DRAGON BALL SUPER CARD GAME OFFICIAL RULE MANUAL

ver.1.02

The latest updated date:10/8/2017

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General Rules

1. Game Outline

1-1. Number of Players

1-1-1. This game is a 2-player competitive game. There are currently no written rules for games with 3 or more players.

1-2. Victory Condition

1-2-1. 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.

1-2-2. When either player has fulfilled the loss conditions, that played loses the game via rule processing at the next rule processing timing.

1-2-2-1. During the game, when either player's Life is at 0, they fulfill loss conditions.

1-2-2-2. During the game, when the number of cards in either player's deck area is 0, they fulfill loss conditions.

1-2-3. When all players simultaneously fulfill loss conditions, the game is a draw.

1-2-4. Either player can surrender during the game at any time of their liking. A surrendering player instantly loses and the game is over.

1-2-5. The act of surrendering is not affected by any cards. Players can never be forced to surrender due to card effects, and loss by surrendering is not subject to any replacement effects.

1-2-6. Some cards can either make a player win or lose the game. Such effects will instantaneously make the player win or lose, ending the game during its resolution.

1-3. Fundamental Principles

1-3-1. Any card text that conflicts with the General Rules will be prioritized over the rules.

1-3-2. If a player is requested to perform and impossible act due to some reason, that act will not be carried out. Likewise, if an effect requests a player to carry out a series of actions and some of those actions are impossible, conduct as much of requested actions as possible.

1-3-2-1. If an existing object is requested to be changed to some state yet it is already in that state, the object does not again become that state; the action itself is not carried out.

1-3-2-2. If a player is requested to carry out some action 0 or a negative number of times due to some reason, that action is not carried out. Conducting a certain action negative times does not imply carrying out its opposite action.

1-3-3. If a card effect directs a player to carry out a certain action, yet there is an active effect prohibiting that action, that effect is prioritized and the action is not conducted.

1-3-4. If multiple players are simultaneously requested a choice due to some reason, the turn player makes their choice first. The non-turn player chooses after that.

1-3-5. If a player is to name a number due to card effects or rules, if there are no indications the number must be an integral number above 0. Numbers lowers than 1, numbers that include fractions, or negative numbers cannot be chosen.

1-3-5-1. If cards or rules indicate a maximum number such as "up to...," if there are no indications of a minimum number the player can choose 0.

1-3-6. If a card effect rewrites data on a card, if there are no special indications or if there are no definitions in the rules, numbers on a card do not become fractions lower than 1. If the numbers were to reach negative values, they are treated as

0 (except for when further additions/substractions are carried out to the number).

2. Card Data

2-1. Card Name

2-1-1. This is the card's proper name.

2-1-2. Some text will indicate nouns with <<<>>>, without descriptions on what kind of information it is. These texts are referring to card names.

2-2. Illustrations

2-2-1. This is the illustration depicting the card's image.

2-2-2. The illustration does not affect gameplay.

2-3. Card Types

2-3-1. This is an indication of the card type.

2-3-2. There are 3 types of cards: Leader Cards, Battle Cards, and Extra Cards.

2-3-2-1. Leader Cards are placed in the Leader Area.

2-3-2-1-1. If a card text refers to a "Leader" or "Leader Card" it is referring to the Leader Card in the Leader Area.

2-3-2-1-2. Leader Cards have descriptions on both the front and back of the card. During play, only the descriptions of the side facing up are relevant; the descriptions on the other side are regarded as absent.

2-3-2-1-3. If the card back is facing up, all descriptions on that side are active, and everything on the front is absent.

2-3-2-2. Battle Cards are primarily placed in the Battle Area and Combo Area.

2-3-2-2-1. If a card text refers to a "Battle Card", it is referring to a card of the card type "Battle Card."

2-3-2-3. Extra Cards are cards that activate skills by being placed into the Drop Area from the hand.

2-4. Colors

2-4-1. This information indicates the card's color. A card's color can be referred to in card text and cost payment.

2-5. Character Names

2-5-1. This information indicates the name of the card character.

2-5-2. The information does not directly influence gameplay, yet the data can be referred to in card text.

2-5-3. Some text will indicate nouns with < >, without descriptions on what kind of information it is. This text is referring to character names.

2-5-4. Only Leader Cards and Battle Cards have character names.

2-6. Special Trait

2-6-1. This is an indication of the card's special trait.

2-6-2. The information does not directly influence gameplay, but the data can be referred to in card text

2-6-3. Some cards will have multiple special traits. Multiple traits will be listed with /.

2-6-4. Some text will indicate nouns with << >>, without descriptions on what kind of information it is. This text is referring to special traits.

2-6-5. Only Leader Cards and Battle Cards have special traits.

2-7. Era

2-7-1. This is an indication of which storyline and era the character appeared in.

2-7-2. The information does not directly influence gameplay, but the data can be referred to in card text.

2-7-3. Only Leader Cards and Battle Cards have Era indications.

2-8. Power

2-8-1. This indicates the card's power in battle. Check "7.Card Attacking and Battle" for details.

2-8-2. Only Leader Cards and Battle Cards have power.

2-9. Combo Power

2-9-1. This indicates how much power this card adds in a combo. Check "7.Card Attacking and Battle" for details.

2-9-2. Only Battle Cards have Combo Power.

