 can declare the activation of a [Counter] skill.

9-5. Handling [Permanent] Skills

9-5-1. [Permanent] skills are not activated in the same way as other skills. Instead, they constantly have some kind of effect on gameplay while they are active.

9-5-2. If an effect renders a certain target of a [Permanent] skill invalid as a target of that skill, it can’t be targeted by that [Permanent] skill for the duration of the turn.

9-5-3. [Permanent] skills that affect deck construction take effect during deck preparation (2-3-3) (2-10-5) (2-11-5) (6-1-5-2).

9-5-4. [Permanent] skills that affect the situation before the game starts take effect during the pre-game procedures (6-2-2).

9-6. Activating [Auto] Skills

9-6-1. To activate an [Auto] skill, follow the procedure below. For details on activating Extra Card skills, refer to “12. Characteristics of Extra Cards.”

9-6-2. If the trigger condition of an [Auto] skill is fulfilled, that [Auto] skill is made pending.

9-6-2-1. If the trigger condition of an [Auto] skill is fulfilled multiple times, that [Auto] skill is made pending that many times.

9-6-2-1-1. Even if a trigger condition is simultaneously fulfilled multiple times, that [Auto] skill is only made pending once.

9-6-2-1-2. As an exception, this does not apply in the case of 5-1-5 or 5-10-4.

9-6-3. When a checkpoint occurs, a player being requested to activate an [Auto] skill chooses one pending [Auto] skill that they are the master of and activates it. After resolving the activated skill, the number of pending [Auto] skills (of that type) decreases by one.

9-6-3-1. The player specifies which skill they wish to activate. If they wish to activate the skill of a card in their hand, they reveal that card.

9-6-3-1-1. If a pending [Auto] skill is in a secret area such as a player’s hand, that skill’s master can choose not to declare the skill’s activation

and refrain from revealing the skill. The player does not have to communicate this choice to their opponent.

9-6-3-2. If for some reason the chosen pending [Auto] skill cannot be activated, cancel 1 of the pending [Auto] skills (of that type).

9-6-4. If the skill has a necessary cost, determine that cost, and then choose to either pay it in its entirety or not pay it. (5-8)

9-6-4-1. If the skill cost is not paid, the [Auto] skill is not activated or resolved.

9-6-4-1-1. Refer to any skill cost conditions and—if the conditions have been fulfilled—you can't choose not to pay that part of the skill cost.

Example: Assume that your Leader is red and you must pay the following skill cost: "[Auto] If your leader is red and you switch this card to Rest Mode : ." If this [Auto] skill is pending, because the "if your leader is red" part of the skill cost is automatically fulfilled, you can't choose not to pay that part of the skill cost. However, you can choose whether to pay the "switch this card to Rest Mode" part.

9-6-4-2. If the skill cost is paid, activate and resolve the [Auto] skill.

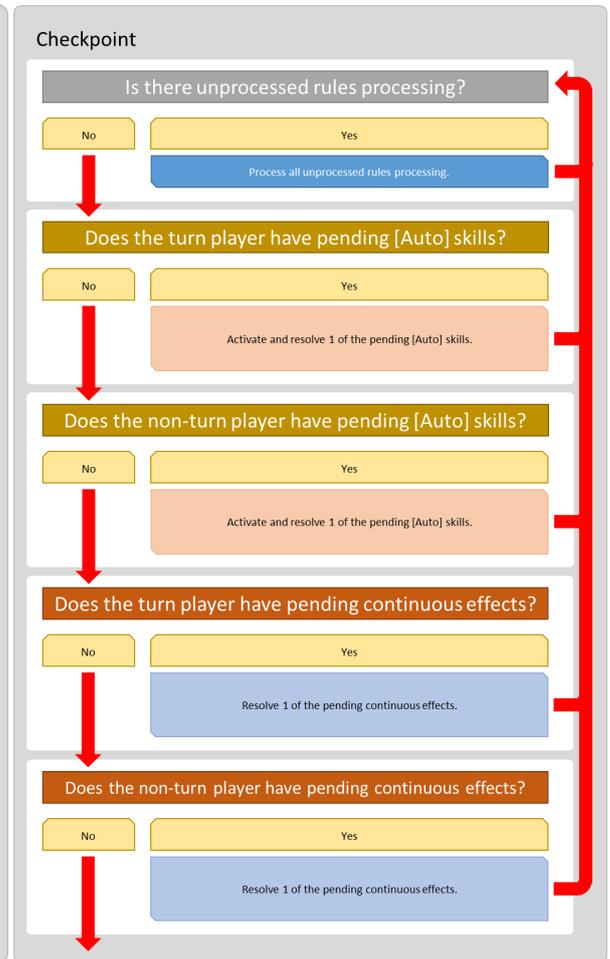
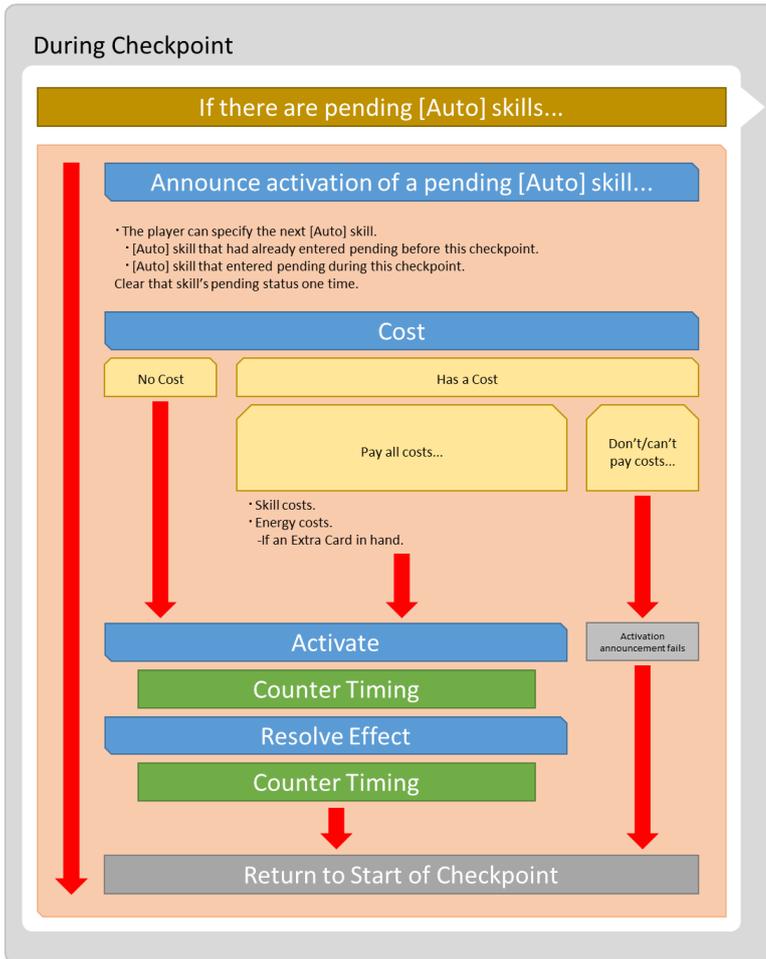
9-6-4-3. Some [Auto] skills of Battle Cards, Leader Cards, and Unison Cards do not have a skill cost. Those skills can be activated simply by declaring them.

9-6-5. The skill is activated.

9-6-6. A counter timing occurs, and then the player who did not declare the activation of the skill in 9-6-3 can declare the activation of a [Counter] skill.

9-6-7. Resolve the effects.

9-6-8. A counter timing occurs, and then the player who did not declare the activation of the skill in 9-6-3 can declare the activation of a [Counter] skill.



9-6-9. There are [Auto] skills for which the trigger condition is a card moving to a different area. This is called an *area movement trigger*. Additionally, cases where “removal from the game” (20-10) is the trigger condition for an [Auto] skill also follow the rules for area movement triggers.

9-6-9-1. An [Auto] skill activated by an area movement trigger may request information of the card that triggered the skill. In cases like these, track the information by following the procedure below.

9-6-9-1-1. If an [Auto] skill triggered by the movement of a card from an open area to a secret area (or vice versa) requests information of the card, use the information of the card as if it were in the open area. Similarly, if an [Auto] skill triggered by a card in an open area being removed from the game requests information of the card, use the information of the card as if it were in its original open area.

9-6-9-1-2. If an [Auto] skill triggered by the movement of a card in the Battle Area/Unison Area to any other area or an [Auto] skill related to inter-player area movement requests information of the card, use the information of the card as if it were in its original Battle Area/Unison Area.

9-6-9-1-3. If an [Auto] skill (other than those described in 9-6-9-1-2 above) triggered by the movement of a card from an open area to another open area requests information of the card, use the information of the card as it is in the new area.

9-6-9-2. If an [Auto] skill with an area movement trigger is negated in its original area by another skill, the skill does not trigger even if the card moves to a different area.

9-6-9-3. [Auto] skills that trigger “when you play this card/when this card is played” are area movement trigger [Auto] skills that trigger when the

cards they're on move from an area other than a Battle Area/Unison Area to a Battle Area/Unison Area.

9-6-10. An [Auto] skill may have a trigger condition of not a specific event but the fulfillment of a specific condition (example: "when there are no cards in your hand," etc.). These kinds of conditions are called *situation triggers*.

9-6-10-1. A situation trigger is made pending (only once) when the specified situation occurs. After this [Auto] skill is resolved, if the trigger condition is fulfilled again, the skill is also made pending again.

9-6-11. If an [Auto] skill activates and its trigger condition is fulfilled but the card with that skill is no longer in the same area, or if the skill has been negated, the player must still resolve that [Auto] skill. However, if the effect of that [Auto] skill has become impossible to carry out due to the change of areas, the effect fails to resolve.

9-7. Activating [Counter] Skills

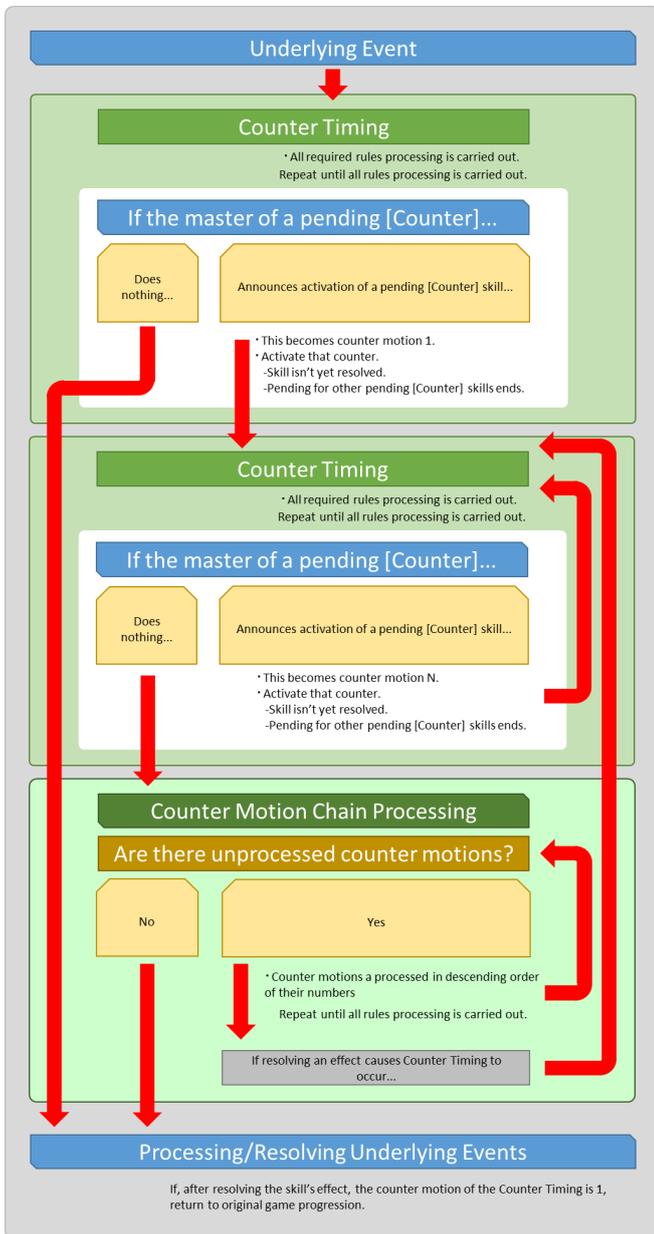
9-7-1. [Counter] skills are one type of skill and are also a keyword skill (22-10).

