

Table of Contents

1. Game Outline	1
2. Card Data	2
3. Game Areas	3
4. Basic Terms	5
5. Game Preparation	6
6. Game Progression	7
7. Card Attacking and Battle	8
8. Activating and Resolving Skills	9
9. Rule Processing	12
10. Keywords and Keyword Skills	12
11. Other	15

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.

1-2-1-1. The game's lose conditions are as follows.

1-2-1-1-1. The number of cards in a player's Life Area is 0.

1-2-1-1-2. The number of cards in a player's Deck Area is 0.

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

1-2-2-1. During the game, when the number of cards in either player's Life is 0, that player fulfills loss conditions.

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

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

1-2-4. Either player may surrender during the game at any time of their liking. A surrendering player instantly loses without waiting the next checkpoint 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 without waiting the next checkpoint, ending the game during its resolution.

1-3. Fundamental Principles

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

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

the 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 lower 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 (other than the power) were to reach negative values, with the exception of situations where numbers are either added or subtracted, they are treated as 0.

1-3-7. If not specified otherwise, card effects are resolved in the order they are described on the card.

1-3-8. If card effects direct a player to carry out an action in a way that would switch a card to Rest Mode and Active Mode simultaneously, the effect requiring the switch to Rest Mode always takes priority.

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.

2-1-2-1. 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.

2-1-3. 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.

2-2. Illustration

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

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

2-3. Card Type

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

2-3-2. There are 4 types of cards: Leader Cards, Battle Cards, Extra Cards, and Unison 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

	<p>“Leader Card” it is referring to the Leader Card in the Leader Area.</p> <p>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.</p> <p>2-3-2-1-3. When the back of the card is facing up, all descriptions on that side are relevant and all descriptions on the front of the cards are irrelevant.</p> <p>2-3-2-2. Battle Cards are primarily placed in the Battle Area and Combo Area.</p> <p>2-3-2-2-1. If a card text refers to a “Battle Card,” it is referring to a card of the “Battle” card type.</p> <p>2-3-2-3. Extra Cards are cards that activate skills by being placed into the Drop Area from the hand.</p> <p>2-3-2-3-1. If a card text refers to an “Extra Card,” it is referring to a card of the “Extra” card type.</p> <p>2-3-2-4. Cards with the “Unison” card type are generally played in Unison Areas.</p> <p>2-3-2-4-1. If card text refers to a “Unison” or “Unison Card,” it is referring to a card of the “Unison” card type.</p>	<p>[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.</p>	
		2-7.Era	<p>2-7-1. This is an indication of which storyline or era the character appeared in.</p> <p>2-7-2. The information is not directly referenced by the rules, but the data can be referred to in card text.</p> <p>2-7-3. Only Leader Cards and Battle Cards have Era indications.</p>
		2-8.Power	<p>2-8-1. This indicates the card’s power in battle. Check “7. Card Attacking and Battle” for details.</p> <p>2-8-2. Only Leader Cards, Battle Cards, and Unison Cards have power.</p> <p>2-8-3. Effects that reduce power can reduce power to less than 0 (negative values).</p>
		2-9.Combo Power	<p>2-9-1. This indicates how much power this card adds in a combo. Check “7. Card Attacking and Battle” for details.</p> <p>2-9-2. Only Battle Cards have Combo Power.</p>
2-4.Colors	<p>2-4-1. This information indicates the card’s color. A card’s color can be referred to in card text and cost payment.</p> <p>2-4-1-1. There are five colors: red, blue, green, yellow, and black.</p> <p>2-4-1-2. Some cards have more than one of these colors: red, blue, green, and yellow.</p> <p>2-4-1-2-1. Cards with multiple colors are referred to as multicolor cards in card text.</p> <p>2-4-1-2-1-1. Unless otherwise specified, cards that are granted additional colors by skills are not treated as multicolor cards.</p> <p>2-4-1-3. Some card text refers to “mono-color” cards. Mono-color cards only have the specified color, and no others. (The possible colors are mono-red, mono-blue, mono-green, mono-yellow, and mono-black.)</p>	2-10. Combo Cost	<p>2-10-1. This indicates how much it costs to place this card from a player’s hand or Battle Area into the Combo Area. Check “7. Card Attacking and Battle” for details.</p> <p>2-10-2. Only Battle Cards have Combo cost.</p>
2-5.Character Name	<p>2-5-1. This information indicates the name of the card character.</p> <p>2-5-2. The information is not directly referenced by the rules, yet the data can be referred to in card text.</p> <p>2-5-3. Some text will indicate nouns with < >, without descriptions on what kind of information it is. This text is referring to cards with those character names.</p> <p>2-5-4. Only Leader Cards and Battle Cards have character names.</p> <p>2-5-5. 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.</p>	2-11. Energy Cost	<p>2-11-1. This is the cost necessary to play this card from a player’s hand or activate its skill. The cost can be separated into 3 types of cost: total cost, specified cost, and X cost.</p> <p>2-11-2. Total cost refers to the total numerical energy cost, including specified cost.</p> <p>2-11-2-1. If total cost is less than the specified cost, it represents the numerical total of the specified cost.</p> <p>2-11-3. 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 specified cost.</p> <p>2-11-3-1. If a card effect adds a specified cost, the total cost is increased by the same amount.</p> <p>2-11-3-2. 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.</p> <p>2-11-3-2-1. If the specified cost is reduced, the total cost is reduced by the same amount.</p> <p>2-11-4. Only Battle Cards, Extra Cards, and Unison Cards have Energy Costs.</p> <p>2-11-5. When card text refers to energy costs, it refers to energy costs on Battle Cards and Extra Cards. When cards refer to energy costs on Unison Cards, it refers to the energy cost determined via “2-11-5-3-1. Determining Unison Card Total Cost.”</p> <p>2-11-5-1. When playing a Battle Card from hand, the player must reveal that card from their hand, then choose cards in their Energy Area equal to the card’s total cost and switch them to Rest Mode. If the cost of the card being played includes a specified cost, the cards they switch to Rest Mode in the Energy Area must include that many cards of that color.</p> <p>2-11-5-1-1. When the specified cost of the card a player wishes to play is greater than the total cost, they must choose the same number of cards from their Energy Area with the same color as the specified cost, and switch them to Rest Mode.</p>
2-6.Special Trait	<p>2-6-1. This is an indication of the card’s special trait.</p> <p>2-6-2. The information is not directly referenced by the rules, but the data can be referred to in card text</p> <p>2-6-3. Some cards will have multiple special traits. Multiple traits will be listed with /.</p> <p>2-6-4. Some text will indicate nouns with 《 》, without descriptions on what kind of information it is. This text is referring to cards with those special traits.</p> <p>2-6-5. Only Leader Cards and Battle Cards have special traits.</p> <p>2-6-6. As an exception, some cards have</p>		