2-10. Combo Cost

2-10-1. This indicates how much it costs to place this card from your hand or Battle Area into the Combo Area. Check "7.Card Attacking and Battle" for details.

2-10-2. Only Battle Cards have Combo cost.

2-11. Energy Cost

2-11-1. This is the cost necessary to play this card from your hand or activate its skill. The cost can be separated into 2 types of cost: the total cost and specified cost.

2-11-1-1. When playing Battle Cards from your hand, first you must reveal that card from your hand and switch the same number of cards in your Energy Area as its total cost to Rest Mode. If the cost of the card you

wish to play includes a specified cost, the cards you switch to Rest Mode must include that many cards of that color.

2-11-1-2. When activating Extra Card skills from your hand, first you must reveal that card from your hand and switch the same number of cards in your Energy Area as its total cost to Rest Mode. If the cost of the card you wish to activate includes a specified cost, the cards you switch to Rest Mode must include that many cards of that color.

2-11-2. Only Battle Cards and Extra Cards have Energy Costs.

2-12. Skill (Card Text)

2-12-1. This indicates the individual skill this card possesses.

2-12-2. If not specified otherwise, the skills (card text) of Leader Cards and Battle Cards are only active in the Leader Area and Battle Area.

2-12-3. Some text has detailed explanations of keyword skills and other card skills inside ( ). 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.

2-13. Copyright Inscription

2-13-1. This is the card's copyright inscription.

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

2-14. Rarity

2-14-1. This indicates the card's rarity.

2-14-2. It does not affect gameplay.

2-15. Card Number

2-15-1. This indicates the card's number.

2-15-2. The number is relevant in game preparation.

2-15-2-1. When preparing for the game, you can only include 4 or fewer copies of the same-numbered card in your deck.

3. Game Areas

3-1. Areas

3-1-1. If not specified otherwise, both players possess one each of every area.

3-1-2. The number of cards in each area is open information and each player can check the numbers whenever they want to.

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 cards with hidden cards are called secret areas.

3-1-4. When Cards move from the Battle Area to an area other than the Combo Area, they are regarded as new cards in those new areas (if not specified otherwise). Effects that were active on those cards in the original area will not be carried over to the new area.

3-1-5. When Cards move from the Combo Area to an area other than the Battle Area, they are regarded as new cards in those new areas (if not specified otherwise). Effects that were active on those cards in the original area will not be carried over to the new area.

3-1-6. If multiple cards are to be placed in a certain area simultaneously, the order in which they are placed into that area is decided by the player of those cards.

3-1-6-1. When the player decides the order of multiple cards being placed into a secret area from an open area, players other than the player of the cards cannot confirm in what order those cards where placed into the secret area.

3-1-7. If a card is directed to move to a certain area, but the directions do not include which player's area, it moves to its player's corresponding area (if not specified otherwise).

3-2. Deck Area

3-2-1. Place your deck here at the beginning 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.

3-2-4. If you are requested to shuffle your deck, rearrange the order of the cards in your deck in a random fashion. This action is carried out by the player of the deck, regardless to who activated or possesses the effect requesting the action.

3-3. Hand

3-3-1. This is the area where both players place the cards they drew 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 cannot view the contents of cards in other player's

hands.

3-4. Drop Area

    3-4-1. Place KOed Battle Cards and used (activated their skills) Extra Cards in this area. If the word "Drop" appears in card text, it is referring to the Drop Area.

    3-4-2. 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. You may freely change the order of cards in your own Drop Area. When you place new cards in this area, place them on top of the cards originally in the area.

3-5. Leader Area

    3-5-1. At the beginning of the game, place your Leader Card face-up in this area.

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

3-6. Battle Area

    3-6-1. Place your Battle Cards and some Extra Cards in this Area.

    3-6-2. The Battle Area is an open area. Cards in this area are placed face-up.

    3-6-3. The act of placing Battle Cards in the Battle Area is called "play."

        3-6-3-1. When you play Battle Cards, place them in Active Mode.

    3-6-4. When placing cards into the Battle Area, place them in Active Mode if not specified otherwise.

    3-6-5. You may place any number of Battle Cards in the Battle Area.

    3-6-6. If a text reads to "choose" a card, choose a Battle Card in the Battle Area (if not specified otherwise).

    3-6-7. You can place up to one Extra Card in the Battle Area.

3-7. Combo Area

    3-7-1. Place your Battle Cards in this area during the Battle.

    3-7-2. The Combo Area is an open area. Cards in this area are placed face-up.

    3-7-3. The act of placing Battle Cards in the Combo Area is called "combo."

    3-7-4. There is no limit to the number of Battle Cards you can place into the Combo Area.

    3-7-5. The text of cards in this area is negated by principle.

3-8. Energy Area

    3-8-1. Place the cards that you use to pay costs during the game in this area.

        3-8-1-1. If the word "energy" appears in card text, it is referring to cards 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. You may freely change the order of cards in your own Energy Area. You may choose any card of your preference (from your own Energy Area) when paying costs

    3-8-3. When placing cards into the Energy Area, place them in Active Mode if not specified otherwise.

3-9. Life Area

    3-9-1. Place your Leader's life in this area.

    3-9-2. The Life Area is a secret area. 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. You may choose any card of your preference when cards are moved from the Life Area to other areas.