9-7-2. When the intention to activate a [Counter] skill is declared, a *counter motion* is initiated. A *counter motion* is the point in time when [Counter] effects can be resolved.

9-7-2-1. Sometimes, multiple counter motions occur in sequence. A sequence of more than one counter motion is called a *counter motion chain*.

9-7-2-2. While being processed as a chain, each counter motion is numbered as follows: counter motion 1, counter motion 2, ... counter motion X.

9-7-2-3. If a player has a pending [Counter] skill in their hand, they can choose not to declare its activation. The player does not have to communicate this choice to their opponent.



9-7-3. The first counter motion chain during counter timing proceeds in the following order.

9-7-3-1. A counter timing occurs with some event as a condition.

9-7-3-1-1. All rules processing that currently needs to be carried out is resolved simultaneously. If a situation requiring new rules processing results, repeat this procedure as long as rules processing is required.

9-7-3-2. The master of a pending [Counter] skill chooses one of the following, and then the counter timing ends:

- The master chooses to do nothing, and play proceeds to 9-7-4.
- The master declares the intention to activate one pending [Counter] skill, this skill becomes counter motion 1, and it is activated.

9-7-3-2-1. If the player activates a [Counter] skill, the pending status of the player's other [Counter] skills ends (22-10-4-1).

9-7-3-3. A counter timing occurs. (4-3-2-3)

9-7-3-4. The master of a pending [Counter] skill chooses one of the following, and then the counter timing ends:

- The master chooses to do nothing, and play proceeds to the counter motion chain processing (9-7-3-5).
- The master declares the intention to activate one pending [Counter] skill, this skill becomes counter motion X, and it is activated. Here, X is the current total number of counter motions + 1.

9-7-3-4-1. If the player activates a [Counter] skill, the pending status of the player's other [Counter] skills ends, and play returns to 9-7-3-3. (22-10-4-1)

9-7-3-5. Counter-motion-chain processing is performed. Unprocessed counter motions are processed in descending order of their numbers, and the [Counter] effects that triggered each counter motion are resolved.

9-7-3-5-1. If a new counter timing occurs for a resolved [Counter] effect (4-3-2-4), play returns to 9-7-3-3.

9-7-3-5-2. No checkpoints occur until the end of the counter-motion-chain processing.

9-7-3-6. Once there are no more unprocessed counter motions in the counter motion chain, the counter motion chain ends.

9-7-4. Carry out the action that triggered the counter timing in 9-7-3-1, resolve the skill, and carry it out if possible.

9-8. Resolving Immediate Effects

9-8-1. If a player is requested to carry out an immediate effect, they must carry out the specified action only once.

9-9. Resolving Continuous Effects

9-9-1. When information of a card is requested while some continuous effect is active, follow the procedure below to apply the continuous effect to that information.

9-9-1-1. The information specified on a card itself will always be the base reference for information.

9-9-1-2. Next, apply all continuous effects except for effects that rewrite numerical information.

9-9-1-3. Then, apply all continuous effects that rewrite numerical information.

9-9-2. All continuous effects except for those generated by [Permanent] skills are not applied to cards that have moved to different areas from the Leader Area/Battle Area/Unison Area after the effect was resolved. (3-1-4)

9-9-3. Continuous effects that rewrite the information of cards in specific areas are applied immediately as cards enter that area.

9-9-3-1. An [Auto] skill triggered by a card with specific information entering an area checks the said information after any continuous effects are applied to the area.

9-10. Resolving Replacement Effects

9-10-1. If a replacement effect is active, the specified event is not processed when it occurs, and the event specified by the replacement effect is processed instead.

9-10-1-1. Thus, the original event is treated as if it never happened.

9-10-1-1-1. However, one exception is when the result doesn't change even after a replacement effect is applied.

Example: A Battle Card has a "if this card in Active Mode would leave the Battle Area, switch it to Rest Mode instead" replacement effect and 10000 power, and then it's affected by a "that card gets -20000 power for the turn" effect. In such cases, the replacement effect causes this card to switch to Rest Mode, but the power-reducing effect still results in the card leaving the Battle Area. (21-6-2-1)

9-10-2. If there are multiple replacement effects concerning a single event, the player affected by the event decides which replacement effect to activate first.

9-10-2-1. If cards or skills are the subject of the replacement, the master of those cards or skills makes the choice.

9-10-2-2. If actions during the game are the subject of the replacement, the player carrying out the action or the master of the target card of the action makes the choice.

9-10-2-3. Each replacement effect can only be applied once for a given subject event.

9-10-3. If the replacement effect is a voluntary replacement effect (when X, you can do X instead. If so, do X), and a player is unable to make that choice, they cannot apply the replacement effect.

5-11. Resolving Special Effects

9-11-1. Effects That Activate Other Skills

9-11-1-1. If activation of another skill is specified in an effect, the target skill will activate and resolve while the effect that activated it is resolving.

5-11-1-1-1. A counter timing occurs for the skill activated by the effect. (4-3-2-3)(4-3-2-4)

5-11-1-1-2. After the skill activated by the effect has resolved or after the counter-motion-chain processing, go back to resolving the original effect.

9-12. The Final Information of a Card

9-12-1. If an effect is referring to a specific card's information or state, and if the card is moved from one area to another or removed from the game during the processing of the effect, the effect refers to the card's information as it is in the final area to which it moved.

10. Characteristics of Leader Cards

10-1. Leader Card Standards

10-1-1. Leader Cards are placed in the Leader Area (3-5).

10-1-2. If a card skill refers to a "Leader" or "Leader Card," it is referring to a card of the "Leader" type in the Leader Area.

10-1-3. Leader Cards that are not Z-Cards have descriptions on both the front and back of the card. During play, only the information on the side facing up is relevant, unless specified otherwise.

10-1-3-1. When a face-up Leader Card is flipped to its back, it's treated as the same card as when it was face up because such cards are one card with different information on the front and back.

10-1-4. Skills, etc. may refer to information on the face-down side of Leader Cards.

11. Characteristics of Battle Cards

11-1. Battle Card Standards

11-1-1. Battle Cards are primarily placed in the Battle Area (3-6) and Combo Area (3-7).

11-1-2. If skill text refers to a "Battle Card," it is referring to a card of the "Battle" card type.

12. Characteristics of Extra Cards

12-1. Extra Card Standards

12-1-1. Extra Cards are cards that activate skills by being placed into the Drop Area (3-4) from the hand (9).

12-1-2. If skill text refers to "Extra" or an "Extra Card," it is referring to a card of the "Extra" card type.

12-1-3. Unless otherwise specified, when card text refers to "activating an Extra Card," this is referring to activating an [Activate] or [Counter] skill on an Extra Card from a player's hand.

12-2. Extra Card Skill Activation Procedure

12-2-1. Extra Cards are sometimes activated from a player's hand as per the rules and sometimes activated from areas other than a player's hand due to card effects.

12-2-2. To activate Extra Cards from a player's hand, follow the procedure below.

12-2-2-1. The player reveals an Extra Card with a skill to activate from their hand, specifies the skill, and declares its activation.

12-2-2-2. The cost is determined and paid, then the card with that skill is placed in the Drop Area. (5-3)

12-2-2-3. If there is a necessary skill cost, determine that cost and then pay it in its entirety. (5-8)

12-2-2-3-1. You don't have to pay the skill cost for [Auto], [Activate], or [Counter] skills without a skill cost.

12-2-2-4. The skill is activated.

12-2-2-5. A counter timing occurs, and then the player who did not declare the activation of the skill in 12-2-2-1 can declare the activation of a [Counter] skill.

12-2-2-6. Perform the effect as directed.

12-2-2-7. A counter timing occurs, and then the player who did not declare the activation of the skill in 12-2-2-1 can declare the activation of a [Counter] skill.

12-2-3. To activate Extra Cards from an area other than a player's hand, follow the procedure below.

12-2-3-1. The player declares which skill they wish to activate.

12-2-3-2. When activating [Auto], [Activate], and [Counter] skills on Extra Cards from areas other than a player's hand, no energy cost needs to be paid unless specified otherwise by the card text. If an energy cost is specified by the skill, determine the energy cost, and then pay it. (5-3)

12-2-3-3. If there is a necessary skill cost, determine that cost and then pay it in its entirety. (5-8)

12-2-3-3-1. You don't have to pay the skill cost for [Auto], [Activate], or [Counter] skills without a skill cost.

12-2-3-4. The skill is activated.

12-2-3-5. A counter timing occurs, and then the player who did not declare the activation of the skill in 12-2-3-1 can declare the activation of a [Counter] skill.

12-2-3-6. Perform the effect as directed.

12-2-3-7. A counter timing occurs, and then the player who did not declare the activation of the skill in 12-2-3-1 can declare the activation of a [Counter] skill.

12-3. Failing to Activate Extra Card Skills

12-3-1. If the activation of an Extra Card skill in a player's hand is declared but fails to activate for some reason, that card is placed in the Drop Area.

13. Characteristics of Unison Cards

13-1. Unison Card Standards

13-1-1. Cards with the "Unison" card type are primarily played in Unison Areas (3-11).

13-1-2. If skill text refers to a "Unison" or "Unison Card," it is referring to a card of the "Unison" card type.

13-2. Playing Unison Cards

13-2-1. During the Main Phase, the turn player can play a Unison Card from their hand by placing it in their Unison Area (7-3-4-1). To do so, follow the procedure below.

13-2-1-1. Players reveal the card they're playing from their hand, switch an amount of energy equal to the total cost determined in 1-2-2-2-1 to Rest Mode, and declare that they're playing the card. (5-3)

13-2-1-2. A counter timing occurs. The non-turn player can declare the activation of [Counter : Play] skills.

13-2-1-3. If a Unison Card is already in play in the player's Unison Area, all Unison Cards in the Unison Area other than the one currently being played are placed in the player's Drop Area. The Unison Card enters play with a number of markers on it equal to the number of energy cards switched to Rest Mode to play the card.

13-2-1-3-1. When the markers on a Unison Card being played are added to or subtracted from by effects like [Empower] (22-45) or effects that read, “remove a marker from the played Unison Card,” the number of markers on the Unison Card becomes the number specified by the effect. When there are multiple effects that add markers to or subtract markers from a Unison Card being played, the Unison Card is played with a number of markers on it equal to the final marker count following all effect additions and subtractions.

13-2-1-4. Skills that trigger “when you play this card” enter pending.

13-2-2. If a Unison Card is played due to a skill, it is played in the Unison Area without paying an energy cost unless otherwise specified.

13-2-2-1. The player specifies which skill they wish to use to play a Unison Card.

13-2-2-2. If there is a necessary skill cost, determine that cost and then pay it in its entirety (5-8).

13-2-2-3. The skill is activated.

13-2-2-4. A counter timing occurs.

13-2-2-5. If a Unison Card is already in play in the player’s Unison Area, all Unison Cards in the Unison Area other than the one currently being played are placed in their owners’ Drop Areas. When playing a Unison Card by using an effect that reads “play (a Unison Card) with X markers on it,” etc., the number of markers placed on the Unison Card is determined by the effect.

13-2-2-5-1. When the markers on a Unison Card being played are added to or subtracted from by effects like [Empower] (22-45) or effects that read, “remove a marker from the played Unison Card,” the number of markers on the Unison Card becomes the number specified by the effect. When there are multiple effects that add markers to or subtract markers from a Unison Card being played, the Unison Card is played with a number of markers on it equal to the final marker count following all effect additions and subtractions.