- 2-11-5-2. When activating Extra Card skills from a player's hand, first they must reveal that card from their hand and switch the same number of cards in their Energy Area as its total cost to Rest Mode. If the cost of the card they wish to activate includes a specified cost, the cards they switch to Rest Mode in the Energy Area must include that many cards of that color.
- 2-11-5-2-1. When the specified cost of the Extra Card a player wants to activate is greater than the total cost, they must choose the same number of cards from their energy area with the same color as the specified cost, and switch them to Rest Mode.
- 2-11-5-3. When playing a Unison Card from hand, the player must reveal that card from their hand and determine its total cost. (See section 2-11-5-3-1. "Determining Unison Card Total Cost" for details.) The player then chooses cards in their Energy Area equal to the total cost they decided upon and switches them to Rest Mode. If the cost of the card includes a specified cost, the cards they switch to Rest Mode in the Energy Area must include that many cards of that color.
- 2-11-5-3-1. Determining Unison Card Total Cost
- 2-11-5-3-1-1. Sometimes, a player will determine a Unison Card's total cost due to rules and card effects.
- 2-11-5-3-1-2. If a Unison Card's energy cost includes a specified cost, the card's total cost is determined by adding the specified cost and X cost together. If the Unison Card doesn't have a specified cost, the total cost is the X cost. See section 2-12. for details on X costs.
- 2-11-5-3-1-3. **If the value of X isn't determined by a card or skill or after being played, the X cost is considered to be zero.**
- 2-11-5-3-2. If the card being played has a specified cost greater than its total cost, the player chooses cards in their Energy Area that match the color and number in the specified cost, and switches them to Rest Mode.
- 2-11-6. Only Battle Cards, Extra Cards, and Unison Cards have Energy Costs.
- 2-11-7. When playing a Unison Card from hand, the player must reveal that card from their hand and determine its total cost. (See section 2-11-5-3-1. for details.) The player then chooses cards in their Energy Area equal to the total cost they decided upon and switches them to Rest Mode. If the cost of the 3 card includes a specified cost, the cards they switch to Rest Mode in the Energy Area must include that many cards of that color.
- 2-11-7-1. When card text refers to specified costs, it generally represents specified cost.
- 2-12. X and X Costs (Undetermined Numbers)
- 2-12-1. X is sometimes used to refer to Unison Card energy costs, and appears in card skill costs and text. In these cases, X refers to an undetermined number. When used in Unison Card energy costs and card skill costs, this is referred to as an "X cost."
- 2-12-2. As a rule, X, when used in card text, refers to X costs.
- 2-12-3. **If X and/or an X cost is not defined, and a card or skill determines the value of X, the card's master defines the value for X. That player must define X as a value of zero or greater.**
- 2-12-3-1. **If a Unison Card's energy cost includes an X cost, and the value for X isn't determined by a card or skill, X is treated as zero.**
- 2-12-3-2. **If the energy cost is X, it refers to total cost.**
- 2-13. Skill (Card Text)
- 2-13-1. This indicates the individual skill this card possesses.
- 2-13-2. If not specified otherwise, the skills (card text) of Leader Cards, Battle Cards, and Unison Cards are only relevant in the Leader Area, Battle Area, and Unison Area.
- 2-13-3. 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.
- 2-13-3-1. In some specific cases, skill text is included in parentheses to make understanding the skill easier.
- 2-13-4. In text, cards that lack card text are sometimes referred to as being "skill-less."
- 2-14. Copyright Inscription
- 2-14-1. This is the card's copyright inscription.
- 2-14-2. It does not affect gameplay.
- 2-15. Rarity
- 2-15-1. This indicates the card's rarity.
- 2-15-2. It does not affect gameplay.
- 2-16. Card Number
- 2-16-1. This indicates the card's number.
- 2-16-2. The number is referenced in game preparation.
- 2-16-2-1. When preparing for the game, a player can only include 4 or fewer copies of the same-numbered card in their deck.
- 2-17. Block
- 2-17-1. This indicates the block the card is part of.
- 2-17-2. It does not affect gameplay.
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 areas with hidden cards are called secret areas.
- 3-1-4. When cards move from the Battle Area or Unison 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 owner of those cards.
- 3-1-6-1. When the owner of multiple cards can decide the order of those cards being placed into a secret area from an open area, players other than the owner of the cards

cannot confirm in what order those cards were 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 owner's corresponding area (if not specified otherwise).

3-1-7-1. If a card is directed to move to a certain area of another player other than the Battle Area or Combo Area, that card moves to its owner's corresponding area.

3-1-8. When cards move from a Drop Area, Energy Area, or Warp to a different 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.

3-2. Deck Area

3-2-1. Place the 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 a player is requested to shuffle their deck, they rearrange the order of the cards of their deck in a random fashion. This action is carried out by the owner 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 each player places 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 KO'd Battle Cards, Unison Cards with zero markers, and activated 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. 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 originally in the area.

3-5. Leader Area

3-5-1. At the beginning of the game, place the Leader Card with its front side facing up in this area.

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 cannot be moved from the Leader Area via any card effects or rules, and does not leave the Leader Area under any circumstances.

3-6. Battle Area

3-6-1. Place 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."

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

specified otherwise.

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

3-6-6. You may place any number of Extra Cards in the Battle Area. However, only one Extra Card with [Field] may be present in your Battle Area at the same time.

3-7. Combo Area

3-7-1. Battle Cards players wish to combo with 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. The act of placing Battle Cards in the Combo Area is called "combo."

3-7-3-1. A player can only combo with cards that have both a combo cost and combo power.

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

3-8. Energy Area

3-8-1. Place the cards that are used to pay costs with during the game 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 into the Energy Area, place them in Active Mode if not specified otherwise.

3-9. Life Area

3-9-1. Place the 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. A player may choose any card of their preference when cards are moved from the Life Area to other areas.

3-9-3. **Life cards placed face-up by cards and skills are treated as being in an open area.**

3-9-4. **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 to be performed by the player the life cards belong to, regardless of who the master of the shuffle effect is.**

3-10. The 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 the cards that were originally in the area.

3-11. Unison Area

3-11-1. Place Unison Cards in this area.

3-11-2. The Unison Area is an open area. Cards played here are played face up.

3-11-3. Placing Unison Cards in the Unison Area is referred to as "playing" them.

3-11-4. Unless specified otherwise, cards are placed in the Unison Area in Active Mode.

3-11-5. Only one card can be

- placed in the Unison Area at the same time.
- 3-11-6. **When placing a card in the Unison Area, all other cards in the Unison Area besides the one you're playing are placed in their owners' Drop Areas.**
4. **Basic Terms**
- 4-1. Skills and Effects
- 4-1-1. Skills are the descriptions given in the card text.
- 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 by skills.
- 4-1-2-1. Effects can be divided into immediate effects, continuous effects, and replacement effects.
- 4-2. Owner
- 4-2-1. The Owner is a card's physical Owner.
- 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.
- 4-2-4. If a card effect would move a card to an opponent's area, and that area is *not* a Leader Area, Battle Area, Combo Area, or Unison Area, it is moved to the matching area belonging to the card's owner instead.
- 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 [Activate] skill is the master of the card which has that skill or the master of the effect that generated that skill.
- 4-3-4. 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.
- 4-3-5. 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. During checkpoints, all rule processing is carried out first. When all processing is resolved, activate and resolve any [Auto] skills that have fulfilled trigger conditions.
- 4-5-3. If a checkpoint occurs, follow the procedure below.
- 4-5-3-1. 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.
- 4-5-3-2. 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 4-5-3-1.
- 4-5-3-3. 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 4-5-3-1.
- 4-5-3-4. End the checkpoint.
- 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, follow the procedure below.
- 4-6-2-1. A checkpoint occurs.
- 4-6-2-2. The player is granted free timing. They choose to carry out a possible action or none at all. If they choose to carry out an action, they are granted another free timing (unless specified otherwise).
- 4-6-2-3. If the player granted free timing chooses to not carry out an action, the free timing ends, and the phase and/or step advances.
- 4-7. Counter Timing
- 4-7-1. Counter timing is a point in gameplay when the player can activate [Counter] skills (10-10.).
- 4-7-2. Counter timing occurs when the following conditions have been met.
- 4-7-2-1. A player declares that they're going to play a card (6-3-1-2-1-2.).
- 4-7-2-2. A player makes an attack (7-1-2.).
- 4-7-2-3. After a player activates a skill, but before it resolves (8-5-2-4.).
- 4-7-2-4. After a player resolves a skill (8-5-2-6.).
- 4-7-2-5. During a counter timing, a new counter timing cannot occur.
- 4-7-3. Counter timing proceeds in the following order.
- 4-7-3-1. 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.
- 4-7-3-2. The master of the pending [Counter] proceeds to 4-7-3-6 or chooses to activate one of the pending [Counter] skills.
- 4-7-3-3. The player who didn't activate the [Counter] skill before either proceeds to 4-7-3-5 or activates one of the pending [Counter] skills.
- 4-7-3-4. The player who didn't activate the [Counter] skill before either proceeds to 4-7-3-5 or activates one of the pending [Counter] skills. If the [Counter] is activated, return to 4-7-3-3.
- 4-7-3-5. Resolve activated [Counter] skills. Resolve the skills in the opposite order they were activated (start from the last one and proceed backwards) regardless of the turn player.
- 4-7-3-6. 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, Energy Area, and Unison Area are always in either of the following 2 positions during the game.
- 4-8-1-1. Active Mode: A card positioned vertically from a player's point of view.
- 4-8-1-1-1. As an exception, cards in the Energy Area that are positioned vertically upside down are considered to be in Active Mode.
- 4-8-1-2. Rest Mode: A card positioned horizontally from a player's point of view.
- 4-8-2. **Cards in the Leader Area, Energy Area, and Unison Area with horizontal designs follow the same positions outlined in 4-8-1. Cards in the Battle Area with horizontal designs follow the following two positions.**
- 4-8-2-1. **Active Mode: The card is placed horizontally from your perspective.**
- 4-8-2-2. **Rest Mode: The card is placed upside down, horizontally, from your perspective.**
- 4-9. Draw a Card
- 4-9-1. "Draw a card" is the act of adding the top card of a deck to the player's 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 their opponent.