4. Basic Terms

4-1. Skills and Effects

    4-1-1. Skills are orders to players generated from card text or other effects.

        4-1-1-1. Skills can be largely divided into 3 categories: [Activate], [Permanent], and [Auto].

    4-1-2. Effects are the actual details of the orders given to players with skills.

        4-1-2-1. Effects can be divided into immediate effects, continuous effects, and replacement effects.

4-2. Player

    4-2-1. The player is a card's physical player.

    4-2-2. A card is owned by the player who originally had that card in their deck or their Leader Area.

    4-2-3. At the end of the game, both players recover all of the cards they own.

4-3. Master

    4-3-1. The master is the player currently using cards, skills, or effects.

    4-3-2. The master of a card in a certain area is the player that area belongs to.

    4-3-3. The master of an effect is the player who activated that effect.

4-3-4. The master of An [Activate] skill is the player who activated that skill.

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

4-3-6. The master of an [Auto] skill is the master of the card which has that skill or the master of the effect that generated that skill.

4-4. The Turn Player and the Non-Turn Player

4-4-1. The turn player is the player currently proceeding with their turn.

4-4-2. The non-turn player is the player currently not proceeding with their turn.

4-5. Checkpoint

4-5-1. Checkpoints are points of gameplay when rule processing and the activation of [Auto] skills are carried out.

4-5-2. All rule processing is carried out first. When the process (or processes) is resolved, activate and resolve any [Auto] skills that have fulfilled activation conditions.

4-6. Free Timing

4-6-1. Free Timing is a point in gameplay when the specified player is allowed to actively carry out actions.

4-6-2. When either player is to be granted free timing, a checkpoint occurs before they choose to make any actions. Only after carrying out any impending rule processing or pending [Auto] skills can a player actually utilize their free timing.

4-6-3. When a player is granted free timing, they choose to carry out one possible action or none at all.

4-6-3-1. If they choose to carry out an action, they are granted another free timing after that action is resolved (if not specified otherwise).

4-6-3-2. If they choose to not carry out an action the game proceeds.

4-7. Counter Timing

4-7-1. Counter timing is a point in gameplay when the player can activate [Counter] skills for which conditions have been fulfilled.

4-7-2. Counter timing always occurs when an action or activation of a skill is declared, and takes place before the action is carried out or the skill is resolved.

4-7-3. Counter timing is resolved in the following order.

4-7-3-1. Carry out impending rule processing simultaneously. If further rule processing is required due to the procedure, continue carrying out the processes until none are left.

4-7-3-2. The player other than the player of the action or skill that triggered the counter timing chooses to activate a [Counter] skill against the action specified by the activation condition/skill, or to end the counter timing.

4-7-3-3. If you activated a [Counter] in 4-7-3-2, the other player chooses to activate a [Counter: Counter] or to do nothing.

4-7-3-3-1. If a [Counter: Counter] is activated, the other player chooses to activate a [Counter: Counter] or to do nothing. Continue carrying out the 4-7-3-3-1 process until both players choose to do nothing.

4-7-3-4. Resolve activated [Counter] skills. Resolve the skills in opposite order which they were activated (start from the last one and proceed backwards) regardless of the turn player.

4-7-3-5. End the counter timing, carry out the original action or skill that triggered the counter timing (if possible), then proceed with the game.

4-8. Card Positions

4-8-1. All cards in the Leader Area, Battle Area, and Energy Area are always in either of the following 2 positions during the game.

4-8-1-1. Active Mode: A card positioned vertically from your point of view.

4-8-1-2. Rest Mode: A card positioned horizontally from your point of view.

4-9. Draw a Card

4-9-1. "Drawing a card" is the act of adding the top card of your deck to your hand.

4-9-2. 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 other players.

4-9-3. 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.

4-9-4. If a player is directed to draw "up to X cards," nothing happens is the X is 0. If X is 1 or higher, the player carries out the following actions.

4-9-4-1. The player can end this action.

4-9-4-2. The player draws a card.

4-9-4-3. If you have carried out 4-9-4-2. X times, end this action. If not, return to 4-9-4.

4-10. Damage Processing

4-10-1. The act of "inflicting damage (to the opponent's life)" is called damage processing.

4-10-2. If an action inflicts damages to a player, that player follows the procedure below.

4-10-2-1. If the inflicted damage was 1, that player chooses 1 card from their Life Area and adds it to their hand.

4-10-2-2. If the inflicted damage was N, and N is 0, nothing happens. If N was 1 or more, the player repeats the process of "taking 1 damage" that many times.

4-11. Damage Source

4-11-1. Some effects will question where the damage inflicted to the player came from. The answer to the question is called the damage source, and is defined as following.

4-11-1-1. The source of the damage inflicted by attacking during the Damage Step is the attacking card.

4-11-1-2. The source of damage inflicted by a card's skill is that card, if not specified otherwise.

5. Game Preparation

5-1. Preparing a Leader Card and a Deck

5-1-1. Each player prepares their own Leader Card and deck before playing the game.

5-1-2. You require 1 Leader Card to play the game.

5-1-3. You require a 50 card deck constructed out of Battle Cards and Extra Cards to play the game.

5-1-3-1. Your deck can only include up to 4 copies of a card with the same card number.

5-1-3-2. [Permanent] skills that affect deck construction rules are regarded as replacement effects which replace the above rules concerning deck construction.