13-2-2-6. Skills that trigger “when you play this card” enter pending.

13-2-2-7. A counter timing occurs.

13-2-3. If there is a failure to play a card due to an effect, that card is generally placed in the Drop Area.

13-3. Unison Card Growth

13-3-1. *Unison Card growth* refers to adding a marker to the Unison Card in the Unison Area according to the rules below.

13-3-2. Once per turn, during the Main Phase, if the turn player has a Unison Card in their hand with the same card number as the Unison Card in their Unison Area, they can place that card under the Unison Card in their Unison Area. If they do, they add one marker to the Unison Card in their Unison Area.

13-3-3. A counter timing occurs.

13-4. Paying Marker Skill Costs ([X])

13-4-1. The *marker skill cost* is the skill cost indicated by [X] (1-6-5-4).

13-4-1-1. If the marker skill cost X is a positive number, the skill adds that many markers to the card upon activation.

13-4-1-2. If the marker skill cost is zero, the skill adds no markers to the card upon activation.

13-4-1-2-1. When a skill has a marker skill cost of zero, it means that activation is possible using actions that don't affect the number of markers as the skill cost.

13-4-1-3. If the marker skill cost X is a negative number, the skill removes markers from the card equal to the absolute value of that number upon activation. If paying the skill cost would remove more markers than are currently on the card, the skill cost can't be paid. (5-8-3)

13-4-1-1. Skills with marker skill costs can only be activated and resolved once per turn, per card. Additionally, after activating and resolving such a skill on a card, no skills with marker skill costs on that card can be activated or resolved for the rest of the turn.

13-5. Unison Card Battles

13-5-1. Defense Step

If the guard card is a Unison Card, skip the Defense Step (8-2-4-3-1-1).

13-5-2. Damage Step (8-4-6-3)

If the guard card is a Unison Card and the attack card's power is greater than or equal to the guard card's power, follow the procedure below.

13-5-2-1. If the attack card has [Strike], remove markers from the Unison Card equal to the amount of life damage the card would deal when attacking a Leader Card.

13-5-2-2. If the attack card has [Victory Strike], remove all markers from the guard card

13-5-2-3. If the attack card has neither [Strike] or [Victory Strike], remove one marker from the guard card.

14. Characteristics of Z-Cards

14-1. Z-Card Standards

14-1-1. Card type "Z" is an additional type some cards have.

14-1-2. Cards with card type "Z" are sometimes referred to as "Z-Cards."

14-1-3. During game preparation, Z-Cards are placed in the Z-Deck (6-1-4).

14-1-4. In general, Z-Cards that leave the Leader Area, Battle Area, or Unison Area are removed from the game (15-1-5) (16-1-4) (17-1-4) (18-1-4) (21-15).

14-1-4-1. If a Z-Card leaves an area due to an effect and then the Z-Card is removed from the game, the Z-Card is considered to have been removed by that effect (23-3-2-4).

14-1-5. If a Z-Card is placed under a card in the Battle Area and that card is moved either from the Battle Area to a non-Combo Area or from a Combo Area to a non-Battle Area, any Z-Cards placed under that card are removed from the game.

15. Characteristics of Z-Leader Cards

15-1. Z-Leader Card Standards

15-1-1. Z-Leader Cards are cards that have the card types "Leader" and "Z" and are placed in the Leader Area.

15-1-2. Cards with the card types "Leader" and "Z" are sometimes referred to as "Z-Leader Cards" or "Z-Leaders."

15-1-3. Except for cards explicitly referred to as "Z-Leaders," rules and skills apply to Z-Leader Cards in the same way that they apply to "Leaders."

15-1-3-1. Z-Leader Cards don't have any special information on the back.

15-1-4. A Z-Leader Card placed in a Leader Area is treated as a Leader.

15-1-4-1. If a Z-Leader Card is treated as a Leader, effects, etc. that refer to the Leader refer to the Z-Leader Card information.

15-1-4-2. If a Z-Leader Card is treated as a Leader, the Z-Leader Card will not be moved out of the Leader Area by an opponent's effects.

15-1-5. If a Z-Leader Card in a Leader Area is moved out of the Leader Area—in addition to cases where the card is "removed from the game"—the top Z-Leader Card is removed from the game instead.

15-1-5-1. In this case, a card other than the Z-Leader Card placed on top remains in the Leader Area.

15-1-6. When a Z-Leader Card placed in an area other than the Z-Deck Area would be moved to an area other than the Leader Area due to an effect, remove that card from the game instead.

16. Characteristics of Z-Battle Cards

16-1. Z-Battle Card Standards

- 16-1-1. Z-Battle Cards are cards that have the card types “Battle” and “Z” and are placed in the Battle Area.
- 16-1-2. Cards with the card types “Battle” and “Z” are sometimes referred to as “Z-Battle Cards.”
- 16-1-3. Except for cards explicitly referred to “Z-Battle Cards,” rules and skills apply to Z-Battle Cards in the same way that they apply to “Battle Cards.”
- 16-1-4. If a player’s Z-Battle Card in a Battle Area is moved out of that player’s Battle area—except in cases where the card is “removed from the game”—the Z-Battle Card is removed from the game instead.
 - 16-1-4-1. In this case, any non-Z-Cards placed under that card are placed in the Drop Area.
- 16-1-5. If a Z-Battle Card is not placed in the Battle Area to play it or there is failure to play it due to an effect, that card is removed from the game.

16-2. Playing Z-Battle Cards

- 16-2-1. During the Main Phase, the turn player can play a face-down Z-Battle Card in their Z-Deck Area by placing it in the Battle Area. Play follows the procedure below.
 - 16-2-1-1. The player reveals the card they wish to play from their Z-Deck Area, switches enough energy to pay that card’s energy cost to Rest Mode, places a number of Z-Energy cards equal to that card’s Z-Energy cost in their Drop Area, and declares the intention to play. (5-3) (5-4)
 - 16-2-1-2. A counter timing occurs, and the non-turn player can declare the activation of a [Counter : Play] skill.
 - 16-2-1-3. The Z-Battle Card is played. In addition, skills that trigger “when you play this card” enter pending.
- 16-2-2. When a Z-Battle Card is played by a skill, unless specified otherwise, it is played in a Battle Area without paying the energy cost or Z-Energy cost. Follow the procedure below to play a Z-Battle Card.
 - 16-2-2-1. The player specifies the skill they want to use to play the Z-Battle Card.
 - 16-2-2-2. If there is a necessary skill cost, determine that cost and then pay it in its entirety. (5-8)
 - 16-2-2-3. The skill is activated.
 - 16-2-2-4. A counter timing occurs. (4-3-2-3) (22-10-3-1)
 - 16-2-2-5. The Z-Battle Card is played.
 - 16-2-2-6. A counter timing occurs. (4-3-2-4) (22-10-3-1)

17. Characteristics of Z-Extra Cards

17-1. Z-Extra Card Standards

- 17-1-1. Z-Extra Cards are cards that have the card types “Extra” and “Z” and are placed in the Battle Area.
- 17-1-2. Cards with the card types “Extra” and “Z” are sometimes referred to as “Z-Extra Cards.”
- 17-1-3. Except for cards explicitly referred to as “Z-Extra Cards,” skills apply to Extra Cards in the same way that they apply to “Extra Cards.”
- 17-1-4. If a player’s Z-Extra Card in a Battle Area is moved out of that player’s Battle area—except in cases where the card is “removed from the game”—the Z-Extra Card is removed from the game instead.
 - 17-1-4-1. In this case, any non-Z-Cards placed under that card are placed in the Drop Area.
- 17-1-5. If an action that places a Z-Extra Card in the Battle Area fails due to an effect, that card is removed from the game.
- 17-1-6. Skills on Z-Extra Cards are generally only valid when the card is placed in the Battle Area, and they are activated without moving the card (if not specified otherwise). In addition, unless specified otherwise, the card isn’t moved even if skill activation fails.

17-2. When a player's Z-Extra Card is placed in a Battle Area

17-2-1. During the Main Phase, the turn player can place a face-down Z-Extra Card from their Z-Deck Area into the Battle Area in Active Mode.

Follow the procedure below to play a Battle Card.

17-2-1-1. The player reveals the card they wish to place in the Battle Area from their Z-Deck Area, switches enough energy to pay that card's energy cost to Rest Mode, places a number of Z-Energy cards equal to that card's Z-Energy cost in their Drop Area, and declares the intention to place the card in the Battle Area. (5-3) (5-4)

17-2-1-2. A counter timing occurs. (4-3-2-6)

17-2-1-3. If you already have a Z-Extra Card in your Battle Area, remove all Z-Extra Cards in your Battle Area other than the card to place from the game. Then you can place a Z-Extra Card in the Battle Area.

17-2-1-3-1. However, if a Z-Extra Card is placed under a card in the Battle Area by a skill, the Z-Extra Card already in your Battle Area isn't removed from the game.

17-2-1-4. Skills that trigger when a "Z-Extra Card is placed in the Battle Area," etc. enter pending.

17-2-1-4-1. However, if a Z-Extra Card is placed under a card in the Battle Area by a skill, the trigger conditions in 17-2-1-4 aren't met.

17-2-2. If a Z-Extra Card is placed under a card in the Battle Area by a skill, unless specified otherwise, it is placed in a Battle Area in Active Mode without paying the Z-Extra Card's energy cost or Z-Energy cost. Follow the procedure below to play a Battle Card.

17-2-2-1. The player specifies the skill they want to use to place the Z-Extra Card in the Battle Area.

17-2-2-2. If there's a skill cost required for the activation, the player determines those costs and pays them entirely. (5-8)

17-2-2-3. The skill is activated.

17-2-2-4. A counter timing occurs. (4-3-2-3)

17-2-2-5. If you already have a Z-Extra Card in your Battle Area, remove all Z-Extra Cards in your Battle Area other than the card to place from the game. Then you can place a Z-Extra Card in the Battle Area.

17-2-2-5-1. However, if a Z-Extra Card is placed under a card in the Battle Area by a skill, the Z-Extra Card already in your Battle Area isn't removed from the game.

17-2-2-6. A counter timing occurs. (4-3-2-4)

18. Characteristics of Z-Unison Cards

18-1. Z-Unison Card Standards

18-1-1. Z-Unison Cards are cards that have the card types "Unison" and "Z" and are placed in the Unison Area.

18-1-2. Cards with the card types "Unison" and "Z" are sometimes referred to as "Z-Unison Cards."

18-1-3. Except for text that explicitly specifies "Z-Unison Cards," rules and skills apply to Z-Unison Cards in the same way that they apply to "Unison Cards."

18-1-4. If a player's Z-Unison Card in a Unison Area is moved out of that player's Unison Area—except in cases where the card is "removed from the game"—the Z-Unison Card is removed from the game instead.

18-1-4-1. In this case, any non-Z-Cards placed under that card are placed in the Drop Area.

18-1-5. If a Z-Unison Card is not placed in the Unison Area to play it or there is failure to play it due to an effect, that card is removed from the game.

18-2. Playing Z-Unison Cards

18-2-1. During the Main Phase, the turn player can play a face-down Z-Unison Card in their Z-Deck Area by placing it in the Unison Area. Follow

the procedure below to play a Z-Unison Card.

18-2-1-1. The player reveals the card they wish to play from their Z-Deck Area, switches the same amount of energy to pay the total cost determined in 1-2-2-2-1 to Rest Mode, places a number of Z-Energy cards equal to that card's Z-Energy cost in their Drop, and declares the intention to play the card. (5-3) (5-4)

18-2-1-2. A counter timing occurs. The non-turn player can declare the activation of [Counter : Play] skills.

18-2-1-3. If a Unison Card is already in play in the player's Unison Area, all Unison Cards in the Unison Area other than the one currently being played are placed in the player's Drop Area. The Unison Card enters play with a number of markers on it equal to the number of energy cards switched to Rest Mode to play the card.