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 if 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 a player has carried out 4-9-4-2. X times, end this action. If not, return to 4-9-4-1.

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 due to the rules 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.

4-12. Markers

4-12-1. Markers are generally placed on Unison Cards, where they’re used to track the status of Unison Cards and their skills.

4-12-2. The number of markers on a card is tracked as a positive, whole number.

4-12-3. When the number of markers on a card is reduced, remove that many markers from the card.

4-12-4. 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.

4-13. Being Unaffected by Skills

4-13-1. If a card has a skill that causes it to be “unaffected by skills,” or “not affected by skills,” the card with that skill can’t be chosen by skills, and is not affected by effects from skills upon their resolution.

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. A player requires exactly 1 Leader Card to play the game.

5-1-3. A player requires a 50-to-60-card deck constructed out of Battle Cards, Extra Cards, and/or Unison Cards to play the game.

5-1-3-1. A player’s 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.

5-1-3-2-1. [Permanent] skills that affect deck construction refer to [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.”

5-1-3-2-2. [Permanent] skills that affect deck construction take effect during deck preparation.

5-2. Before Playing the Game

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

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

5-2-1-2. Each player places their Leader Card with its front side facing up in the Leader Area.

5-2-1-3. The trigger condition for “When this card is placed in the Leader Area” is fulfilled, and then a checkpoint occurs.

5-2-1-4. Each player shuffles their deck. Then, each player places their deck face-down in their Deck Area.

5-2-1-5. Decide which player goes first randomly using the following criteria:

5-2-1-5-1. 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.

5-2-1-6. 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.

5-2-1-6-1. A player may return any number of cards to their deck. They shuffle their deck, then draw that many cards from their deck.

5-2-1-7. Each player places the top 8 cards of their deck face-down in their Life Area.

5-2-1-8. The first player begins the game and starts their turn.

6. Game Progress

6-1. Turn Flow

6-1-1. The game is progressed by the turn player. The turn player performs 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” occur, and then a checkpoint occurs.

6-2-2. Players Switch all of their cards in the Leader Area, Battle Area, Energy Area, and Unison 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 may place 1 card from their hand into the Energy Area.

6-2-6. A checkpoint occurs. When all necessary processing is 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” occurs, 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.

6-3-1-2-1. 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.

6-3-1-2-1-1. 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 they cannot switch the necessary energy to Rest Mode, they can’t declare that they’re playing the card.

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

6-3-1-2-1-3. Play the Battle Card.

6-3-1-2-1-4. The trigger condition “when you play this card”

occurs. A checkpoint occurs.

6-3-1-2-2. The turn player can play a Unison Card from their hand by placing it in their Unison Area, following the detailed steps below.

6-3-1-2-2-1. Players reveal the card they're playing from their hand, switch an amount of energy equal to the total cost determined in 2-11-5-3-1. to Rest Mode, and announce that they're playing the card. If they can't switch the necessary energy to Rest Mode, they can't declare that they're playing the card.

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

6-3-1-2-2-3. 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. 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.

6-3-1-2-2-4. The trigger condition "when you play this card" occurs. A checkpoint occurs.

6-3-1-2-3. The turn player can activate [Activate: Main] skills on their Leader Cards, Battle Cards, Extra Cards, and Unison Cards.

6-3-1-2-3-1. A counter timing occurs before and after the skill is resolved. (Non-turn players can activate [Counter] skills for which they've met the conditions.)

6-3-1-2-3-2. [Awaken] and [Wish] are types of [Activate] skills. They can be activated at this timing.

6-3-1-2-3-3. Once per turn, if a 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 1 marker to the Unison Card in their Unison Area.

6-3-1-2-4. 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.

6-3-1-2-5. The turn player can choose to end their Main Phase. If they do so, proceed to the Main Phase End Step.

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

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

6-3-1-3-1-1. The trigger conditions "At the end of the Main Phase" occurs and a checkpoint occurs.

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

6-3-1-3-1-3. All effects that last "Until the end of the Main Phase" end for the non-turn player.

6-3-1-3-1-4. 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. Carry out the End Phase following the procedure below.

6-4-1-1. The trigger condition "At the end of the turn" occurs. However, any [Auto] that had their trigger conditions fulfilled this turn do not enter pending.

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" end for the turn player.

6-4-1-3. All effects that last "For the duration of the turn" end for the non-turn player.

6-4-1-4. If at this timing there are no [Auto] skills with unfulfilled "at the end of the turn" trigger 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.

Mode Leader Card/Battle Card/Unison Card in their Leader Area/Battle Area/Unison Area to Rest Mode in order to attack the opponent's Leader Card or Unison Card in their Leader Area/Unison Area, or a Battle Card in their Battle Area in Rest Mode. If the player chooses to attack, a battle occurs. The attacking card becomes an attack card and the attacked card becomes a guard card until the attack is negated or the battle ends. Then, follow procedures 7-1-1. to 7-1-3 in order.

7-1-1. The trigger conditions "When this card attacks," "When this card is attacked," (the trigger conditions for [Blocker]) occur.

7-1-2. A counter timing occurs. The non-turn player can activate a [Counter: Attack] skill which condition has been fulfilled.

7-1-3. A checkpoint occurs.

7-1-4. If the attack has been negated, proceed to 7-1-4-1. If the attack has not been negated, proceed to 7-2. Offense Step. If an effect has caused the number of Attack Cards or Guard Cards to be reduced to 0, proceed to 7-1-4-1. However, if a Battle Card has been played on top of the attack card or guard card, that card is treated as the new attack card or guard card.

7-1-4-1. All Battle Cards in each player's Combo Area are placed in their owner's Drop Areas.

7-1-4-2. The trigger condition "End of battle" occurs, and a checkpoint occurs.

7-1-4-3. Effects that last for the duration of a battle end for the turn player.

7-1-4-4. Effects that last for the duration of a battle end for the non-turn player.

7-1-4-5. The battle ends. Return to 6-3-1-2.

7-2. Offense Step

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

7-2-1-1. The trigger conditions "At the beginning of the Offense Step" occurs 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 an amount of energy equal to the required combo cost to Rest Mode, and declare the combo. 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 an amount of energy equal to the required combo cost to Rest Mode, and declare the combo. If they cannot do so, they cannot declare a combo.

7-2-1-2-3. The turn player can activate the [Activate: Battle] skills on their Leader Card, Battle Cards, Extra Cards, and Unison Card.

7-2-1-2-3-1. A counter timing occurs before and after the skill resolves. (The non-turn player can activate [Counter] skills for which conditions have been fulfilled.)

7-2-1-2-3-2. [Awaken] and [Wish] are types of [Activate] skills. They can be activated at this timing.

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

7-2-1-3-1. If the guard card is a Unison Card, skip the Defense Step and proceed to the Damage Step.

7-3. Defense Step

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

7-3-1-1. The trigger conditions "At the beginning of the Defense Step" occurs 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

7. Card Attacking and Battle

7-1. During the Main Phase, the turn player can switch an Active

- 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.
- 7-3-1-2-3. The non-turn player can activate the [Activate: Battle] skills of their own Leader Card, Battle Card, Extra Card, or Unison Card.
- 7-3-1-2-3-1. A counter-timing occurs before and after the skill resolves. (The turn player may activate [Counter] skills for which conditions have been fulfilled)
- 7-3-1-2-3-2. [Awaken] and [Wish] are types of [Activate] skills. They activate 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" occurs and a checkpoint occurs.
- 7-4-1-2. Add all Combo Power of the turn player's cards in the Combo Area to the power of the attack card.
- 7-4-1-3. Add all Combo Power of the non-turn player's cards in the Combo Area to the power of 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 7-4-1-5 instead.
- 7-4-1-4-1. If the guard card is the Leader Card, the trigger condition "when you deal damage" occurs and a checkpoint occurs.
- 7-4-1-4-1-1. The attack card inflicts 1 damage to the non-turn player.
- 7-4-1-4-1-2. The trigger condition "when you dealt damage" occurs.
- 7-4-1-4-2. If the guard card is a Battle Card, it is KO-ed and moved to the Drop Area. Refer to "10-1. KO" for further details.
- 7-4-1-4-2-1. The trigger condition "when you KO a card" occurs.
- 7-4-1-4-3. If the guard card is a Unison Card, trigger conditions for "when a marker would be removed" occur, and a checkpoint occurs.
- 7-4-1-4-3-1. If the attack card has a [Strike]-type keyword skill (Double Strike, Triple Strike), remove markers from the Unison Card equal to the amount of life damage the card would deal when attacking a Leader Card.
- 7.4.1.4.3.1.1 If an action causes a player to remove a marker or markers from a Unison Card, the player removing the markers does so following the procedure below.
- 7.4.1.4.3.1.1.1 When removing a single marker, the player removing the marker removes 1 marker from the Unison Card.
- 7.4.1.4.3.1.1.2 When removing N markers, if N is zero, nothing happens. If N is 1 or greater, the player removing the markers performs "Remove 1 marker" N times.
- 7-4-1-4-3-2. If the attack card has [Victory Strike], remove all markers from the guard card.
- 7-4-1-4-3-3. If the attack card has neither a [Strike]-type keyword skill or [Victory Strike], remove 1 marker from the guard card.
- 7-4-1-4-3-4. Trigger conditions for "when a marker is removed" occur.
- 7-4-1-5. A checkpoint occurs.
- 7-4-1-6. Place all Battle Cards in the Combo Area into their owner'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. The trigger condition "At the end of a battle" occurs and a checkpoint occurs.