5-2. Before Playing the Game

5-2-1. Before playing the game, each player must follow the procedure bellow.

5-2-1-1. Present the Leader Card and deck you are going to use this game. This deck must fulfill the deck construction rules given in 5-1.

5-2-1-2. Each player places their Leader Card face-up in the Leader Area.

5-2-1-3. Each player thoroughly shuffles their deck. Then each player places their deck face-down in their deck area.

5-2-1-4. Decide which player plays first in a random fashion.

5-2-1-4-1. Deciding the first player cannot be in anyway a conscious choice. A player, even if chosen randomly, cannot have a choice on whether they play first or not.

5-2-1-5. Each player draws 6 cards from their deck as their opening hand. Then, from the starting player, each player has 1 chance to redraw their hand following the procedure below.

5-2-1-5-1. Return any number of cards to your deck. Draw that many cards from your deck.

5-2-1-6. Each player stacks 8 cards in their Life Area face-down.

5-2-1-7. The first player begins the game and starts their turn.

6. Game Progress

6-1. Turn Flow

6-1-1. The game is progresses by the turn player. The turn player proceeds the various phases of a turn following the procedure below. These phases complete a turn.

6-2. Charge Phase

6-2-1. The trigger conditions "At the beginning of the turn" and "at the beginning of the Charge Phase" are fulfilled, and then a checkpoint occurs.

6-2-2. Switch all of your cards in the Leader Area, Battle Area, and Energy Area which are in Rest Mode to Active Mode.

6-2-3. The turn player draws 1 card from their deck. The player playing first does not draw on their first turn.

6-2-4. A checkpoint occurs.

6-2-5. The turn player places 1 card from their hand into the

Energy Area.

6-2-6. A checkpoint occurs. When all necessary procedures are carried out for this checkpoint, proceed to the Main Phase.

6-3. Main Phase

6-3-1. The turn player can carry out various actions in the Main Phase. Proceed the Phase following the procedure below.

6-3-1-1. The trigger condition "At the beginning of the Main Phase" is fulfilled, and then a checkpoint occurs.

6-3-1-2. The turn player is granted a free timing. Checkpoint and counter timings corresponding to each action also occur. The player can carry out any of the actions allowed during the Main Phase (stated below) during this free timing.

6-3-1-3. The turn player is granted a free timing. Checkpoint and counter timings corresponding to card play and skill activation also occur.

6-3-1-3-1. The turn player can place a Battle Card from their hand into the Battle Area and play it. Follow the procedure below to play a card.

6-3-1-3-1-1. Switch the cost's worth of energy to Rest Mode to play a card. If you cannot switch the necessary amount of cards to Rest Mode, you cannot declare playing of the card.

6-3-1-3-1-2. A counter timing occurs. The non-turn player can activate [Counter: Play] skills which conditions have been fulfilled.

6-3-1-3-1-3. Actually playing the Battle Card.

6-3-1-3-2. The turn player can activate [Activate: Main] skills of their own Leader Cards, Battle Cards, or Extra Cards

6-3-1-3-3. The turn player can play their Leader Card's [Awaken].

6-3-1-3-4. The turn player can attack their opponent's cards with cards which they are the master of. Check the details for battle in the later "Card Attacking and Battle" section.

6-3-1-3-5. If the turn player chooses to end their Main Phase, proceed to the Main Phase End Step.

6-3-1-4. Main Phase End Step

6-3-1-4-1. End the turn's Main Phase in this step. Proceed with the step following the procedure below.

6-3-1-4-1-1. Fulfill any "At the end of the Main Phase" trigger conditions of [Auto] effects that had not yet been fulfilled this turn.

6-3-1-4-1-2. A checkpoint occurs. After resolving all necessary processing for the checkpoint, all effects that last "Until the end of the Main Phase" dissipate.

6-3-1-4-1-3. Proceed to the End Phase

6-4. End Phase

6-4-1. Carry out various processes that occur at the end of a turn in this phase. Proceed with the End Phase following the procedure below.

6-4-1-1. Fulfill any "At the end of the turn" trigger conditions of [Auto] skills that had not yet been fulfilled this turn.

6-4-1-2. A checkpoint occurs. After resolving all necessary processes for the checkpoint, all effects that last "Until the end of the turn" dissipate.

6-4-1-3. If at this timing [Auto] skills haven't been resolved or rule processing isn't finished at the checkpoint given in 6-4-1-2., and if there are no unfulfilled trigger conditions of [Auto] skills or other leftover trigger conditions of [Auto] skills among such "at the end of the turn" conditions, the opposing player of the current turn player becomes the turn player, ending the turn and proceeding to the next turn's Charge Phase. If not, carry out the End Phase procedure once again from the beginning.

7. Card Attacking and Battle

7-1. During the Main Phase, the turn player can switch an Active Mode Leader Card/Battle Card in their Leader Area or Battle Area to Rest Mode in order to attack the opponent's Leader Card or Battle Cards in Rest Mode. If the player chooses to attack, follow the procedures 7-1-1. to 7-1-4.

7-1-1. A counter timing occurs. The non-turn player can activate a [Counter: Attack] skill which condition has been fulfilled.

7-1-2. A checkpoint occurs. [Auto] skills that trigger upon attack and the non-turn player's [Blocker] skills activate at this timing.