18-2-1-3-1. When the markers on a Unison Card being played are added to or subtracted from by effects like [Empower] (22-45) or effects that read, "remove a marker from the played Unison Card," the number of markers on the Unison Card becomes the number specified by the effect. When there are multiple effects that add markers to or subtract markers from a Unison Card being played, the Z-Unison Card is played with a number of markers on it equal to the final marker count following all effect additions and subtractions.

18-2-1-4. Skills that trigger "when you play this card" enter pending.

18-2-2. When a Z-Unison Card is played by a skill, unless specified otherwise, it is played in a Unison Area without paying the Z-Unison Card's energy cost or Z-Energy cost. Follow the procedure below to play a Z-Unison Card.

18-2-2-1. The player specifies which skill they wish to use to play a Z-Unison Card.

18-2-2-2. If there's a skill cost required for the activation, the player determines those costs and pays them entirely. (5-8)

18-2-2-3. The skill is activated.

18-2-2-4. A counter timing occurs. (4-3-2-3) (22-10-3-1)

18-2-2-5. If a Unison Card is already in play in the player's Unison Area, all Unison Cards in the Unison Area other than the one currently being played are placed in the player's Drop Area. When playing a Unison Card by using an effect that reads "play (a Unison Card) with X markers on it," etc., the number of markers placed on the Unison Card is determined by the effect.

18-2-1-5-1. When the markers on a Unison Card being played are added to or subtracted from by effects like [Empower] (22-45) or effects that read, "remove a marker from the played Unison Card," the number of markers on the Unison Card becomes the number specified by the effect. When there are multiple effects that add markers to or subtract markers from a Unison Card being played, the Z-Unison Card is played with a number of markers on it equal to the final marker count following all effect additions and subtractions.

18-2-2-6. Skills that trigger "when you play this card" enter pending.

18-2-2-7. A counter timing occurs. (4-3-2-4) (22-10-3-1)

19. Characteristics of Tokens

19-1-1. A token is a Battle Card created by a card effect (11).

19-1-2. Tokens have the same information as cards. When referencing the token's information for skills, etc., refer to the specified information of the effect when creating the token.

19-1-3. If nothing is specified in particular, the token is played in the Battle Area of the master of the effect that created the Token.

19-1-4. When creating a '(Name) Token,' the token will have the card name {{(Name) Token}}.

19-1-5. Unless stated otherwise by the rules, tokens will be treated the same way as cards.

19-1-6. When choosing a card from a specific area, a player may also select a token. Similarly, when effects are applied to cards in a specific area, the effects will also be applied to tokens.

19-1-6-1. Tokens that don't have an energy cost can't be chosen as targets of skills that refer to energy costs.

19-1-6-1-1. When "choosing any number of cards with a total energy cost of X or less" for a skill, tokens that don't have an energy cost can be included.

19-1-7. If a token would be moved from a Battle Area or Combo Area to an area other than a Battle Area or Combo Area (hand, etc.), remove it from the game instead.

20. Fixed Phrases

Fixed phrases are standard wording and text that are frequently used for skills.

20-1. Omitting or Simplifying Text

20-1-1. If a skill does not specify a target, the following rules apply: if the effect concerns a card, it targets the source of the effect, and, if the effect concerns a player, it targets the master of the effect.

20-1-2. Unless specified otherwise, if a skill refers to a "Battle Card," it's referring to a Battle Card in a Battle Area.

20-1-2-1. As an exception, this does not apply in the case of 5-7-4, 20-1-8, or 20-1-10.

20-1-2-1. Unless otherwise specified, if a skill refers to a "token," it's referring to a token in a Battle Area.

20-1-3. If a skill refers to "energy," it's referring to a card placed in an Energy Area.

20-1-4. If a skill refers to "life," it's referring to a card placed in a Life Area.

20-1-5. Unless specified otherwise, if a skill refers to a "Unison Card," it's referring to a Unison Card in a Unison Area.

20-1-5-1. As an exception, this does not apply in the case of 20-1-10.

20-1-6. Unless specified otherwise, if a skill refers to a character name or special trait, it's referring to cards in a Leader Area or Battle Area.

20-1-6-1. As an exception, this does not apply in the case of 20-7-3, 20-1-8, or 20-1-9.

20-1-7. If a skill activated in a Battle Area or Unison Area refers to "this card" without specifying an area, it refers to the card in the area where the skill was activated.

Example: An {SD14-02 SS Gotenks, Fusion of Friendship} card with four markers activates "[-4] [Activate : Main] This card gets +20000 power and [Dual Attack] for the turn." If the {SD14-02 SS Gotenks, Fusion of Friendship} card is placed in its owner's Drop Area after its marker skill cost is paid, the area at the time of the skill activation is no longer correct, so it doesn't get +20000 power and [Dual Attack].

20-1-8. If a skill does not specify an area and refers to "When (specified card) is added to your Z-Energy," it does not refer to a card that was in the Leader Area or Battle Area before moving that card.

20-1-9. If a skill does not specify an area and refers to "When you use a specified card in a combo," it does not refer to a card that was in the Leader Area or Battle Area before moving that card.

20-1-10. If skill text such as "unaffected by skills of (card type)" or "not affected by skills of (card type)" states that a card isn't affected by skills without stating a particular area, such skills can apply to a card in any area.

20-2. Choose X

20-2-1. *Choose X* refers to the ability to choose one or more options from a list of options and then resolve them.

20-2-2. *Choose X* skills separate the selectable options with bullet points (•).

20-2-3. When choosing multiple effects, the player activating the skill chooses which order to activate them in.

20-2-3-1. When choosing multiple options, no specific option can be chosen multiple times.

20-3. Original

20-3-1. *Original* refers to the situation described by a card before any skill effects are applied.

20-4. Unaffected by Skills

20-4-1. The target of "unaffected by skills" or "not affected by skills" can't be chosen for skill costs or skill effects. The existence of such targets must be ignored when selecting targets for skill costs or skill effects during the game.

20-4-1-1. If something isn't the direct target of a skill with text such as "unaffected by skills" or "not affected by skills," it has no direct connection to such skills.

Example: If a "can't attack" skill effect is applied to a player, that skill directly affects the player. If an "unaffected by skills" skill is applied to a card when that player is the master of that card, it has no direct connection to the player. (That player can't attack with any cards.)

20-5. Skills that Mention X (Undetermined Numbers)

20-5-1. Skill costs and text may refer to X. In these cases, X is an undetermined number.

20-5-2. When determining X for a card or skill, if X isn't defined for the card or skill, the card's master defines the value for X.

20-5-3. All instances of X in a single skill are determined as the same number, which is used starting from the payment of the skill cost until the end of the effect.

20-6. Total of X Cards

20-6-1. This phrase is used in text such as "up to a total of X specified cards from among all cards in area A and area B." This means that any combination of up to X cards can be targeted.

20-7. Discard

20-7-1. *Discard* refers to the act of placing a card from a player's hand in its owner's Drop Area.

20-7-2. If card text refers to the discarding of a card "by a Battle Card's skill" without specifying the card's area, the card with the skill that causes the card to be discarded must be a Battle Card in a Battle Area. (20-1-2)

20-7-3. If a skill refers to the discarding of a card "by a <Character Name> card/card's skill" or "by a «Special Trait» card/card's skill" without specifying the card's area, the card with the skill that causes the card to be discarded doesn't need to be a card in a Leader Area or Battle Area.

20-7-4. Some skills indicate that "a specific card from a player's hand must be placed in the card owner's Drop Area," but this is treated the same way as discarding.

20-8. Sending Cards to the Warp

20-8-1. *Sending a card to the Warp* means placing the specified card face up in its owner's Warp.

20-9. Gaining Control of Cards

20-9-1. To *gain control of a card* means to move another player's card to your area and become its master.

20-9-2. A card retains its original positioning and markers after you gain control of it. Any continuous effects that apply to the card remain valid after it is moved as well.

20-10. Remove from the Game

20-10-1. To *remove from the game* means to move specified cards outside of the game.

20-10-2. Cards removed from the game do not exist in any areas.

20-10-3. Cards removed from the game must be face up and visible to all players.

20-10-4. When cards are removed from the game, they are considered to have left their original area. This fulfills conditions for effects that care about cards being removed from the game as well as effects that care about cards leaving specific areas.

20-11. Revealing Cards

20-11-1. *Revealing a card* refers to making card information that was previously hidden visible to all players.

20-11-2. If a card in a secret area is revealed due to a skill, that card is generally hidden again after the skill cost and effects are resolved.

20-11-2-1. However, if a card revealed due to a skill cost is referred to by an effect, the revealed card is hidden again after the effect is resolved.

20-11-2-1. In addition, if it is implied that a card is hidden during the execution of an effect—such as when a revealed card is shuffled back into the deck—the card is hidden at that time.

20-12. Viewing Secret Areas

20-12-1. Some skills enable players to look at secret areas. Unless specified otherwise by the card, such skills apply only to the card's master.

20-12-2. While cards are looked at, they remain in their original areas.

20-12-3. After looking at cards in secret areas other than the Life Area, if there is nothing printed in card text regarding actions to be taken in reference to the cards that were looked at, such as moving them to different areas, it is necessary to randomize the cards by returning them to their original areas and shuffling them.

20-13. Skipping Turns/Phases/Steps

20-13-1. If card text says to skip a *turn, phase, or step*, that phase or step is not performed, and game play proceeds starting from the next phase or step.

20-13-2. No events occur in a skipped turn, phase, or step, and trigger conditions such as “at the start” or “at the end” are not fulfilled for [Auto] skills.

20-13-3. Actions can't be declared or executed during a skipped turn, phase, or step.

20-13-4. No checkpoints occur or are executed during a skipped turn, phase, or step.

20-13-5. For continuous effects that end in a turn, phase, or step, the effect will end as soon as the corresponding turn, phase, or step is skipped.

20-14. You Can't Do Action A Unless You Do Action B

20-14-1. If actions are limited by this skill, action A can only be taken after action B is. If action B is not taken due to some rule or effect, action A can't be declared or taken.

Example: If you have activated the [Counter : Attack] skill of the (BT13-030 King Vegeta's Imposing Presence) card so that “your opponent can't attack with cards for the turn unless they give the attacking card -5000 power for the turn each time,” then your opponent can only attack with cards that have been given -5000 power.

20-15. If Declared

20-15-1. If a [Counter] skill or other skill includes the text “if declared,” then this means the period of time from when an action is declared until the action is taken or having information indicating that something has that status.

20-16. If You Do

20-16-1. If the text includes the phrase “if you do,” etc., it means that the action in the previous sentence must be taken as a necessary condition

to do what follows.

20-17. If You Don't

20-17-1. If the text includes the phrase "if you don't," etc., it means that you can't perform the action in the previous sentence (even partially) as a necessary condition to do what follows.

20-18. "" (Text Used to Indicate Another Skill Within a Skill)

20-18-1. In cases such as when a skill gives another card a keyword skill or non-keyword skill, the skill name is written as follows: "(skill)."

20-19. (Can) Use <Specified Cards> as Energy

18-19-1. If card text specifies that "You can use (specified cards) as energy," when paying energy costs and skill costs, you can use the specified cards as if they were cards in your energy, and you can use them to pay costs by switching them from Active Mode to Rest Mode.

20-20. Non

20-20-1. If card text specifies "non-(specified item)," it refers to things that are not that specified item.

20-20-2. If card text specifies "non-< character name > skills," it refers to skills on all cards without that specified character name, including skills on cards without any character name.

20-20-3. If card text specifies "non-< special trait > skills," it refers to skills on all cards without that specified special trait, including skills on cards without any special trait.

21. Rule Processing

21-1. Fundamental Rule Processing

21-1-1. *Rule processing* is a general term referring to various types of automatic processing by the rules for specific events that have occurred or are occurring throughout the game.

21-1-2. Rule processing can be broadly divided into *interruptive rule processing* and *confirmative rule processing*.