7-4-1-8-1. If cards with skills that have trigger conditions described as "the end of the battle after you combo with this card" are placed in the Drop Area from the Combo Area during 7-4-1-6, those skills enter pending in 7-4-1-8.

7-4-1-9. All effects that last "during that battle" end.

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," "[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 following text is the actual effect of the text.

8-1-3-1-1. Some [Activate] skills of Battle Cards, Leader Cards, and Unison 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," "[Activate: Battle] effect," and "[Activate: Main/Battle] skill cost: effect."

8-1-3-1-3. When activating [Auto] and [Activate] skills on Extra Cards from areas other than the hand, no energy cost needs to be paid unless specified otherwise by the card text.

8-1-3-1-4. **When card text refers to "activating an Extra Card," this is referring to activating an [Auto] or [Activate] skill on an Extra Card from a player's hand.**

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)."

8-1-4-2. If some effect renders a certain target/object of a [Permanent] skills invalid of being a target/object of that skill, it cannot become the target/object of that same [permanent] skill for the duration of the turn.

8-1-5. An [Auto] skill automatically activates 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.

8-1-5-2. Some [Auto] skills are described in card text using the following format: "[Auto] Skill cost: (effect)".

8-1-5-2-1. If the skill costs for an [Auto] skill aren't paid, the skill doesn't resolve, and nothing happens.

8-2. Effects

8-2-1. Effects are the actual details of the orders given to players by 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 and 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.

8-2-2-2-1. Effects that specify a certain length of time are applied up to the end of the card's text.

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 effects may render other skills valid or invalid. In such an occasion, follow the procedure below.

8-3-2. If an effect specifies that a skill is partially or totally invalid under specific conditions, the invalid skill (under those conditions) is recognized as a skill but its effects aren't activated. If the invalid skill requires a choice, the choice is not made.

8-3-3. If a skill is specified as partially or totally valid under specific conditions, that part is invalid if the specific conditions are not fulfilled.

8-3-4. If all of a card's skills are invalid, the card is treated as a skill-less card.

8-4. Skill Cost

8-4-1. An [Activate] skill may have certain actions specified before 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 a single skill cost includes multiple actions, carry them out from the beginning of the text.

8-4-2-1-1. If other effects add skill costs after this, carry out the effects according to their resolution order.

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

8-4-2-3. Some skill costs are described with symbols such as ①. This means to choose and switch that many of your energy to Rest Mode.

8-4-2-4. Some skill costs are described with colored spheres. This means to choose and switch that many of your energy of that color to Rest Mode.

8-4-2-5. Marker Skill Costs ([X])

8-4-2-5-1. Some skill costs are specified as [X]. These are referred to as marker skill costs.

8-4-2-5-1-1. If the marker skill cost is a positive number, the skill adds that many markers to the card upon activation.

8-4-2-5-1-2. If the marker skill cost is zero, the skill adds no markers to the card upon activation.

8-4-2-5-1-3. If the marker skill cost is a negative number, the skill removes markers from the card equal to the absolute value of the 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.

8-4-2-5-2. 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 for the turn.

8-5. Activating and Resolving

8-5-1. [Activate], [Auto], [Awaken], [Wish], and 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.

8-5-2. Activate skills following the procedure below.

8-5-2-1. 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.

8-5-2-2. If there is a necessary skill cost, determine that cost and they pay it entirely.

8-5-2-2-1. When activating Extra Card skills, they determine the Extra Card's cost and pay it.

8-5-2-3. The skill is activated.

8-5-2-4. A counter timing occurs.

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

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

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

8-5-2-6. A counter timing occurs.

8-5-3. 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.

8-5-3-1. If the number of targets a player chooses is specified, they must choose as close a number to that number as possible. They cannot purposefully choose fewer targets than the specified number.

8-5-3-2. If the number is specified as "up to..." or "...or less," they can select any number of targets from 0 to the specified number.

8-5-3-3. If the number of targets is specified, but some of the targets cannot be chosen, the player chooses as many targets as possible and resolves the specified effect against them.

8-5-3-4. 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.

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

8-5-3-6. If the text does not specify a target, the following rules apply: 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.

8-5-3-7. When choosing a card from a deck, search while viewing the front face of the deck, then select the specified card from within.

8-5-4. Unless specified otherwise, if the text refers to a "Battle Card," it's referring to a Battle Card in a Battle Area.

8-5-5. If the text refers to an "Energy Card," it's referring to a card placed in an Energy Area.

8-5-6. If the text refers to "Life," it's referring to a card placed in a Life Area.

8-5-7. Unless specified otherwise, if the text refers to a "Unison Card," it's referring to a Unison Card in a Unison Area.

8-5-8. Some skills and skill costs reference the area a card can be activated from, such as "from your hand" or "from your Drop Area." Skills like these can't be activated unless they're in the specified area. If they're in a different area, the skill cost can't be paid, and the activation of the skill can't be announced.

8-6. Resolving [Auto] Skills

8-6-1. [Auto] skills are skills that automatically activate at the checkpoint which occurs when a specific trigger condition occurs.

8-6-2. When the trigger condition of an [Auto] skill is fulfilled, that [Auto] skill is made pending.

8-6-3. Unless specified otherwise, if the trigger condition of a [Auto] skill is fulfilled multiple times, that [Auto] skill is made pending that many times.

8-6-4. 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.

8-6-4-1. If for some reason the chosen pending [Auto] skill cannot be chosen, cancel 1 of those pending [Auto] skills (of that skill).

8-6-5. There are [Auto] skills for which the trigger condition is a card moving areas. This is called an area movement trigger.

8-6-5-1. 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 following the procedure below.

8-6-5-1-1. 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.

8-6-5-1-2. If an [Auto] skill triggered by the movement of a card/cards in the Battle Area/Unison 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/Unison Area.

8-6-5-1-3. If an [Auto] skill (other than those described in 8-6-5-1-2) 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 is in the new area.

8-6-5-2. If an [Auto] skill with an area movement trigger is negated in its original area, the skill does not trigger even if the card moves to a different area.

8-6-5-3. [Auto] skills with "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.

8-6-6. 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 a player's hand...). These kinds of conditions are called situation triggers.

8-6-6-1. 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 unless specified otherwise.

8-6-7. If a pending [Auto] skill activates, yet 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.

8-7. Processing Immediate Effects

8-7-1. If a player is requested to carry out an immediate effect, they must carry out the specified action at once.

8-8. Processing Continuous Effects

8-8-1. 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.

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

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

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

8-8-1-4. 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/Battle Area/Unison Area after the effect was resolved.

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

8-8-1-5-1. 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.

8-9. Processing Replacement Effects

8-9-1. 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.

8-9-1-1. Thus, the original event is treated as if it never happened.

8-9-2. If there are multiple replacement effects concerning a single event, the player affected by the event decides which replacement effect to activate.

8-9-2-1. If cards or skills are the subject of the replacement, the master of those cards or skills makes the choice.

8-9-2-2. 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.

8-9-2-3. Each replacement effect can only be applied once for the same subject event.

8-9-3. 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.