7-1-2-1. Even if the attack has been negated with an [Counter: Attack] skill, the checkpoint still occurs. Skills that entered pending when the attack was declared activate

at this timing.

7-1-3. If the attack has not been negated at this point, a battle occurs and the attacking card becomes an attack card, the attacked card a guard card (until the end of the battle). Proceed to the Offense Step. If the attack has been negated, return to 6-3-1-2. Even when the Battle ends in such fashion, the skills that trigger at the end of a battle still activate.

7-1-3-1. During the battle if either all of the attack cards or all of the guard cards are moved to a different area due to some effect, end the battle immediately and return to 6-3-1-2. Even when the Battle ends in such fashion, the skills that trigger at the end a battle still activate.

7-2. Offence Step

7-2-1. The turn player carries out various actions in this step. Proceed with the Offence Step following the procedure below.

7-2-1-1. The trigger conditions "At the beginning of the Offence Step" are triggered and a checkpoint occurs.

7-2-1-2. The turn player is granted a free timing. Checkpoints and counter timing also occur if the player combos or activates skills. The player may choose and carry out the following actions at this free timing.

7-2-1-2-1. The turn player can move any of their Active Mode Battle Cards other than their attack card to the Combo Area to combo.

7-2-1-2-1-1. If they do so, the player must switch the required cost worth of energy to Rest Mode. If they cannot do so, they cannot declare a combo.

7-2-1-2-2. The turn player can place a Battle Card in their hand into the Combo Area to combo.

7-2-1-2-2-1. If they do so, the player must switch the required cost worth of energy to Rest Mode. If they cannot do so, they cannot declare a combo.

7-2-1-2-3. The turn player can activate the [Activate: Battle] skills of their own Leader Card, Battle Card, or Extra Card.

7-2-1-2-3-1. [Awaken] is an [Activate] skill. It activates at this timing.

7-2-1-3. If the turn player chooses to do nothing, proceed to the Defense Step.

7-3. Defense Step

7-3-1. The non-turn player carries out various actions in this step. Proceed with the Defense Step by following the procedure below.

7-3-1-1. The trigger conditions "At the beginning of the Defense Step" are triggered and a checkpoint occurs。

7-3-1-2. The non-turn player is granted a free timing. Checkpoints and counter timing also occur if the player combos or activates skills. The player may choose and carry out the following actions at this free timing

7-3-1-2-1. The non-turn player can move any of their Active Mode Battle Cards other than their guard card to the Combo Area to combo.

7-3-1-2-1-1. If they do so, the player must switch the required cost worth of energy to Rest Mode. If they cannot do so, they cannot declare a combo.

7-3-1-2-2. The non-turn player can place a Battle Card in their hand into the Combo Area to combo.

7-3-1-2-2-1. If they do, the player must switch the required cost worth of energy to Rest Mode. If they cannot do so, they cannot declare a combo.

7-3-1-2-2-2. The non-turn player can activate the [Activate: Battle] skills of their own Leader Car, Battle Card, or Extra Card.

7-3-1-2-2-3. [Awaken] is an [Activate] skill. It activates at this timing.

7-3-1-3. If the non-turn player decides to do nothing, proceed to the Damage Step.

7-4. Damage Step

7-4-1. Each battle is resolved in a Damage Step. Resolve the step following the procedure below.

7-4-1-1. The trigger condition "At the beginning of your Damage Step" is fulfilled and a checkpoint occurs.

7-4-1-2. Add all Combo Power of the turn player's cards in the Combo Area to the attack card.

7-4-1-3. Add all Combo Power of the non-turn player's cards in the Combo Area to the guard card.

7-4-1-4. Compare the power of the attack card and the guard card. If the attack card's power is higher than or equal to the guard card's power, follow the procedure below. If not, do not carry out any procedures reflecting the result of the battle, but proceed to, proceed to 7-4-1-5 instead.

7-4-1-4-1. If the guard card is the Leader Card, the attack card inflicts 1 damage to the non-turn player. The non-turn player chooses 1 card in their Life Area and adds it to their hand.

7-4-1-4-2. If the guard card is a Battle Card, it is KOed and moved to the Drop Area.

7-4-1-4-2-1. The act of sending a Battle Card to the Drop Area via battle or some effect can be referred to as "KO."

7-4-1-5. A checkpoint occurs.

7-4-1-6. Place all Battle Cards in the Combo Area into their master's Drop Area.

7-4-1-7. All power increases/decreases from combos on the attack cards and guard cards dissipate.

7-4-1-8. All effects that last "during that battle" dissipate.

7-4-1-9. The trigger condition "At the end of a battle" is fulfilled and a checkpoint occurs.

7-4-1-10. End the battle and return to 6-3-1-2.

8. Activating and Resolving Skills

8-1. Skill

8-1-1. A skill refers to an order generated from card text and its cost.

8-1-2. Skills can be divided into 3 categories: [Activate], [Permanent], and [Auto].

8-1-3. [Activate] skills are skills that a player can activate by paying the skill cost and fulfilling its conditions when granted a free timing.

8-1-3-1. [Activate] skills are described on card text in the following formats: "[Activate: Main] skill cost: effect" or [Activate: Battle] skill cost: effect." The text before the colon is the skill cost necessary to activate the [Activate] skill, and the following text is the actual effect of the text.