21-1-2-1. Interruptive rule processing is immediately resolved when the corresponding event occurs, even while carrying out other actions.

21-1-2-1-1. If multiple instances of interruptive rule processing occur simultaneously, they are all processed simultaneously.

21-1-2-1. Confirmative rule processing is carried out only during checkpoints and counter timing, and only if the conditions are fulfilled. Even if the conditions are fulfilled during other actions, if the conditions are not fulfilled during checkpoints or counter timing, the rule processing is not carried out.

21-1-2-2-1. If multiple confirmative rule processing requests are made at the same time, they are carried out simultaneously.

21-2. Loss Judgment Processing

21-2-1. This is an example of interruptive rule processing.

21-2-2. At the beginning of rule processing, if any player fulfills any of the loss conditions below, all of those players lose the game (0-1-3).

21-2-2-1. If any player has no cards in their Life Area, that player has fulfilled the conditions for losing the game.

21-2-2-1. If any player has no cards in their deck, that player has fulfilled the conditions for losing the game.

21-3. Damage Processing

21-3-1. This is an example of confirmative rule processing.

21-3-2. If an action inflicts damage to a player, that player follows the procedure below. (5-10-3)

If the inflicted damage was X, and X is 0, the damage processing isn't performed. In addition, any conditions such as "would deal damage" or "when this card deals damage" aren't fulfilled.

If X is 1 or higher, the player that takes damage repeats the following procedure X times: Choose 1 card from your Life Area and move it to your hand.

21-4. Invalid Combo Processing

21-4-1. This is an example of confirmative rule processing.

21-4-2. If any Battle Cards are placed in the Combo Area at any other timing than battle, place all such cards in their owner's Drop Area.

21-5. Processing in the Case of Placement on Top of Specific Cards

21-5-1. This is an example of interruptive rule processing.

21-5-2. When a new card is placed on an existing card in the Battle Area, Leader Area, or Unison Area, continuous effects related to changes to the card's power as well as the position of the existing card are carried over to the card placed on top of it. Information indicating whether the card is in battle is also carried over.

21-5-2-1. In terms of continuous effects carried over to the newly placed card, effects that are not related to power changes are ignored.

21-6. Processing When a Battle Card's Power Drops to Zero or Below

21-6-1. This is an example of confirmative rule processing.

21-6-2. If a Battle Card's power drops to zero or below, that card is placed in its owner's Drop Area. (0-2-2-2)

21-6-2-1. After an effect causes a card's power to change, if that Battle Card's power drops to zero or below and is placed in its owner's Drop Area as a result of this rule processing, that Battle Card is considered to have been placed in its owner's Drop Area by that effect. (23-3-2-1)

21-7. Processing Unison Card Marker Removal

21-7-1. This is an example of interruptive rule processing.

21-7-2. When one or more markers are removed from a Unison Card, if there are one or more markers remaining on the card, all continuous effects—including those modifying the card's power—are reverted.

21-7-3. When one or more markers are removed from a Unison Card, if there are zero or fewer markers on the card, the Unison Card is placed in its owner's Drop Area.

21-7-3-1. When one or more markers are removed due to an effect, and then the Unison Card is placed in the Drop Area due to the markers on that Unison Card dropping to zero or below, that Unison Card is considered to have been placed in the Drop Area by that effect. (23-3-2-2)

21-8. Processing When a Unison Card's Power Drops to Zero or Below

21-8-1. This is an example of confirmative rule processing.

21-8-2. When a Unison Card's power drops to zero or below, one marker is removed from it.

21-8-2-1. If a Unison Card's power is reduced to zero or below by an effect, one marker is removed from it as a result of the rule processing in 19-8-2. If this results in the Unison Card being placed in its owner's Drop Area as a result of having zero or fewer markers on it, the effect is considered the cause of the Unison Card being placed in its owner's Drop Area. (23-3-2-3)

21-9. Processing When a Unison Card Has Zero or Fewer Markers

21-9-1. This is an example of interruptive rule processing.

21-9-2. When a Unison Card in a Unison Area has zero or fewer markers on it, it is placed in its owner's Drop Area. (0-2-2-2)

21-10. Processing When Leader Cards Are Flipped Over

21-10-1. This is an example of interruptive rule processing.

21-10-2. When a Leader Card is flipped over, the card's pre-flipped position and any continuous effects affecting the card's power are carried over.

Information indicating whether the card is in battle is also carried over.

21-10-2-1. In terms of continuous effects carried over to the Leader Card's new face-up side, effects that are not related to power changes are ignored.

21-11. Processing Violations Where Card Play Limits Are Exceeded During Certain Conditions

21-11-1. This is an example of interruptive rule processing.

21-11-2. This processing occurs when events violate other effects, such as when 2 or more Battle Cards with the same names are placed in a Battle Area despite a [Unique] or "only 1 copy of this card can be placed in your Battle Area" effect being in effect, when 2 or more Unison Cards are placed in a Unison Area after gaining control of an opponent's Unison Card, etc.

21-11-3. The master of the cards causing the violation chooses one of the cards to keep in play and places the rest in their Drop Area.

21-12. Processing When a Card with [Ultimate] Is Removed from the Game by an [Ultimate] Effect

21-12-1. This is an example of interruptive rule processing (22-14-3) (22-14-4) (22-14-5).

21-13. Processing When the Master of a Card or Skill Changes

21-13-1. This is an example of confirmative rule processing.

21-14. Processing When a Battle Card is KO'd

21-14-1. This is an example of interruptive rule processing.

21-14-2. When a Battle Card is KO'd, that Battle Card is placed in its owner's Drop Area. (5-12)

21-15. Processing When a Card Is Removed from the Game by a Z-Card Leaving an Area

21-15-1. This is an example of interruptive rule processing. (14-1-4)

22. Keyword Skills and Keywords

22-1. Keyword Skills and Keyword Standards

22-1-1. *Keyword skills* are used to refer to specific instructions (for which the text is long or the effects are complex in many cases) in simplified ways. Keyword skills can be [Activate], [Permanent], [Auto], or [Counter] skills.

22-1-2. *Keywords* are non-skill supplementary terms such as the conditions under which skills are valid, limitations on skill costs, and activation. On their own, keywords are not treated as skills. (1-5-2).

22-1-3. If a card reads “negate its keyword skills,” that keyword isn’t applied.

22-2. [Awaken] ([Awaken : Surge])

22-2-1. [Awaken] ([Awaken : Surge]) is an [Activate : Main/Battle] skill related to Leaders.

22-2-2. [Awaken] ([Awaken : Surge]) is described as follows: “[Awaken] ([Awaken : Surge]) condition : (effect).”

22-2-2-1. Some card text refers to [Awaken] skills. This refers to both [Awaken] and [Awaken : Surge] skills.

22-2-3. [Awaken] ([Awaken : Surge]) can be activated by fulfilling conditions and paying associated costs. These skills can’t be activated otherwise.

22-2-4. To resolve the effects of [Awaken] ([Awaken : Surge]), carry out the indicated effects, and then—if the card with this skill is face-up—flip it over onto its back.

22-2-4-1. The skill text sometimes says to “flip the card onto its back.”

22-3. [Field]

22-3-1. [Field] is an [Activate : Main] keyword skill on Extra Cards.

22-3-2. The effects of [Field] are resolved as follows: “Place the Extra Card that activated this skill in the Battle Area in Active Mode.”

22-3-3. If the [Field] skill of a card is activated by another card’s skill, the card text might say to “activate {card name}.”

22-3-4. Extra Cards with [Field] may have other skills as well. Those skills are generally only valid when the card is placed in the Battle Area, and they are activated without placing the card in the Drop Area (if not specified otherwise).

22-3-5. When placing another Extra Card with [Field] in a Battle Area, all other Extra Cards with [Field] in a player’s Battle Area are placed in their owner’s Drop Area.

22-3-5-1. However, when an Extra Card with [Field] is placed under a card in a Battle Area, rule 22-3-5 is ignored.

22-4. [Blocker]

22-4-1. This [Auto] keyword skill is related to battle.

22-4-2. [Blocker] can be activated by switching the card with this skill to Rest Mode as the skill cost when one of your cards other than the one with this skill is attacked and made pending (8-1-3).

22-4-3. The effects of [Blocker] are resolved as follows: “Switch the guard card of the attack to the card that activated [Blocker].”

22-4-3-1. When [Blocker] is used to switch a guard card to the card that activated [Blocker], any [Auto] skills on that card that trigger “when this card is attacked” enter pending (1-5-6-4).

22-4-4. “Negate [Blocker]” is a special procedure in which the target of the attack (the guard card) is switched back to the original target.

22-5. [Evolve] ([EX-Evolve] [Xeno-Evolve])

22-5-1. This [Activate : Main] keyword skill is related to playing cards.

22-5-2. [Evolve] ([EX-Evolve] [Xeno-Evolve]) is described as follows: “[Evolve] ([EX-Evolve] [Xeno-Evolve]) skill cost : condition <character name>.”

22-5-2-1. Sometimes conditions are not specified. In these cases, no condition is required.

22-5-2-1. Some card text refers to [Evolve] skills. This refers to [Evolve], [EX-Evolve], and [Xeno-Evolve] skills.

22-5-2-1. If a card says to “evolve,” it means to play the card as if you were to play it with [Evolve] ([EX-Evolve] [Xeno-Evolve]).

22-5-2-1. If a card says “evolved,” it means a card that was played with [Evolve] ([EX-Evolve] [Xeno-Evolve]).

22-5-3. [Evolve] ([EX-Evolve] [Xeno-Evolve]) can be activated by paying the skill cost and choosing one Battle Card with the specified <character name> that fulfills the specified conditions in your Battle Area. If the specified Battle Card can't be chosen, [Evolve] ([EX-Evolve] [Xeno-Evolve]) can't be activated.

22-5-3-1. Some card text reads “when choosing this card's [Evolve] conditions, you can choose a specified Battle Card in your area.” These skills expand the conditions that can be fulfilled when choosing cards for a given keyword skill.

22-5-3-1-1. When using such a skill to choose Battle Cards from an expanded range of areas, if the skill resolution would cause the card that activated [Evolve] to be played, first move any Battle Cards in that area to the Battle Area, and then resolve the keyword skill normally. Furthermore, any area movement triggers resulting from the chosen Battle Card moving to a different area are not made pending, nor does counter timing occur.

22-5-4. [Evolve] ([EX-Evolve] [Xeno-Evolve]) can only be activated from a player's hand.

22-5-5. When resolving the effects of [Evolve] ([EX-Evolve]), the card that activated this skill is played on top of the Battle Card chosen in 22-5-3. Henceforth, the whole stack of cards is treated as the Battle Card on top, but the position and any effects affecting the prior card's power are carried over 21-5-2).

22-5-5-1. Before resolving the effects of [Evolve] (EX-Evolve), if the Battle Card chosen in 22-5-3 is moved from the Battle Area or if the conditions in 22-5-3 are not fulfilled, [Evolve] (EX-Evolve) fails to resolve.

22-5-6. When resolving the effects of [Xeno-Evolve], the Battle Card chosen in 22-5-3 is sent to the Warp, and the card that activated this skill is played.

3-12-2-5. Before resolving the effects of [Xeno-Evolve], if the Battle Card chosen in 22-5-3 is moved from the Battle Area or if the conditions in 22-5-3 are not fulfilled, [Xeno-Evolve] fails to resolve.

22-5-7. If the card that activated [Evolve] fails to enter play and did not move from its original area due to an effect, it is placed in its owner's Drop Area.

22-5-7-1. As an exception to the above rule, if a skill states that a card is “returned to its owner's hand instead of being played,” etc., cards returned to a player's hand by such a skill are not placed in their owner's Drop Area.

22-6. [Critical]

22-6-1. This [Permanent] keyword skill is related to damage.

22-6-2. [Critical] is described as follows: “When this card inflicts damage to your opponent's life by attacking, they place that many Life Area cards in their Drop Area instead of their hand during the damage processing 21-3).”