8-10. The Final Information of a Card

8-10-1. 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 processing 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.
- 9-4. Processes for when placed on top of specific cards.
- 9-4-1. Placing card(s) on top of specific card(s) is interruptive rule processing.
- 9-4-2. When a new card is placed on an existing card either in the Battle Area, Leader Area, or Unison Area continuous effects regarding additions/subtractions to the card's power and position of the existing card are carried over to the card placed on top of it.
- 9-5. Processing when a Battle Card's power drops to 0 or below.
- 9-5-1. Confirmative rules processing is used when a Battle Card's power drops to 0 or below.
- 9-5-2. If a Battle Card's power drops to 0 or below, that card is placed in its owner's Drop Area
- 9-5-2-1. After an effect causes a card's power to change, if that Battle Card's power drops to 0 or below and is placed in its owner's Drop Area as a result of rules processing dictating Battle Cards be placed in Drop Areas when their power drops to 0 or below, that Battle Card is considered to have been placed in its owner's Drop Area by that effect.
- 9-6. Processing Unison Card Marker Removal
- 9-6-1. Removing markers from Unison Cards uses interruptive rules processing.
- 9-6-1-1. 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.
- 9-6-1-2. 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.
- 9-7. Processing When a Unison Card's Power Drops to Zero or Below
- 9-7-1. When a Unison Card's power drops to zero or below, confirmative rules processing is used.
- 9-7-2. When a Unison Card's power drops to zero or below, 1 marker is removed from it.
- 9-7-2-1. If a Unison Card's power is reduced to zero or below by an effect, 1 marker is removed from it as a result of the rules processing in 9-7-2. 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.
- 9-8. Processing When a Unison Card Has Zero or Fewer Markers
- 9-8-1. When a Unison Card in a Unison Area has zero or fewer markers on it, interruptive rules processing is used.
- 9-8-2. When a Unison Card in a Unison Area has zero or fewer markers on it, it is placed in its owner's Drop Area.
- 10. Keywords and Keyword Skills**
- 10-1. KO
- 10-1-1. KO refers to the act of moving a Battle Card from the Battle Area to its owner's Drop Area.
- 10-1-2. A card is only KO-ed 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 weren't necessarily "KO"-ed.
- 10-2. [Awaken] ([Awaken:Surge])
- 10-2-1. [Awaken] ([Awaken:Surge]) is an [Activate: Main/Battle] keyword skill that players can activate by fulfilling conditions and paying associated costs.
- 10-2-2. [Awaken] ([Awaken:Surge]) is described as follows: "[Awaken] ([Awaken:Surge]) (condition) (effect)."
- 10-2-2-1. Some card text refers to [Awaken] skills. This refers to both [Awaken] and [Awaken : Surge] skills.
- 10-2-3. A card for which [Awaken] ([Awaken:Surge]) is activated is turned over, but is treated as the same card.
- 10-2-3-1. "The same card" means that the card is 1 card with different information on the front and back.
- 10-2-4. If a card is turned over due to [Awaken] ([Awaken:Surge]), it is still treated as the same card.
- 10-2-5. When a card's facing is flipped due to [Awaken] ([Awaken:Surge]), the card's pre-flipped position and any continuous effects affecting the card's power are carried over.
- 10-3. [Field]
- 10-3-1. [Field] is an [Activate: Main] keyword skill on Extra Cards that reads "Place this card in the Battle Area in Active Mode."
- 10-3-2. Extra Cards with [Field] may have skills other than [Field]. Those skills are generally only valid when the card is placed in the Battle Area, and they are activated/active without placing the card in the Drop Area (if not specified otherwise).
- 10-3-3. When resolving the activation of another [Field] effect, all other Extra Cards with [Field] in a player's Battle Area other than the one they activated are placed in the Drop Area.
- 10-4. [Blocker]
- 10-4-1. [Blocker] is an [Auto] keyword skill which is activated by switching the card to Rest Mode when any other of a player's cards is attacked. When activated, switch the guard card of the attack to the card which activated [Blocker].
- 10-4-1-1. When [Blocker] is used to switch a Guard Card to a card that activated [Blocker], any "When this card is attacked" trigger conditions on that card are activated.
- 10-4-2. "Negate [Blocker]" is a special procedure in which the target of the attack is switched back to the original target.
- 10-5. [Evolve] ([EX-Evolve] [Xeno-Evolve])
- 10-5-1. [Evolve] ([EX-Evolve] [Xeno-Evolve]) is an [Activate: Main] keyword skill that can be activated by paying the skill cost and choosing a Battle Card(s) of the specified name fulfilling the specified conditions in play in your Battle Area. If a player cannot choose the specified Battle Card, they cannot activate [Evolve] ([EX-Evolve] [Xeno-Evolve]).
- 10-5-2. [Evolve] ([EX-Evolve] [Xeno-Evolve]) can only be activated from a player's hand.
- 10-5-3. [Evolve] ([EX-Evolve] [Xeno-Evolve]) is described as the following: [Evolve] ([EX-Evolve] [Xeno-Evolve]): skill cost condition <character name>
- 10-5-3-1. Sometimes conditions are not specified. In these cases, no condition is required.
- 10-5-3-2. Some card text refers to [Evolve] skills. This refers to [Evolve], [EX-Evolve], and [Xeno-Evolve] skills.
- 10-5-4. A card which activated and [Evolve] ([EX-Evolve]) is played on top of the Battle Card chosen in 10-5-1.

upon resolution. Henceforth, the whole stack of cards is treated as 1 card, but the position and any effects affecting the prior card's power are carried on.

- 10-5-5. A card which activated and [Xeno-Evolve] is played in Active Mode upon resolution after sending the Battle Card chosen in 10-5-1. to its owner's Warp.
- 10-5-6. When a card says to "evolve" it means to play the card as if you were to play it with [Evolve] ([EX-Evolve] [Xeno-Evolve]).
- 10-5-7. When a card says "evolved" it means a card that was played with [Evolve] ([EX-Evolve] [Xeno-Evolve]).
- 10-5-8. Some card text reads, "When choosing a card to use with this card's [Evolve] skill from your hand, you can choose a Battle Card in your <Area>." These skills expand the conditions that can be met when choosing cards for a given keyword skill.
- 10-5-8-1. **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 the Battle Card(s) in that area to the Battle Area, then resolve the keyword skill normally. Furthermore, any skills that would trigger from the chosen Battle Card moving to a different area do not enter pending, nor does counter timing occur.**
- 10-6. [Critical]
 - 10-6-1. [Critical] is a [Permanent] keyword skill which reads, "When this card inflicts damage to your opponent's life by attacking, they place that many cards in their Drop Area instead of their hand."
- 10-7. [Strike]
 - 10-7-1. [Strike] is a [Permanent] keyword skill which is described, "When this card attacks, if it deals x-1 damage or less, this card inflicts X damage instead."
 - 10-7-1-1. The X of [Double Strike] is 2.
 - 10-7-1-2. The X of [Triple Strike] is 3.
 - 10-7-1-3. The X of [Quadruple Strike] is 4.
- 10-8. [Dual Attack] ([X Attack])
 - 10-8-1. [Dual Attack] is an [Auto] keyword 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.
 - 10-8-1-1. The X of [Dual Attack] is 2.
 - 10-8-1-2. The X of [Triple Attack] is 3.
- 10-9. [Revenge]
 - 10-9-1. [Revenge] is an [Auto] keyword skill which is described as, "This skill activates when this card becomes a guard card, KO'ing the attack card at the end of the battle."
- 10-10. [Counter]
 - 10-10-1. [Counter] is a keyword skill that can be activated only at counter timing by paying its energy and skill cost.
 - 10-10-2. [Counter] can only be activated from a player's hand.
 - 10-10-3. [Counter] is described as follows: "[Counter: Activation condition] Skill cost: Effect."
 - 10-10-3-1. Some cards refer to [Counter] skills. This refers to [Counter : Play], [Counter : Attack], [Counter : Battle Card Attack], and [Counter : Counter] skills.
 - 10-10-3-2. [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."