8-1-3-1-1. Some [Activate] skills of Battle Cards and Leader Cards do not have skill cost. Those skills can be activated by declaring them.

8-1-3-1-2. Some [Activate] skills of Extra Cards do not have skill costs. Those skills can be activated by paying the Extra Card's energy cost. Such skills are described on card text in the following formats: "[Activate: Main] effect" or "[Activate: Battle] effect."

8-1-4. [Permanent] skills are skills that constantly have some kind of effect on gameplay while they are active.

8-1-4-1. [Permanent] skills are described on card text in the following format: "[Permanent] effect."

8-1-5. [Auto] skill automatically activate when the event specified by the skill occurs during the game.

8-1-5-1. [Auto] skills are described on card text in the following formats: "[Auto] When (condition) do (effect)" or "[Auto] At the beginning of the (phase or step), do (effect)" or "[Auto] At the end of the (phase or step), do (effect)." The (condition) and (phase or step) parts are called trigger conditions.

8-2. Effects

8-2-1. Effects are the actual details of the orders given to players with skills.

8-2-2. Effects can be divided into immediate effects, continuous effects, and replacement effects.

8-2-2-1. The directions of immediate effects are carried out at end during the resolution of the effect. The effects of skills such as "Draw 1 card" or "Place this card in the Drop Area" are immediate effects.

8-2-2-2. Continuous effects last for a specific amount of time (including effects that don't specify how long, such as "during the game" effects) during the game. The effects of skills such as "During the battle, this card gains +5000 power" are continuous effects.

8-2-2-3. Replacement effects replace certain events during the game with the event specified in the effect.

8-2-2-3-1. The effect of a skill directing to "When doing A, do B instead" is a replacement effect.

8-3. Valid and Negated Skills

8-3-1. Some effect may render other specific effects valid or invalid. In such an occasion, follow the procedure below.

8-3-2. If an effect specifies that some effect is partially or totally

negated under specific conditions, the negated effect (under those conditions) are recognized as a skill but their effects cannot be activated. If the negated effect requests a choice, the choice itself is not made.

8-3-3. If some effect is specified as partially or totally valid under specific conditions, that part is negated (if the specific conditions are not fulfilled).

8-4. Skill Cost

8-4-1. An [Activate] skill may have certain actions specified after a colon. Those actions are called skill costs.

8-4-2. "To pay the skill cost" means to "carry out the action specified in the skill cost."

8-4-2-1. If 1 skill cost includes multiple actions, carry them out from the beginning of the text.

8-4-2-2. If you cannot pay a part or all of a skill cost, that means you cannot pay the cost at all.

8-5. Checkpoints, Free Timing, Counter Timing

8-5-1. When a checkpoint occurs, proceed with the game following the procedure below.

8-5-1-1. Simultaneously carry out all currently required rule processing. If the act calls for more rule processing, carry them out until there are none left.

8-5-1-2. If there are any pending [Auto] Skills of which the turn player is the master, they choose one of them and activate/resolve it. Then return to 8-5-1-1.

8-5-1-3. If there are any pending [Auto] Skills which the non-turn player is the master of, they choose one of them and activate/resolve it. Then return to 8-5-1-1.

8-5-1-4. End the checkpoint.

8-5-2. If a free timing occurs for either player, proceed with the game following the procedure below.

8-5-2-1. A checkpoint occurs. Carry out the checkpoint procedure.

8-5-2-2. A free timing is granted to the player. That player immediately decides whether to carry out a possible action or not. If they do carry out an action, the player is once again granted a free timing (if not specified otherwise)

8-5-2-3. If the player granted a free timing chooses to do nothing, ending the free timing and proceed to the next phase or step.

8-5-3. If a counter timing occurs, proceed with the game following the procedure stated in section 4.7.3.

8-6. Activating and Resolving

8-6-1. [Activate], [Auto], [Awaken], and cards in your hand are resolved by activating them, triggering their effects. [Permanent] skills do not activate; their effects are constantly active.

8-6-2. Activate skills following the procedure below.

8-6-2-1. Specify which skill you wish to activate. If you wish to activate the skill of a card in your hand, reveal that card.

8-6-2-2. If a skill requires some kind of choice, carry it out.

8-6-2-3. If there is a necessary skill cost, determine that cost and pay it entirely.

8-6-2-3-1. When activating Extra Card skills, determine the Extra Card's cost and pay it.

8-6-2-4. A counter timing occurs.

8-6-2-5. Resolve the skill.

8-6-2-5-1. If you activated an Extra Card skill, place the card in the Drop Area and carry out the skill's effect.

8-6-2-5-2. If you activated the [Activate] or [Auto] of a card in the Leader Area, Battle Area, or Combo Area, carry out the skill's effect.

8-6-2-6. A counter timing occurs.

8-6-3. If the skill describes to "choose... " choose the indicated target card or player (target) when required to do so during the resolution of the skill.

8-6-3-1. If the number of targets you choose is specified, you must choose as close a number to that number as possible. You cannot purposefully choose fewer targets than the specified number.

8-6-3-2. If the number is specified as "up to..." of "...or less," you can select any number of targets from 0 to the specified number.

8-6-3-3. If the number of targets is specified, but some of the targets cannot be chosen, choose as many targets as possible and resolve the specified effect against them.

8-6-3-4. 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.