22-7. [Strike]

22-7-1. This [Permanent] keyword skill is related to damage.

22-7-2. [Strike] is described as follows: “When this card inflicts damage to your opponent's life by attacking, if it deals X-1 damage or less, this card inflicts X damage instead.”

22-7-2-1. The X of [Double Strike] is 2.

22-7-2-1. The X of [Triple Strike] is 3.

22-7-2-1. The X of [Quadruple Strike] is 4.

22-7-3. Some card text refers to [Strike] skills. This refers to [Double Strike], [Triple Strike], and [Quadruple Strike] skills.

22-8. [Dual Attack] ([X Attack])

22-8-1. This [Auto] keyword skill is related to battle.

22-8-2. When a card with [X Attack] attacks, this card is made pending.

22-8-3. The effects of [X Attack] are resolved as follows: "When this card attacks, switch this card to Active Mode at the end of battle." The skill activates X-1 times per turn.

22-8-3-1. The X of [Dual Attack] is 2.

22-8-3-1. The X of [Triple Attack] is 3.

22-9. [Revenge]

22-9-1. This [Auto] keyword skill is related to battle.

22-9-2. [Revenge] can only be activated by Battle Cards and Unison Cards with the skill.

22-9-3. [Revenge] is described as follows: when this card becomes a guard card, it is made pending.

22-9-4. The effects of [Revenge] are resolved as follows: "KO the attack card at the end of the battle."

22-10. [Counter]

22-10-1. [Counter] keyword skills are related to skill activation.

22-10-2. [Counter] is described as follows: "[Counter: condition] skill cost: effect."

22-10-2-1. Some cards refer to [Counter] skills. This refers to [Counter : Play], [Counter : Attack], [Counter : Battle Card Attack], and [Counter : Counter] skills.

22-10-3. Each [Counter] skill is made pending when it fulfills the conditions below.

22-10-3-1. [Counter: Play] is made pending when the opponent pays the energy cost and declares the playing of a card (5-5-2-2) or when the opponent activates (5-5-3-3) or resolves (5-5-3-5) a skill that has descriptions such as "play" or "when played."

22-10-3-1. [Counter: Attack] is made pending when the opponent declares an attack (8-1-4) or when the opponent activates (4-3-2-3) or resolves (4-3-2-4) a skill that has descriptions such as "attack" or "when attacking."

22-10-3-1. [Counter : Battle Card Attack] is made pending when the opponent attacks with a Battle Card, or when an opponent activates or resolves a skill that reads "attack with a Battle Card."

22-10-3-1. [Counter : Counter] is made pending when the opponent activates [Counter] (9-7-3-3).

22-10-4. A pending [Counter] skill can be activated only during a counter timing by paying its energy and skill cost. When the activation of [Counter] is declared, it is assigned counter motion number X (9-7-2).

22-10-4-1. The pending status of a [Counter] skill ends when you activate that [Counter] skill or when the counter timing ends.

22-10-5. [Counter] can only be activated from a player's hand.

22-10-6. If a given [Counter] skill is assigned counter motion number X, the effects of that skill are resolved when counter motion X is processed (9-7-3-5).

22-10-7. Unless specified otherwise, cards that activated [Counter] are placed in the Drop Area.

22-10-7-1. If a card for which the activation of [Counter] was declared fails to activate due to an effect or the [Counter] skill is negated, that card is placed in the Drop Area unless otherwise specified.

22-10-8. "Negate [Counter]" means the following: "Eliminate the counter motion that would have been used to resolve the effects of the target [Counter] skill."

22-10-8-1. The effects of any [Counter] skill for which the counter motion has been eliminated fail to resolve.

22-11. [Once per turn]

22-11-1. This keyword is related to skill activation.

22-11-2. [Once per turn] indicates that an [Auto] or [Activate] skill can only be activated and resolved once per turn.

22-11-3. The “once per turn” limitation is set individually for each skill. If there are multiple cards with the same “once per turn” skill, they can each be activated once per turn.

22-11-4. When an [Auto] skill with [Once per turn] is made pending simultaneously multiple times, only one of the skills is resolved, and the rest fail to activate.

22-11-5. After a skill with [Once per turn] is resolved once, it won't be triggered for the rest of the turn even if its cost and conditions are fulfilled, and it can't be activated or resolved.

22-12. [Indestructible]

22-12-1. This [Permanent] keyword skill is related to movement between areas.

22-12-2. [Indestructible] is described as follows: “This card can't be KO'd or removed from your Battle Area by the opponent's card skills or as a result of battle.”

22-13. [Union]

22-13-1. This [Activate : Main] keyword skill is related to playing cards.

22-13-2. [Union] is a general term for a subset of skills that play Battle Cards to Battle Areas from specific areas when certain costs and conditions are fulfilled.

22-13-3. [Union] skills are generally formatted [Union-(type)].

22-13-3-1. Some card text refers to [Union] skills. This refers to [Union-Fusion], [Union-Potara], and [Union-Absorb] skills.

22-13-4. [Union-Fusion]

22-13-4-1. [Union-Fusion] is described as follows: “[Union-Fusion] skill cost : <Character Name A> and <Character Name B>.” Here, “<Character Name A> and <Character Name B>” are the conditions for the [Union-Fusion] skill.

22-13-4-1. [Union-Fusion] can be activated by choosing one of each of the specified character's Battle Cards in a player's hand, with each Battle Card's power being equal. If such a set of cards can't be chosen, [Union-Fusion] can't be activated.

22-13-4-2-1. Some card text reads “you can choose Battle Cards in one of your areas when choosing cards to use with this card's [Union-Fusion] skill.” These skills expand the conditions that can be fulfilled when choosing cards for a given keyword skill.

22-13-4-1. [Union-Fusion] can only be activated from a player's hand.

22-13-4-1. When activating [Union-Fusion], players place one of each of the specified Battle Cards with the same power from their hand in the Drop Area as the skill cost.

22-13-4-1. To resolve the effects of [Union-Fusion], players play the Battle Card that activated the skill.

22-13-4-5-1. If a card that activated [Union-Fusion] fails to enter play, it is placed in its owner's Drop Area.

22-13-4-5-1-1. As an exception to the above rule, if a skill states that a card is “returned to its owner's hand instead of being played,” cards returned to a player's hand by such a skill are not placed in their owner's Drop Area.

22-13-5. [Union-Potara]

22-13-5-1. [Union-Potara] is described as follows: “[Union-Potara] skill cost : <Character Name A> and <Character Name B>.” Here, “<Character Name A> and <Character Name B>” are the conditions for the [Union-Potara] skill.

22-13-5-2. [Union-Potara] can be activated by paying the skill cost and choosing one of each specified character's Battle Card in your Battle Area.

If the player can't choose all of the specified Battle Cards, they can't activate [Union-Potara].

22-13-5-2-1. Some card text reads "you can choose Battle Cards in one of your areas when choosing cards to use with this card's [Union-Potara] skill." These skills expand the conditions that can be fulfilled when choosing cards for a given keyword skill.

22-13-5-2-1-1. When using such a skill to choose Battle Cards from an expanded range of areas, if the skill resolution would cause the card that activated [Union-Potara] to be played, first move any Battle Cards in that area to the Battle Area, and then resolve the keyword skill normally. Furthermore, any area movement triggers resulting from the chosen Battle Card moving to a different area are not made pending, nor does counter timing occur.

22-13-5-3. [Union-Potara] can only be activated from a player's hand.

22-13-5-4. To resolve the effects of [Union-Potara], the card that activated the skill is played by placing it on top of the two Battle Cards chosen in [22-13-5-2](#), which can be in any order.

22-13-5-4-1. All continuous effects affecting the power of the played Battle Cards carry over.

22-13-5-4-2. If a card that activated [Union-Potara] fails to enter play, it is placed in its owner's Drop Area.

22-13-5-4-2-1. As an exception to the above rule, if a skill states that a card is "returned to its owner's hand instead of being played," cards returned to a player's hand by such a skill are not placed in their owner's Drop Area.

22-13-6. [Union-Absorb]

22-13-6-4. [Union-Absorb] is described as follows: "[Union-Absorb] skill cost : effect."

22-13-6-4. [Union-Absorb] can be activated from the Battle Area.

22-13-6-4. To resolve the effects of [Union-Absorb], one specified Battle Card in the area specified by the effect is played on top of the card that activated the skill.

22-13-6-3-1. All continuous effects affecting the position or power of the played cards carry over.

22-13-6-3-2. If a Battle Card chosen for a [Union-Absorb] effect fails to enter play, it is placed in its owner's Drop Area.

22-13-6-3-2-1. As an exception to the above rule, if a skill states that a card is "returned to its owner's hand instead of being played," cards returned to a player's hand by such a skill are not placed in their owner's Drop Area.

22-14. [Ultimate]

22-14-1. This [Permanent] keyword skill is related to deck construction conditions [\(6-1-5-2\)](#).

22-14-2. [Ultimate] is described as follows: "A player may only have up to one card with [Ultimate] in their deck."

22-14-3. If a player's card with [Ultimate] in a Battle Area or Unison Area is moved out of that player's Battle Area or Unison Area—in addition to cases where the card is "removed from the game"—the card is removed from the game instead [\(21-12\)](#).

22-14-3-1. If a card with [Ultimate] is moved out of an area due to an effect, and then that card is removed from the game, that card is considered to have been removed from the game by that effect [\(23-3-2-5\)](#).

22-14-4. If a card with [Ultimate] fails to enter play, that card is removed from the game instead of being placed in the Drop Area [\(5-5-4\)](#) [\(21-12\)](#).

22-14-5. If the activation of an Extra Card with [Ultimate] is declared and the card is placed in the Drop Area, after the skill is resolved, the card is removed from the game. In addition, even if the skill can't be resolved due to an effect, the card is removed from the game anyway. [\(21-12\)](#)

22-15. [Over Realm] ([Over Realm X])

22-15-1. This [Activate : Main] keyword skill is related to playing cards.

22-15-2. [Over Realm] is described as follows: "[Over Realm X] skill cost."

22-15-3. [Over Realm] can be activated if you have X or more cards in your Drop Area. If your Drop Area does not have at least the specified number of cards, [Over Realm] can't be activated.

22-15-4. To activate [Over Realm], send all the cards in your Drop Area to your Warp as the skill cost.

22-15-5. [Over Realm] can be activated from a player's hand.

22-15-6. To resolve the effects of [Over Realm], play the card that activated the skill. If a card played using [Over Realm] is still in the Battle Area at the end of the turn when it was played, that card is sent to its owner's Warp.

22-15-7. [Over Realm] and [Dark Over Realm] can only be activated a combined total of once per turn.

22-16. [Barrier]

22-16-1. This [Permanent] keyword skill is related to skill targets.

22-16-2. [Barrier] is described as follows: "This card can't be chosen by the skills of your opponent's cards."

22-17. [Super Combo]

22-17-1. This [Permanent] keyword skill is related to deck construction conditions (6-1-5-2).

22-17-2. [Super Combo] is described as follows: "You can only include up to four cards with [Super Combo] in a deck."

22-18. [Victory Strike]

22-18-1. This [Permanent] keyword skill is related to damage and victory conditions.

22-18-2. [Victory Strike] is described as follows: "When you deal life damage by attacking with this card, you win the game."

22-19. [Warrior of Universe 7]

22-19-1. This [Permanent] keyword skill is related to energy costs.

22-19-2. [Warrior of Universe 7] is described as follows: "Treat your 《Universe 7》 cards in all areas as if they had no specified cost (1-2-3-2-2)."

22-20. [Deflect]

22-20-1. This [Permanent] keyword skill is related to playing cards.

22-20-2. [Deflect] is described as follows and is valid in all areas: "This card isn't affected by [Counter : Play] skills."

22-21. [Bond] ([Bond X])

22-21-1. This keyword is related to the conditions when a skill is valid.

22-21-2. [Bond] skills are written as either "[Bond X] : ." or "[Bond X] specified Battle Card : ."

