

# LEADER AREA

- Place the Leader Card in this area.

# BATTLE AREA

- Place Battle Cards and [Field] Extra Cards in this area.
- By switching an Active Mode Leader Card or Battle Card to Rest Mode, you can attack your opponent's Leader Card or a Battle Card in Rest Mode in their Battle Area.
- Battle Cards can attack in the same turn that they're played.

## Battle Procedure

### 1. Offense Step

- The attacking player can perform the following any number of times.
- Use an [Activate Battle] or [Awaken] skill.
  - Use a combo.

### 2. Defense Step

- The attacked player can perform the following any number of times.
- Use an [Activate Battle] or [Awaken] skill.
  - Use a combo.

### 3. Damage Step

- Compare the cards' powers.  
If the attacking player's card has power greater than or equal to the attacked card, the attacking player wins.  
If the attacking player's card loses, nothing happens. The battle ends.

# LIFE AREA

- Place the Life Cards in this area.
- After drawing your hand at the start of the game, draw 8 cards from the top of your deck one at a time and place them face-down in this area without looking at their contents.  
(Place the cards such that the card at the top of your deck is at the bottom in your Life Area.)
- You win the game when your opponent's life is reduced to zero cards.

# COMBO AREA

- By placing a Battle Card from your hand or an Active Mode Battle Card in the Battle Area into this area during a battle, you can add the Combo Power shown on that card's left side to the power of the card that's in the battle during the Damage Step.
- After each battle is over, cards in Combo Areas are placed in their owner's Drop Areas.

## Turn structure

### 1. Charge Phase

- Switch all cards on your field to Active Mode.
- Draw 1 card from your deck.
- You may place 1 card from your hand in your Energy Area.

### 2. Main Phase

- The following steps can be performed in any order.
- Use and play a Battle Card from your hand.
  - Use an Extra Card from your hand and activate its skill.
  - Activate an [Activate Main][Awaken] skill.
  - Attack an opponent's card.  
(Starting with the second player's 1st turn.)

### 3. End Phase

# DECK AREA

- Place the deck in this area.
- The player whose deck is reduced to 0 cards will lose the game.

# ENERGY AREA

- Energy and Energy Markers are placed in this area.
- At the start of the game, the player who goes second places 1 energy marker here.
- Cards that are both face-up and upside-down when placed in this area are treated as Energy.
- When placing cards in the Energy Area, place them face-up in Active Mode unless otherwise specified.
- You can pay costs by switching Energy to Rest Mode.

# DROP AREA

- Place cards that have been KO'd in battle and extra cards that have been used.