8-6-3-5. If the specified target is a card in a secret area, and if the choice requires information of the card, you 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.

8-6-3-6. If the text does not specify a target, if the effect concerns a card it is targeting the source of the effect, or if the effect concerns a player it is targeting the master of the effect.

8-7. Resolving [Auto] Skills

8-7-1. [Auto] skills are skills that automatically activate at the checkpoint which occurs when a specific trigger condition is fulfilled.

8-7-2. When the trigger condition of an [Auto] skill is fulfilled, that [Auto] skill is made pending.

8-7-3. If the trigger condition of a [Auto] skill is fulfilled multiple times, that [Auto] skill is made pending that many times.

8-7-4. When a checkpoint occurs, a player being requested to activate an [Auto] skill chooses 1 pending [Auto] which they are the master of and activates it. After resolving the activated skill, decrease the number of those pending [Auto] skills (of that skill) by 1.

8-7-4-1. If for some reason the chosen pending [Auto] skill cannot be chosen, cancel 1 of those pending [Auto] skills (of that skill).

8-7-5. There are [Auto] skills for which trigger condition is a card moving areas. This is called an area movement trigger.

8-7-5-1. An [Auto] skill activated by an area movement trigger may request information of the card that triggered the skill. Is such an occasion, track the information following the procedure below.

8-7-5-1-1. If an [Auto] skill triggered by the movement of a card/cards from an open area to a secret area (or vice versa) requests information of the card, use the information of the card as it was/is in the open area.

8-7-5-1-2. If an [Auto] skill triggered by the movement of a card/cards in the Battle Area to any other area or an [Auto] skill concerning the inter-player area

movement requests information of the card, use the information of the card as it was/is in the Battle Area.

8-7-5-1-3. If an [Auto] skill (other than those given above) triggered by the movement of a card/cards from an open area to an open area requests information of the card, use the information of the card as it was/is in the Battle Area.

8-7-6. An [Auto] may have a trigger condition of not a specific event but the fulfillment of a certain condition (example: When there are no cards in your hand...). These kinds of condition are called situation triggers.

8-7-6-1. A situation trigger is made pending (only once) when the specified situation occurs. After this [Auto] skill is resolved, if the trigger condition is to be fulfilled once again, the skill too is put into pending once again.

8-7-7. If a pending [Auto] skill activates, yet the card with that skill is no longer in the same area, you must still activate 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.

8-8. Processing Immediate Effects

8-8-1. If you are requested to carry out an immediate effect, carry the specified action once.

8-9. Processing Continuous Effects

8-9-1. When information of a card is requested while some continuous effect is effective, follow the procedure below to apply the continuous effect to that information.

8-9-1-1. The information specified on a card itself will always be base reference for information.

8-9-1-2. Next, apply all continuous effects except for effects that rewrite numerical information.

8-9-1-3. Then, apply all continuous effects which rewrite numerical information.

8-9-1-4. 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 or Battle Area after the effect was resolved.

8-9-1-5. Continuous effects that rewrite the information of cards in specific areas are applied immediately as

cards enter that area.

8-9-1-5-1. 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.

8-10. Processing Replacement Effects

8-10-1. 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.

8-10-1-1. Thus, the original event is treated as if it never happened.

8-10-2. If there are multiple replacement effects concerning a single event, the player affected by the event decides which replacement effect to activate.

8-10-2-1. If cards or skills are the subject of the replacement, the master of those cards or skills makes the choice.

8-10-2-2. If actions during the game are the subject of the replacement, the player carrying out action or the master of the target card of the action makes the choice.

8-10-2-3. Each replacement effect can only be applied once for the same subject event.

8-10-3. If the replacement effect is a voluntary replacement effect (when X, you can do X instead. If so, do X), and you are unable to make that choice, you cannot apply the replacement effect.

8-11. The Final Information of a Card

8-11-1. If some effect is referring to a specific card's information or state, and if the card is moving from one area to another during the application of the effect, the effect refers to the card's information as it is in the final area to which it moved.

9. Rule Processing

9-1. Fundamental Rules

9-1-1. Rule processing is a general term referring to various automatic processing by the rules for specific events throughout the game.

9-1-2. Rule processing can be widely divided into interruptive rule processing and confirmative rule processing.

9-1-2-1. Interruptive rule processing is immediately resolved when it occurs, even while carrying out other actions.

9-1-2-2. 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 another action, if the condition is not fulfilled during the checkpoint or counter timing the rule processing is not carried out.

9-1-2-3. If multiple confirmative rule processing requests are made at the same time, carry them out simultaneously.

9-2. Loss Judgement Processing

9-2-1. Loss judgement processing is interruptive rule processing.

9-2-2. At the beginning of rule processing, if any player fulfills the loss conditions below, all of those players lose the game.

9-2-3. If any of the players has no cards in their Life Area, that player has fulfilled the loss conditions.

9-2-4. If any of the players has no cards in their deck, that player has fulfilled the loss conditions.

9-3. Invalid Combo Processing

9-3-1. Invalid combo processing is confirmative rule processing.

9-3-2. If a Battle Card/Cards is placed in the Combo Area at any other timing than battle, place all of those cards in their player's Drop Area.

10. Keywords and Keyword Skills

10-1. [Awaken]

10-1-1. [Awaken] is an [Activate] skill that players can activate by fulfilling the conditions and paying the cost.