- 10-10-3-3. [Counter: Attack] skills enter pending when the opponent declares an attack or when the opponent activates or resolves a skill that has descriptions such as "Attack" or "When attacking."
- 10-10-3-4. [Counter : Battle Card Attack] skills enter pending when the opponent attacks with a Battle Card, or when an opponent's skill that reads "attack with a Battle Card" activates.
- 10-10-3-5. [Counter: Counter] skills enter pending when the opponent activates of a [Counter] skill.
- 10-10-3-6. [Counter] skills leave pending when a player activates the [Counter] or when counter timing ends.
- 10-10-4. Cards which activated [Counter] are placed in the Drop Area (if not specified otherwise).
- 10-10-5. "Negate [Counter]" refers to preventing the effect from an already active [Counter] skill from resolving.
- 10-11. [Once per Turn]
 - 10-11-1. [Once per turn] is a keyword that specifies an [Auto] or [Activate] skill can only be activated once during a turn.
 - 10-11-2. 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.
 - 10-11-3. 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.
 - 10-11-4. When an [Auto] skill with [Once per turn] enters pending simultaneously multiple times, only one of the skills is resolved, and the rest are nullified.
 - 10-11-5. 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 can't be activated.
- 10-12. [Indestructible]
 - 10-12-1. [Indestructible] is a [Permanent] keyword skill. Cards with [Indestructible] cannot be KO-ed nor can be removed from the Battle Area by card's skills of the owner's opponent or battle results.
- 10-13. [Union]
 - 10-13-1. [Union] is a shorthand for a subset of skills that play Battle Cards from specific areas when certain costs and conditions are met.
 - 10-13-2. [Union] skills are generally formatted [Union-X].
 - 10-13-2-1. Some card text refers to [Union] skills. This refers to [Union-Fusion], [Union-Potara], and [Union-Absorb] skills.
 - 10-13-3. [Union-Fusion]
 - 10-13-3-1. [Union-Fusion] is an [Activate: Main] keyword skill that 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.
 - 10-13-3-2. [Union-Fusion] can only be activated from a player's hand.
 - 10-13-3-3. [Union-Fusion] is described in [Union-Fusion] skill cost: <Character Name A> and <Character Name B>. "<Character Name A> and <Character Name B>" are the conditions for [Union-Fusion].
 - 10-13-3-4. When activating [Union-Fusion], players place 1 each of the specified Battle Cards with the same power from their hand in the Drop Area and play the Battle Card in Active Mode.
 - 10-13-3-5. **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 met when choosing cards for a given keyword skill.

- 10-13-4. [Union-Potara]
- 10-13-4-1. [Union-Potara] is an [Activate: Main] keyword skill that can be activated by paying a skill cost and choosing each specified character's Battle Card is in the Battle Area. If the player cannot choose all of the specified Battle Cards, they cannot activate [Union-Potara].
- 10-13-4-2. [Union-Potara] can only be activated from a player's hand.
- 10-13-4-3. [Union-Potara] is described as "[Union-Potara] Skill Cost] <Character Name A> and <Character Name B>." "<Character Name A> and <Character Name B>" are the conditions for [Union-Potara].
- 10-13-4-4. Cards that activate [Union-Potara] are placed on top of the two Battle Cards chosen in 10-14-1 upon resolution, and appear in Activate Mode.
- 10-13-4-4-1. All permanent effects affecting power on each of the below Battle Cards carries over.
- 10-13-4-5. 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 met when choosing cards for a given keyword skill.
- 10-13-4-5-1. 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 the Battle Card(s) in that area to the Battle Area, then resolve the keyword skill normally. Furthermore, any skills that would trigger from the chosen Battle Card moving to a different area do not enter pending, nor does counter timing occur.
- 10-13-4-6. If a card that activated [Union-Potara] fails to enter play due to a skill, any cards required as part of that [Union-Potara] skill's requirements do not move between areas.
- 10-13-5. [Union-Absorb]
- 10-13-5-1. [Union-Absorb] is an [Activate: Main] keyword skill that can be activated by placing specified cards from specified areas onto cards that have activated [Union-Absorb].
- 10-13-5-2. [Union-Absorb] can be activated from the Battle Area.
- 10-13-5-3. [Union-Absorb] is described as "[Union-Absorb] Skill Cost: Effect."
- 10-13-5-4. Place the card chosen in 10-15-1. on top of the Battle Card which activated [Union-Absorb] upon resolution.
- 10-13-5-4-1. All permanent effects affecting power on each of the below Battle Cards carries over, along with their position (Active or Rest Mode).
- 10-14. [Ultimate]
- 10-14-1. [Ultimate] is a [Permanent] keyword skill related to deck construction. A player may only have one card with [Ultimate] in their deck.
- 10-15. [Over Realm] ([Over Realm X])
- 10-15-1. [Over Realm] is an [Activate: Main] keyword skill that can be activated when a player has X or more cards in their Drop Area.
- 10-15-2. [Over Realm] is described as follows: "[Over Realm X] skill cost."
- 10-15-3. When a player activates [Over Realm] when it's in their hand, they can play the card with [Over Realm] by sending all cards in their Drop Area to their Warp.
- 10-15-4. If the card played with [Over Realm] is still in the Battle Area at the end of the turn it was played with [Over Realm], it is sent to the Warp.
- 10-15-5. [Over Realm] and [Dark Over Realm] can only be activated a combined total of once per turn.
- 10-16. [Barrier]
- 10-16-1. [Barrier] is a permanent keyword skill that reads "*This card can't be chosen by the skills of your opponent's cards.*"
- 10-17. [Super Combo] is a permanent keyword skill affecting deck construction that states "When including cards with [Super Combo] in a deck, you can only include four cards total with [Super Combo]."
- 10-18. Token
- 10-18-1. A token is a Battle Card created by the ability processing of cards.
- 10-18-2. 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.
- 10-18-3. If nothing is particularly specified, the token appears in the Battle Area of the Owner of the effect that created the Token.
- 10-18-4. When creating a '(Name) Token,' the token will have the same name as the (Name).
- 10-18-5. Unless particularly regulated by rules, tokens will be dealt with similarly as cards.
- 10-18-6. When selecting 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 effect will also be applied to tokens.
- 10-18-7. If a token would be moved from a Battle or Combo Area to an area other than a Battle or Combo Area (hand, etc.), remove it from the

- game instead.
- 10-19. Remove from the game
 10-19-1. Remove from the game means to remove specified cards outside of the game.
 10-19-2. Cards removed from the game do not exist in any areas.
 10-19-3. Cards removed from the game must be faced up, and open to all players to see.
- 10-20. [Victory Strike]
 10-20-1. [Victory Strike] is a [Permanent] keyword skill that reads, "When you deal life damage by attacking with this card, you win the game."
- 10-21. [Warrior of Universe 7]
 10-21-1. [Warrior of Universe 7] is a [Permanent] keyword skill that reads, "Treat 《Universe 7》 in all areas as if they had no specified cost."
- 10-22. [Deflect]
 10-22-1. [Deflect] is a [Permanent] keyword skill that reads, "This card isn't affected by [Counter : Play] skills."
 10-22-2. [Deflect] remains in effect in the time between when a player announces they're going to play a Battle Card with [Deflect] to the Battle Card actually coming into play.
 10-22-3. [Deflect] remains in effect when a Battle Card with [Deflect] is played with a skill.
- 10-23. [Bond] ([Bond X])
 10-23-1. [Bond] is a keyword skill that only allows skills with [Bond] to take effect when you have X or more Battle Cards in your Battle Area.
 10-23-2. [Bond] skills are written as either "[Bond X]" or "[Bond X] Specified Battle Card".
 10-23-2-1. If a specified Battle Card is mentioned, the skill with [Bond] only takes effect when you have X or more of the specified Battle Cards in your Battle Area.
- 10-24. [Swap] ([Swap X])
 10-24-1. [Swap] is an [Activate : Main] keyword skill.
 10-24-2. [Swap] is described as follows: "[Swap X] skill cost: specified Battle Card with energy cost X."
 10-24-3. When activating [Swap], choose up to 1 specified Battle Card from your hand with an energy cost of X and play it, then return the Battle Card that activated [Swap] to its owner's hand.
- 10-25. [Dark Over Realm] ([Dark Over Realm X])
 10-25-1. [Dark Over Realm] is an [Activate : Main] keyword skill that can be activated when you have X or more black cards in your Drop Area.
 10-25-2. [Dark Over Realm] is described as follows: "[Dark Over Realm X] skill cost."
 10-25-3. [Dark Over Realm] can be activated from your hand, sending all of the cards in your Drop Area to your Warp and putting the card with [Dark Over Realm] into play.
 10-25-4. [Over Realm] and [Dark Over Realm] can only be activated a combined total of once per turn.
- 10-26. [Wormhole]
 10-26-1. [Wormhole] is a [Permanent] keyword skill that reads "You can activate [Over Realm] and [Dark Over Realm] up to a total of 2 times a turn."
- 10-27. "Choose X"
 10-27-1. Some [Activate] and [Auto] skills allow you to choose one or more options from a list of effects to activate.
 10-27-2. Choose X skills break up each of the selectable options with bullet points (·)
 10-27-3. When choosing multiple effects, the player activating the skill chooses which effects they want to activate and in what order.
- 10-28. [Wish]
 10-28-1. [Wish] is an [Activate : Main/Battle] keyword skill that can be activated by meeting conditions and paying costs.
 10-28-2. [Wish] is described as follows: "[Wish] condition: (effect)"
 10-28-3. A card for which [Wish] is activated is flipped over to its back side, but is treated as the same card.
 10-28-3-1. "The same card" means that the card is 1 card with different information on the front and back.
 10-28-4. If a card is flipped to its front side due to [Wish], it is still treated as the same card.
 10-28-5. When a card's facing is flipped due to [Wish], the card's pre-flipped position and any continuous effects affecting the card's power are carried over.
- 10-29. [Sparking] ([Sparking X])
 10-29-1. [Sparking] is a keyword skill that modifies other skills, preventing them from activating unless the number of cards in their owner's Drop Area is greater than or equal to a specified number.
 10-29-2. [Sparking] is described as follows: "[Sparking X]."
- 10-30. [Burst] ([Burst X])
 10-30-1. [Burst] is a keyword skill that states a skill with [Burst] can only be activated if its owner chooses to place the specified number of cards from the top of their deck into their Drop Area.
 10-30-2. [Burst] is described as follows: "[Burst X]."
 10-30-3. Skills with [Burst] must resolve [Burst] first as part of the skill's skill cost.
 10-30-4. If the X in [Burst X] is greater than the number of cards in your deck, the skill can't be resolved.
- 10-31. [Dragon Ball]
 10-31-1. [Dragon Ball] is a keyword skill that has a permanent effect on deckbuilding, which reads 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."
- 10-32. [Arrival] ([Arrival XY])
 10-32-1. [Arrival] is an [Activate : Battle] keyword skill that activates when the original colors of the cards in your Combo Area match the colors specified by [Arrival].
 10-32-2. [Arrival] is described as follows: "[Arrival XY] skill cost".
 10-32-3. [Arrival] is a skill that can be activated from a player's hand. Activating [Arrival] on a card puts that card into play.
- 10-33. [Aegis] ([Aegis XY])
 10-33-1. [Aegis] is an [Activate :