22-21-2-4. Descriptions of this keyword include the following: "[Bond X] and [Bond X] specified Battle Card."

22-21-3. Skills with [Bond X] are valid only if you have X or more Battle Cards in your Battle Area.

22-21-3-4. If the card text indicates a specified Battle Card, skills with that instance of [Bond X] are valid only if you have X or more of the specified Battle Card in your Battle Area.

22-22. [Swap] ([Swap X])

22-22-1. This [Activate : Main] keyword skill is related to playing cards.

22-22-2. [Swap] is described as follows: "[Swap X] skill cost : specified Battle Card with an energy cost of X."

22-22-3. To activate [Swap], reveal up to one specified Battle Card from your hand with an energy cost of X, and then return the Battle Card that activated [Swap] to your hand. If you can't choose the specified Battle Card or return the card that declared the activation of [Swap] to your hand, you can't activate [Swap].

22-22-4. To resolve [Swap], play up to one specified Battle Card revealed from your hand with an energy cost of X as the skill cost.

22-23. **[Dark Over Realm] ([Dark Over Realm X])**

22-23-1. This [Activate : Main] keyword skill is related to playing cards.

22-23-2. [Dark Over Realm] is described as follows: “[Dark Over Realm X] skill cost.”

22-23-3. [Dark Over Realm] can be activated if you have X or more black cards in your Drop Area. If your Drop Area does not have at least the specified number of cards, [Dark Over Realm] can't be activated.

22-23-4. To activate [Dark Over Realm], send all the cards in your Drop Area to your Warp as the skill cost.

22-23-5. [Dark Over Realm] can be activated from a player's hand.

22-23-6. To resolve the effects of [Dark Over Realm], play the card that activated the skill.

22-23-7. [Over Realm] and [Dark Over Realm] can only be activated a combined total of once per turn.

22-24. **[Wormhole]**

22-24-1. This [Permanent] keyword skill is related to skill activation.

22-24-2. Normally, “[Over Realm] and [Dark Over Realm] can only be activated a combined total of once per turn (22-15-7) (22-23-7),” but [Wormhole] has the following effect: “You can activate [Over Realm] and [Dark Over Realm] up to a total of 2 times a turn.”

22-25. **[Wish]**

22-25-1. This [Activate Main/Battle] keyword skill is related to Leaders.

22-25-2. [Wish] is described as follows: “[Wish] condition : (effect).”

22-25-3. [Wish] can be activated by fulfilling conditions and paying costs. If the conditions can't be fulfilled or the costs can't be paid, [Wish] can't be activated.

22-25-4. To resolve the effects of [Wish], execute the specified effects, and then—if the card with [Wish] is face-up—flip it over.

22-25-4-4. The skill text might tell you to “flip the card over.”

22-26. **[Sparking] ([Sparking X])**

22-26-1. This keyword is related to the conditions when a skill is valid.

22-26-2. [Sparking] is described as follows: “[Sparking X].”

22-26-3. Skills with [Sparking X] are valid only if you have X or more Cards in your Drop Area.

22-27. **[Burst] ([Burst X])**

22-27-1. This keyword is related to skill activation.

22-27-2. [Burst] is described as follows: “[Burst X].”

22-27-3. Skills with [Burst X] can be activated only if you place X cards from the top of your deck into your Drop Area.

22-27-4. Skills with [Burst X] can't be activated if X is greater than the number of cards in your deck.

22-28. **[Dragon Ball]**

22-28-1. This [Permanent] keyword skill is related to deck construction conditions (6-1-5-2).

22-28-2. [Dragon Ball] is described as follows: “You can include as many copies of cards with [Dragon Ball] in your deck as you like, as long as the total number doesn't exceed 7.”

22-29. **[Arrival] ([Arrival XY])**

22-29-1. This [Activate : Battle] keyword skill is related to playing cards.

22-29-2. [Arrival] is described as follows: “[Arrival XY] skill cost.”

22-29-3. [Arrival] can be activated when the original colors of the Battle Cards in your Combo Area match the colors specified by [Arrival] (X and Y). If the conditions can't be fulfilled or the skill cost can't be paid, [Arrival] can't be activated.

22-29-4. [Arrival] can be activated from a player's hand.

22-29-5. To resolve the effects of [Arrival], play the card that activated [Arrival].

22-29-6. Some card text refers to [Arrival] skills. This refers to [Arrival] with any color combination.

22-30. **[Aegis] ([Aegis XY])**

22-30-1. This [Activate : Battle] keyword skill is related to energy.

22-30-2. [Aegis] is described as follows: “[Aegis XY].”

22-30-3. [Aegis] can be activated when you place one or more cards from your hand in your Drop Area whose original colors match those specified by [Aegis] (X and Y) as part of its skill cost. If the skill cost can't be paid, [Aegis] can't be activated.

22-30-4. [Aegis] can only be activated during the Defense Step of your opponent's turn.

22-30-5. To resolve the effects of [Aegis], a player who activates [Aegis] chooses up to two of their energy and switches them from Rest Mode to Active Mode.

22-31. **[Energy-Exhaust]**

22-31-1. This [Permanent] keyword skill is related to energy.

22-31-2. If a card with [Energy-Exhaust], which is valid in all areas, is placed in an Energy Area as energy, it must be placed there in Rest Mode.

22-32. **[Alliance] ([Alliance XY])**

22-32-1. This [Auto] keyword skill is related to attacking.

22-32-2. [Alliance] is described as follows: “[Alliance XY] (effect)” or “[Alliance XY] skill cost : effect.”

22-32-3. When a card with [Alliance] attacks, that card is made pending, and its owner may activate [Alliance] by choosing one or more Battle Cards in their Battle Area with colors that match the colors specified by [Alliance] (X and Y) and switching them from Active Mode to Rest Mode as part of its skill cost.

22-32-4. To resolve the effects of [Alliance], execute the specified effects.

22-33. **[Offering]**

22-33-1. This [Auto] keyword skill is related to playing cards.

22-33-2. When a Battle Card with [Offering] is played, it is made pending.

22-33-3. The effects of [Offering] are resolved as follows: “The opponent of the player who played the card with [Offering] may place a card from their life in their Drop Area. If they don't, the owner of the card with [Offering] draws 2 cards.”

22-34. **[Revive] ([Revive XY])**

22-34-1. This [Auto] keyword skill is related to playing cards.

22-34-2. [Revive] is described as follows: “[Revive XY].”

22-34-3. When a Battle Card with [Revive] is KO'd, its owner can activate [Revive] by placing one or more cards whose original colors match both X and Y from their hand into their Drop Area as its skill cost.

22-34-4. The effects of [Revive] are resolved as follows: “The card that activated [Revive] is played from its owner's Drop Area, and [Revive] is

negated on that card for the duration of the turn.”

22-35. [Heroic]

22-35-1. This [Auto] keyword skill is related to the player's hand.

22-35-2. [Heroic] is made pending when its owner plays another Battle Card with 《Heroic》 or activates a 《Heroic》 Extra Card's skill.

22-35-3. The effects of [Heroic] are resolved as follows: “Draw 1 card and negate the effects of this skill for the duration of the turn.”

22-36. [Villainous]

22-36-1. This [Auto] keyword skill is related to the player's hand.

22-36-2. [Villainous] is made pending when its owner plays another Battle Card with 《Villainous》 or activates a 《Villainous》 Extra Card's skill.

22-36-3. The effects of [Villainous] are resolved as follows: “Make the opponent choose 1 card and place it in their Drop Area, and negate the effects of this skill for the duration of the turn.”

22-37. [Invoker]

22-37-1. This [Permanent] keyword skill is related to energy costs.

22-37-2. [Invoker] allows its owner to activate a Red/Blue multicolor Extra Card in their hand without paying its energy cost by switching an Active Mode Red/Blue multicolor card in their Energy Area to Rest Mode.

22-38. [Successor]

22-38-1. This [Activate: Main] keyword skill is related to playing cards.

22-38-2. [Successor] is described as follows: “[Successor] skill cost.”

22-38-3. [Successor] can be activated by choosing any number of mono-green, mono-yellow, and/or Green/Yellow Battle Cards in your Battle Area whose energy costs add up to the original energy cost of the card with [Successor] and then placing those cards in your Drop Area.

22-38-4. [Successor] can be activated from its owner's hand.

22-38-5. To resolve the effects of [Successor], play the Battle Card that activated this skill.

22-39. [Unique]

22-39-1. This [Permanent] keyword skill is related to playing cards.

22-39-2. If a card with [Unique] is in play, no other cards with the same name can be played in its owner's Battle Area. This skill is valid in all areas.

22-39-3. If a card with [Unique] is already in play, its owner can't play another card with the same card name as that card.

22-39-4. If two or more cards with [Unique] and the same card name are in play in the same Battle Area, their master chooses one of the cards to keep in play, placing any remaining cards with the same card name in their Drop Areas (21-11).

22-40. [Servant]

22-40-1. This [Permanent] keyword skill is related to power and position.

22-40-2. Cards with [Servant] get +10000 power but can't be switched to Active Mode during their masters' Charge Phases.

22-41. [Overlord]

22-41-1. This [Activate : Main] keyword skill is related to the player's hand.

22-41-2. [Overlord] is activated by placing one of your Battle Cards with [Servant] at the bottom of its owner's deck as the skill cost.

22-41-3. To resolve the effects of [Overlord], the player who activated this skill draws 1 card.

22-42. [Rejuvenate]

22-42-1. This [Activate : Main] keyword skill is related to life.

22-42-2. [Rejuvenate] is described as follows: “[Rejuvenate] skill cost.”

22-42-3. [Rejuvenate] can be activated by placing a card from beneath the card activating [Rejuvenate] in its owner’s Drop Area and paying the skill cost.

22-42-4. A player who activates [Rejuvenate] can add the top card of their deck to their life.

22-43. [Spirit Boost] ([Spirit Boost X])

22-43-1. This keyword is related to skill activation.

22-43-2. [Spirit Boost] is described as follows: “[Spirit Boost X]” or “[Spirit Boost X] specified Unison Card.”

22-43-3. A skill with [Spirit Boost X] can be activated by removing X markers from your Unison Card as the skill cost.

22-43-3-4. If the card text indicates a specified Unison Card, markers must be removed from the specified Unison Card.

22-43-4. Skills with [Spirit Boost X] can’t be activated if you have less than X markers.

22-43-4-4. If the card text indicates a specified Unison Card, skills with [Spirit Boost X] can’t be activated if you have less than X markers on the specified Unison Card.

22-44. [Limit] ([Limit X])

22-44-1. This keyword is related to skill activation.

22-44-2. [Limit] is described as follows: “[Limit X].”

22-44-3. A skill with [Limit X] can only be activated by its master X times during the same turn, across all copies of the same skill on cards with the same card number.

22-44-3-1. “The same skill” in [22-44-3](#) refers to skills that have the same wordings, accompanying keywords, skill costs, effects, etc. An exception to this is when card text is changed or updated, with announcements on the official web page or elsewhere. In cases such as these, the updated card text and the original card text are both treated as the same skill.

22-44-4. If an [Auto] skill has [Limit X], it may be made pending multiple times simultaneously. In this case, once the skill has been resolved X times, the remaining fail to activate.

22-44-5. After resolving a skill with [Limit X] the specified number of times, the skill can’t be resolved or activated again for the rest of the turn, even if its costs are paid or its activation conditions are fulfilled.

22-44-6. If an effect causes a card that has the same card number and belongs to the same master to have multiple copies of the same skill, one with [Limit X] and one without, only the skill with [Limit X] is limited to being activated X times in the same turn. The skill without [Limit X] is not affected and can be activated any number of times without issue.

Example: A card with [Blocker] [Limit 1] gains [Blocker] via an effect. The card now has both [Blocker] [Limit 1] and [Blocker]. The card’s master can only activate the card’s [Blocker] [Limit 1] skill one more time across all copies of the card, but the [Blocker] skill without [Limit 1] can be activated any number of times.