10-1-2. [Awaken] is described as the following: [Awaken] (condition) (effect).

10-1-3. A card for which [Awaken] is activated is turned face-down, but is treated as the same card, and any effects that were affecting the card when it was face-up are carried on.

10-1-3-1. "The same card" means that the card is 1 card with different information on the front and back.

10-1-4. If a card turned face-down due to [Awaken] is turned face-up, it is still treated as the same card, and any effects that were affecting the card when it was face-down are carried on

10-1-4-1. "The same card" means that the card is 1 card with different information on the front and back.

10-2. [Field]

10-2-1. [Field] is an [Activate: Main] effect of Extra Cards described, "Place all of your Extra Cards with [Field] in the Battle Area into the Drop Area, and place this card into the Battle Area."

10-2-2. Extra Cards with [Field] may have skills other than [Field]. Those skills are generally only valid in the Battle Area, and they are activated/active without placing the card in the Drop Area (if not specified otherwise).

10-3. [Blocker]

10-3-1. [Blocker] is an [Auto] skill which is activated by switching the card to Rest Mode when any other of your cards was attacked. When activated, switch the target of the attack to the card which activated [Blocker].

10-3-2. "Negate [Blocker]" is a special procedure in which the target of the attack is switched back to the original target

10-4. [Evolve]

10-4-1. [Evolve] is an [Activate: Main] skill that can be activated by paying the skill cost when a Battle Card of the specified name is in play in the Battle Area.

10-4-2. Evolve can only be activated from your hand

10-4-3. [Evolve] is described as the following: [Evolve]: skill cost <character name> .

10-4-4. A card with activated [Evolve] is played on top of a Battle Card already in play. Henceforth, the whole stack of cards is treated as 1 card, but the position and any effects affecting the prior card are carried on.

10-5. [Critical]

10-5-1. [Critical] is a [Permanent] effect which is described, "When this card inflicts damage to your opponent's life, they place that many cards in their Drop Area instead of their hand."

10-6. [Strike]

10-6-1. [Strike] is a [Permanent] skill which is described, "When this card attacks, if it deals x-1 damage, this card inflicts X damage instead."

10-6-1-1. The X of [Double Strike] is 2.

10-6-1-2. The X of [Triple Strike] is 3.

10-6-1-3. The X of [Quadruple Strike] is 4.

10-7. [Dual Attack] ([X Attack])

10-7-1. [Dual Attack] is an [Once per turn] [Auto] skill which is described, "When this card attacks, switch this card to Active Mode after the battle." The skill activates X-1 times per turn.

10-8. [Revenge]

10-8-1. [Revenge] is an [Auto] skill which is described, "At the end of the battle when this card is attacked by a Battle Card, or when this card is KO-ed in battle by a Battle Card, KO the opponent's card after the battle."

10-9. [Counter]

10-9-1. [Counter] is a skill that enters pending when another player carries out the action or activates the skill specified in the text, and then can be activated by paying its skill cost at counter timing.

10-9-2. [Counter] can only be activated from your hand.

10-9-3. [Counter] is described as the following: [Counter: Activation condition] : skill cost (effect).

10-9-3-1. [Counter: Play] skills enter pending when the opponent pays the energy cost and declares to play a card, when the opponent activates a skill that has descriptions such as "Play" or "When played," or after the opponent resolves an effect that has descriptions such as "Play" or "When played."

10-9-3-2. [Counter: Attack] skills enter pending when the opponent declares an attack or when the opponent activates a skill that has descriptions such as "Attack" or "When attacking."

10-9-3-3. [Counter: Counter] skills enter pending when the opponent declares activation of a [Counter] skill.

10-9-4. Cards which activated [Counter] are placed in the Drop Area (if not specified otherwise)

10-10. Once per Turn

10-10-1. Once per turn is a keyword that specifies that an [Auto] or [Activate] skill can only be activated once during a turn.

10-10-2. 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 during a turn.

10-10-3. Skills without "once per turn" limitations can be activated as many times as a player wishes, as long as they can pay the skill cost and the conditions are fulfilled.

11. **Other**

11-1. Infinite Loop

11-1-1. When carrying out some processes, there may be some occasions where an action can be or must be carried out

infinitely. This is called an infinite loop, and 1 cycle of action from the start to the end of loop is called a loop action. If such an event occurs, follow the procedure below.

11-1-1-1. If neither player can stop that infinite loop, the game ends as draw.

11-1-1-2. If only one player has the choice to stop the infinite loop within 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 the timing with which that player can make a choice to stop the infinite loop. The player cannot choose to restart the loop even if in the exactly same state (all cards are in the same areas) as before the loop unless they are forced to do so due to effects such as [Auto] effects.

11-1-1-3. If both players have the choice to stop the infinite loop within the loop action, the turn player first decides how many times they wish to carry out the loop action. Then the non-turn player decides how many times they wish to carry out the loop action. Carry out the loop action the smaller amount of times declared by the players and finish it at the timing which that player can make a choice to stop the infinite loop. The player that decided on a larger number cannot choose to restart the loop even if in the exactly same state (all cards are in the same areas) as before the loop unless they are forced to do so due to effects such as [Auto] effects.

12. Update History

8/5/2017　ver.1.00

27/7/2017 ver.1.01 Added update details

10/8/2017 ver.1.02 Added update details