- Battle] keyword skill. It activates when you place one or more cards from your hand in your Drop Area whose original colors match those specified by [Aegis] as part of its skill cost.
- 10-33-1-1. [Aegis] can only be activated during the Defense Step of your opponent's turn.
- 10-33-2. [Aegis] is described as follows: "[Aegis XY]".
- 10-33-3. A player who activates [Aegis] chooses up to two of their energy and switches them to Active Mode.
- 10-34. [Energy-Exhaust]
- 10-34-1. [Energy-Exhaust] is a [Permanent] keyword skill. If a card with [Energy-Exhaust] is placed in an Energy Area from any area, it must be placed there in Rest Mode.
- 10-35. [Alliance] ([Alliance XY])
- 10-35-1. [Alliance] is an [Auto] keyword skill. When a card with [Alliance] attacks, 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] as part of its skill cost.
- 10-35-2. [Alliance] is described as follows: "[Alliance XY] (effect)".
- 10-36. [Offering]
- 10-36-1. [Offering] is an [Auto] keyword skill that activates when a card with [Offering] enters play.
- 10-36-2. When [Offering] activates, 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.
- 10-37. [Revive] ([Revive XY])
- 10-37-1. [Revive] is an [Auto] keyword skill. When a Battle Card with [Revive] is KO'd, its owner may place 1 or more cards whose original colors match both X and Y from their hand into their Drop Area as part of its skill cost. If they do, the card with [Revive] is played from its owner's Drop Area, and [Revive] is negated on that card for the duration of the turn.
- 10-37-2. [Revive] is described as follows: "[Revive XY]."
- 10-38. [Heroic]
- 10-38-1. [Heroic] is an [Auto] keyword skill that activates when its owner plays another Battle Card with «Heroic» or activates a «Heroic» Extra Card's skill, drawing its owner 1 card and negating itself for the duration of the turn.
- 10-39. [Villainous]
- 10-39-1. [Villainous] is an [Auto] keyword skill that activates when its owner plays another Battle Card with «Villainous» or activates a «Villainous» Extra Card's skill, making its owner's opponent choose 1 card from their hand and place it in their Drop Area, then negating itself for the duration of the turn.
- 10-40. [Invoker]
- 10-40-1. [Invoker] is a [Permanent] keyword skill that allows its owner to activate a multicolor Extra Card whose original colors are Red/Blue in their hand without paying its energy cost by switching an Active Mode
- 10-41. [Successor]
- 10-41-1. [Successor] is an [Activate : Main] keyword skill that allows its owner to choose any number of mono-green, mono-yellow, and/or Green/Yellow Battle Cards in their Battle Area whose energy costs add up to the original energy cost of the card with [Successor]. They can then place those cards in their Drop Area to play the card with [Successor] without paying its energy cost.
- 10-41-2. [Successor] is described as follows: "[Successor] skill cost".
- 10-41-3. [Successor] can be activated from its owner's hand to play the card with [Successor].
- 10-42. [Unique]
- 10-42-1. [Unique] is a [Permanent] keyword skill. If a card with [Unique] is in play, no other cards with the same name can be played in its owner's Battle Area.
- 10-42-2. [Unique] takes effect the moment a player announces they're playing a Battle Card with [Unique], as well as while the card is in play.
- 10-42-3. [Unique] also takes effect during the resolution of skills used to play Battle Cards with [Unique].
- 10-43. [Servant]
- 10-43-1. [Servant] is a [Permanent] keyword skill. Cards with [Servant] get +10000 power but can't be switched to Active Mode during their owners' Charge Phases.
- 10-44. [Overlord]
- 10-44-1. [Overlord] is an [Activate : Main] keyword skill that its owner can activate by placing one of their Battle Cards with [Servant] at the bottom of its owner's deck.
- 10-44-2. Players who activate [Overlord] draw 1 card.
- 10-45. Discard
- 10-45-1. "Discard" refers to the act of placing a card from a player's hand in its owner's Drop Area.
- 10-46. [Rejuvenate]
- 10-46-1. [Rejuvenate] is an [Activate : Main] keyword skill that can be activated by placing a card from beneath the card activating [Rejuvenate] in its owner's Drop Area and paying the skill cost.
- 10-46-2. [Rejuvenate] is described as follows: "[Rejuvenate] skill cost".
- 10-46-3. The player who activates [Rejuvenate] can place the top card of their deck in their life.
11. Other
- 11-1. Infinite Loops
- 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.
- 11-1-2. If neither player can stop an infinite loop, the game ends in a draw.
- 11-1-2-1. 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.
- 11-1-2-2. 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 fewer 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 exact 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.
- 11-2. Revealing Cards
- 11-2-1. When moving cards from a Secret Area to another Secret Area in certain conditions, such as "Add <Son Goku> from the deck to your hand," moved cards must be revealed, even when there is no direction that specifically states so.
- 11-3. Cards Below Other Cards.
- 11-3-1. Depending on Skills, etc., cards in the Battle Area, Combo Area, Leader Area, and Unison Area may have cards placed on top or below them.
- 11-3-2. The Skills of cards placed beneath specific cards will be negated, and will be treated as the same card as the card placed on top of it as a single card.
- 11-3-2-1. When referring to cards placed under other cards, those cards are treated as different cards from the card placed on top of them.
- 11-3-2-2. Cards with skills that specifically remain active when placed under other cards do not become invalid when placed under other cards.
- 11-3-3. When new cards are placed underneath cards with a card already underneath it, the new card will be placed on the very bottom.
- 11-3-4. When cards are moved from the Battle Area to anywhere besides the Combo Area, or if cards are moved from the Combo Area to anywhere besides the Battle Area, or if a card is moved from the Unison Area, cards underneath those cards will be moved from their original areas to their owners' Drop Areas. During this time, the bottom card's [Auto] abilities, triggered by Area Movement, do not activate.
- 11-3-4-1. When cards placed beneath other cards move to a different area, area movement [Auto] skills on those cards do not activate.
- 11-3-5. When a specific card is moved from one player's area to another player's area, all of the cards placed beneath the card move with it.
- 11-3-6. When only the card on top is to be moved, the bottom card will not move from the area where the card on top was in, and will gain any effects concerning additions/subtractions to the top card's power and its position.
- 11-4. Sending Cards to the Warp
- 11-4-1. Sending a card to the Warp means to place the specified card face up in its Owner's Warp.
- 11-5. Gaining Control of Cards
- 11-5-1. To gain control of a card means to move a player's card to the area of the skill's owner and become its master.
- 11-5-1-1. A card retains its original positioning after you gain control of it. Any effects in place on the card remain as well.
- 11-6. Viewing Secret Areas
- 11-6-1. Some card effects require players to look at Secret Areas. Unless specified otherwise by the card, this effect applies only to the card's master.
- 11-6-2. When looking at cards, they remain in their original areas.
- 11-6-3. After looking at card(s) in secret areas other than the Life Area, if there is nothing printed in card text regarding action(s) to be taken in reference to the cards that were looked at, it is necessary to randomize the cards by returning them to their original areas and shuffling them.