22-45. [Empower] ([Empower XY])

22-45-1. This [Permanent] keyword skill is related to markers.

22-45-2. [Empower] is described as follows: “[Empower XY].” X specifies a color, and Y specifies a number.

22-45-3. [Empower] can be activated from all areas. If you have one or more Unison Cards with a color matching X in play in your Unison Area, if

those Unison Cards are placed in your Drop Area when you play a Unison Card with [Empower], you may add up to Y markers from those Unison Cards whose colors match X to the Unison Card with this skill as you play it.

22-45-3-1. If there are multiple colors specified by [Empower] (for example, [Empower XY/ZY]), you choose one of the colors, and then add up to Y markers from Unison Cards whose colors match the color you chose and are placed in your Drop Area to the Unison Card with this skill as you play it (13-2-1-3-1) (13-2-2-5-1).

22-45-3-2. Some [Empower] skills don't specify a color. In these cases, you can add markers from Unison Cards of any color when they're placed in your Drop Area.

22-46. [Z-Awaken]

22-46-1. This [Activate : Main/Battle] keyword skill is related to Leaders.

22-46-2. [Z-Awaken] is described as follows: "[Z-Awaken] skill cost : <character name>" or "[Z-Awaken] skill cost : specified Leader Card." Here, "<character name>" and "specified Leader Card" are conditions for [Z-Awaken].

22-46-3. [Z-Awaken] can be activated by choosing one specified face-down Leader Card—which must be in your Leader Area and must not be a Z-Card—paying the specified Z-Energy cost, satisfying the specified conditions, and paying the skill cost. If the specified Leader Card can't be chosen, [Z-Awaken] can't be activated.

22-46-3-1. Z-Energy costs and skill costs can be paid in any order.

22-46-4. [Z-Awaken] can only be declared and activated a total of once per turn.

22-46-5. A card with [Z-Awaken] can only be activated if the card is face-down in the Z-Deck Area.

22-46-6. To resolve the effects of [Z-Awaken], place the card that activated [Z-Awaken] on top of the Leader Card chosen in 22-46-5. From then on, all the cards under the card that activated [Z-Awaken] are treated as the Z-Leader Card on top and are therefore treated as one card.

22-46-6-1. Any continuous effects that affect the original Leader's power or position carry over.

22-46-6-2. If the card that activated [Z-Awaken] is not placed in the Leader Area, that card is removed from the game.

22-46-6-3. Skills that trigger when "this card is placed in the Leader Area," etc. enter pending.

22-47. [Z-Stack X]

22-47-1. This [Auto] keyword skill is related to cards in the Z-Deck Area.

22-47-2. [Z-Stack X] is described as "[Z-Stack X] Specified card" or "[Z-Stack X] Skill cost : Specified card." "Specified card" is the condition for [Z-Stack X].

22-47-2-1. Unless specified otherwise, "Specified card" is a card that fulfills the conditions from your Z-Deck Area.

22-47-3. For [Z-Stack X], the card with this skill is made pending when it is placed at the top of a Leader Area or in a Battle Area.

22-47-4. The effects of [Z-Stack X] are resolved as follows: Place up to X cards under the card that activated this skill as specified in 22-47-2. Then, all of the cards placed under that card are treated as the same card as the top Z-Card in that stack, and those cards are treated as a single card.

22-47-4-1. Some skills read "when choosing this card's [Z-Stack] conditions, you can choose up to X (condition) cards." These skills expand the conditions that can be fulfilled when choosing cards for a given keyword skill.

23. Other

23-1. Infinite Loops

23-1-1. When carrying out some processing, there may be some occasions where an action can be or must be carried out infinitely. This is called an *infinite loop*, and one cycle of action from the start to the end of the loop is called a *loop action*. If such an event occurs, follow the

procedure below.

23-1-1-1. If neither player can stop an infinite loop, the game ends in a draw.

23-1-1-2. If only one player has the choice to stop the infinite loop during the loop action, that player declares how many times they wish to carry out the loop action. Carry out the loop action that many times and finish it at a timing when that player can choose to stop the infinite loop. The player can't choose to restart the loop even if the game is in exactly the same state (all cards in all areas are the same) as before the loop unless they are forced to do so due to effects such as [Auto] effects.

23-1-1-3. If both players have the choice to stop the infinite loop during the loop action, the turn player first decides how many times they wish to carry out the loop action. Next, the non-turn player decides how many times they wish to carry out the loop action. Carry out the loop action the fewer of these two times and finish it at a timing when that player can choose to stop the infinite loop. The player who decided on the larger number can't choose to restart the loop even if the game is in exactly the same state (all cards in all areas are the same) as before the loop unless they are forced to do so due to effects such as [Auto] effects.

23-2. Cards Under Other Cards

23-2-1. Depending on skills, etc., cards in the Battle Area, Combo Area, Leader Area, and Unison Area may have cards placed on top of or under them.

23-2-2. The skills of cards placed under specific cards will be negated, and they will be treated as the same card as the card placed on top and therefore as a single card.

23-2-2-1. The order of cards stacked on top of each other can't be changed unless otherwise specified by the skill, etc.

23-2-2-2. If the area of a card placed under another card is referred to, it is assumed to be the area where the card on top is placed.

23-2-2-3. As an exception, when referring to cards placed under other cards, those cards are treated as different cards than the cards placed on top of them.

23-2-2-4. As an exception, skills that trigger at the following times are not negated: "when under another card," "when placed under another card," "when a card is placed on top of this card," or "when a card is played on top of this card." In these cases, the skill's master is assumed to be the same player who is the master of the cards placed on top of those cards.

23-2-3. If one card is already under another card when an additional card is placed under that card, the order of the cards under the top one can't be changed.

23-2-4. When new cards are placed under cards with any cards already under them, the new card is placed on the very bottom.

23-2-5. When cards are moved from a Battle Area, Combo Area, or Unison Area to an area with a different name, cards under them are moved from their original areas to their owners' Drop Areas. At this time, any [Auto] skills of cards other than the top card with auto movement triggers are not activated.

23-2-5-1. When cards placed under other cards move to a different area, area movement [Auto] skills on those cards do not activate.

23-2-6. When a specific card is moved from one player's area to another player's area with the same name, all of the cards under the card move with it.

23-2-7. When only the card on top is to be moved, cards under that card are not moved from the top card's original area, and continuous effects that affect the power of the top card carry over.

23-2-7-1. In terms of continuous effects carried over to cards under another card, effects that are not related to power changes are ignored.

23-3. Sources

23-3-1. Depending on the effect, players may refer to the source of a skill cost or effect, or they may refer to the source of damage.

23-3-2. The source of a skill refers to a card with that skill. For the following cases, the skill that caused the event is a source.

23-3-2-1. Cases where a Battle Card's power drops to zero or below due to an effect, and then that card is placed in the Drop Area as a result of the rule processing when a Battle Card's power drops to zero or below (21-6-2-1).

23-3-2-2. Cases where one or more markers are removed from a Unison Card due to an effect, then that card is placed in the Drop Area due to the number of markers dropping to zero or below (21-7-3-1).

23-3-2-3. Cases where a Unison Card's power to drops to zero or below due to an effect, one or more markers are removed as a result of the rule processing when a Unison Card's Power drops to zero or below, then that card is placed in the Drop Area due to the number of markers dropping to zero or below (21-8-2-1).

23-3-2-4. Cases where a Z-Card leaves an area due to an effect, then that card is removed from the game (14-1-4-1).

23-3-2-5. Cases where a card with [Ultimate] is moved out of an area due to an effect, and then that card is removed from the game (22-14-3-1).

23-3-3. The source of damage is defined as follows.

23-3-3-1. When an attacking card deals damage to life in the Damage Step due to the rule processing, that attacking card is the source.

23-3-3-2. When a skill on a card deals damage to life, that card itself is the source, unless specified otherwise.

23-4. Multiple Effects That Can't Be Processed Together

23-4-1. Depending on the effect, effect text may require players to perform multiple actions that can't all be performed.

Example: It isn't possible to perform both of the following two continuous effects on one card during the same turn: "change this card's power to 0 for the turn" and "this card gets 40000 power for the turn." (This example wouldn't apply to immediate effects, as the effect text changes the power as soon as the effect is applied.)

23-4-2. If such an event occurs, refer to 0-2-4. This also shows why the resolution order is important for such effects. If part or all of the actions from one effect can't be performed after performing the actions from another effect, the part that can't be performed is ignored.

Example: If a continuous effect that reads "change this card's power to 1 for the battle" is already in effect, then a continuous effect that reads "this card gets 40000 power for the turn" is resolved for the same target, the power will be 1 for the battle.

New Topics and Changes

- Z-Deck card numbers have changed.
- Mulligan procedure has changed.
- Energy markers have been introduced.
- Z-Unisons have been introduced.
- Changes have been applied to the rules regarding changes to energy costs after increases/decreases to specified costs.
- Changed section numbers and corresponding reference numbers.
- Added sub-section headings to section titles.
- Changed 0 and 0-1.
- Added 0-2-7.
- Added 0-2-9 (previously 0-2-10).
- Removed 1-2-3-1 and 1-2-3-2. In accordance, changed the numbers for 1-2-3-2-1, 1-2-3-2-2, and 1-2-3-2-3.
- Changed 1-2-3-2 (previously 1-2-3-2-2).
- Removed 1-2-6.
- Removed 1-5-8.
- Removed 1-6-6, 1-6-6-1, 1-6-6-2, and 1-6-7.
- Changed 1-7-2-1-1 and 1-7-2-2-1.
- Removed 1-12-2.
- Changed 3-9-2 and 3-9-2-1.
- Added 3-9-4.
- Added 3-12-2-1.
- Changed 3-12-3.
- Added flowchart to 4-2.
- Changed 4-2-1, 4-2-2-4, 4-2-2-5.
- Added 5-1-5.
- Added 5-3-3 and 5-3-3-1.
- Added 5-3-4.
- Added 5-4.
- Added 5-4-3 and 5-4-3-1.
- Changed 5-5-2-1 (previously 5-4-2-1).
- Added 5-6.
- Changed 5-7-3 (previously 5-5-3) and 5-7-3-1 (previously 5-5-3-1).
- Added 5-8.
- Added 5-8-3 and 5-8-3-1.
- Added 5-10-4.
- Changed 5-11-2.
- Changed 6-1-4.

- Changed 6-2-1-9-1.
- Added 6-2-1-11.
- Changed flowchart in 7-1.
- Moved 7-3-4-5 to 7-3-4-4.
- Added 9-1-3-1.
- Added 9-1-3-2.
- Added 9-1-3-3.
- Removed 9-2-1.
- Changed 9-2-2-3.
- Changed flowchart in 9-6.
- Added 9-6-2-1-1 and 9-6-2-1-2.
- Added 9-10-1-1-1.
- Changed 9-10-3.
- Changed 10-1-3.
- Changed 12-1-3.
- Changed 12-2-3, 12-2-4, 12-2-5, 12-2-6, and 12-2-7 to 12-2-2-1, 12-2-2-4, 12-2-2-5, 12-2-2-6, and 12-2-2-7.
- Changed 12-2-8, 12-2-9, 12-2-10, 12-2-11, 12-2-12, and 12-2-13 to 12-2-3, 12-2-3-1, 12-2-3-4, 12-2-3-5, 12-2-3-6, and 12-2-3-7.
- Changed 12-2-2-2 (previously 12-2-3-1).
- Changed 12-2-2-6 (previously 12-2-6).
- Changed 13-2-1-1.
- Changed 14-1-4.
- Changed 16-2-1-1.
- Changed 17-2-1-1 (previously 22-2-1-1).
- Added 18.
- Changed 21-3-2 (previously 19-3-2).
- Changed 21-11.
- Added 21-15.
- Changed 22-21-1 (previously 20-21-1).
- Changed 22-26-1 (previously 20-26-1).
- Added 22-29-6.
- Changed 22-47-3 (previously 20-47-3).
- Added 23-4.