5/8/2017—ver. 1.00
 7/27/2017—Updated to ver. 1.01. Added update details.
 10/8/2017—Updated to ver. 1.02. Added update details
 11/16/2017—Updated to ver. 1.03. Added specifications clarifying that skills which do not target a certain player only affect cards which belong to the same master.
 12/13/2017—Updated to ver. 1.04.
 1/26/2018—Updated to ver. 1.05.
 2/16/2018—Updated to ver. 1.06.
 3/2/2018—Updated to ver. 1.061.
 4/13/2018—Updated to ver. 1.062.
 >Revised 1-2. Victory conditions.
 >Revised 1-3-6.
 >Revised 1-3-7.
 >Revised 3-1-7.
 >Supplemented 3-1-7-1.
 >Revised 4-2. Owner>Revised 6-3-1-1
 >Clarified the timing of trigger condition “When you play this card” in 6-3-1-2-1-4.Revised 6-4-1-3
 >Supplemented treatment of Battle Cards played on top of an attack card or guard card in 7-1-4.
 >Clarified the existence of counter timings before and after a skill’s resolution in 7-2-1-2-3-1.
 >Clarified the existence of counter timings before and after a skill’s resolution in 7-3-1-2-3-1.
 >Revised the damage step and clarified the timing of trigger conditions “When you deal damage,” “When you dealt damage,” and “When you KO” in 7-4.
 >Interchanged 7-4-1-8. and 7-4-1-9.
 >Clarified cost symbols in 8-4-2-3. and 8-4-2-4.
 >Added 8-4-1-2.
 >Deleted 8-5-2-2.
 >Clarified the process of [Evolve] ([Ex-Evolve]) in 10-5.
 >Defined “evolve” in 10-5-5.
 >Defined “evolved” in 10-5-6.
 >Clarified the process of [Union-Potara] in 10-14.
 >Clarified the process of [Xeno-Evolve] in 10-18.
 >Added 11-3-2-1.
 5/25/2018—Updated to ver.1.063.
 • Added 2-1-3.
 • Added 2-5-5.
 • Added 2-6-6.
 • Added 10-23.
 • Added 10-23-1.
 • Added 10-24.
 • Added 10-24-1.
 7/6/2018—Updated to ver.1.064
 • 10-17-5. Clarified details on [Over Realm] and [Dark Over Realm] turn restrictions.
 • 10-25. Added section on [Deflect].
 • 10-26. Added section on [Bond].
 • 10-27. Added section on [Swap].
 • 10-28. Added section on [Dark Over Realm].
 • 10-29. Add section on [Wormhole].
 ●/●/2018—Updated to ver.1.07
 • 2-11-3. Clarified energy costs in card text.
 • 2-12-4 Added explanation of the term “skill-less.”
 • 9-5 Changed how rules processing handles cards reaching zero power to prevent an infinite loop.
 • Merged sections on [Evolve] and [Union]. Section numbering has changed accordingly.
 • Added section on [Wish].
 • Added section on [Sparking].
 • Added section on [Burst].
 • Added section on [Dragon Ball].
 ●/●/2018—Updated to ver.1.071
 • Clarified activation timing rules for [Wish].
 • Fixed a missing detail in [Critical]’s rules text.
 • Clarified which skills count as keyword skills.
 ●/●/2019—Updated to ver.1.073
 • 11-6. Clarified actions taken when looking at cards.
 2/8/2019—Updated to ver.1.074

• Added 3-5-3.
 4/8/2019—Updated to ver.1.077
 • 2-4. Added additional clarification about card colors.
 • 8-1-3. Clarified wording of [Activate] skills.
 • 8-1-5-1-1. Clarified [Auto] skills.
 • 8-3. Clarified skill validity/invalidity.
 • 8-4. Clarified skill costs.
 • 8-6-5-2. 8-6-5-3. Clarified area movement triggers.
 • 10-9-1. Explanation of [Revenge] behavior corrected.
 • 10-18-7. Clarified how tokens behave when removed from play.
 • 10-29. Clarified [Sparking].
 • 10-30. Clarified [Burst].
 • 10-32. Added section on [Arrival].
 • 10-33. Added section on [Aegis].
 • 10-34. Added section on [Energy-Exhaust].
 • 10-35. Added section on [Alliance].
 • 11-2-2., 11-3-4. Clarified behavior of cards placed beneath other cards.
 • 10-33. Revised [Aegis].
 10/3/2019
 • 1-3-8. Amended rules behavior when effects switching a card to Rest Mode and Active Mode occur simultaneously.
 • 4-2-4. Amended rules behavior for when an effect attempts to move an owner’s card to an area their opponent owns other than their Leader Area, Battle Area, or Combo Area.
 • 6-3-1-3. Clarified and amended when effects that last “for the duration of the Main Phase” end.
 • 6-4-1-3. Clarified and amended when effects that last “for the duration of the turn” end.
 • 7-1. Clarified when effects that last “for the duration of the Battle” end.
 • 8-1-3-1. Clarified the ways [Activate] can be written.
 • 8-1-3-1-2. Clarified the ways [Activate] can be written.
 • 8-2-2-2-1. Clarified the length of persistent effects.
 • 8-4-2-1-1. Clarified skill costs.
 • 10-2-1. Clarified the way [Awaken] is treated by the game rules.
 • 10-4-1-1. Clarified and amended the timing for “When this card is attacked” trigger conditions on cards that become Guard Cards as a result of [Blocker] activation.
 • 10-36. Added section on [Offering].
 • 10-37. Added section on [Revive].
 • 10-38. Added section on [Heroic].
 • 10-39. Added section on [Villainous].
 1/15/2020
 • 10-2. Added sections on [Awaken-Surge].
 • 10-40. Added section on [Invoker].
 • 10-41. Added section on [Successor].
 • 10-3-2-2. Clarified behavior of cards when placed under other cards.
 1/20/2020
 • 10-41-1. Added clarification on the original energy costs of Battle Cards that activate [Successor].
 4/3/2020
 • 2-3-2, 2-3-2-4, 2-3-2-4-1, 2-8-2, 2-11-1-3, 2-11-2, 3-4-1, 6-3-1-2-2, 6-3-1-2-3, 6-3-1-2-3-3, 7-1, 7-2-1-2-3, 7-2-1-3-1, 7-4-1-4-3, 8-5-7. Added details on the Unison card type.
 • 2-3-2-2-1. Clarified references to Battle Cards in card text.
 • 2-3-2-3-1. Clarified references to Extra Cards in card text.
 • 2-11-1-3-1. Added section on determining the total costs of Unison Cards.
 • 2-11-3. Clarified references to “energy cost” in card text.
 • 2-12. Added section on X and X costs.
 • 2-12-2, 3-1-4, 3-11, 4-2-4, 4-8-1, 5-1-3, 6-2-2, 8-6-5-1-2, 8-6-5-3, 8-8-1-4, 9-4-2, 11-3-1, 11-3-4. Added details on the Unison Area.
 • 3-6-6. Clarified the maximum number of [Field] cards that can be in a Battle Area at a time.
 • 4-12. Added section on markers.
 • 4-13. Added section on cards that “aren’t affected by skills.”
 • 5-1-3. Changed the number of cards required for legal deck construction.
 • 8-1-5-2-1. Clarified paying for [Auto] skill costs.

- 8-4-2-5. Added section on (X) marker skill costs.
 - 8-5-8. Clarified the areas where skills can be activated.
 - 9-6. Added section on rules processing for when markers are removed from Unison Cards.
 - 9-7. Added section on rules processing for when a Unison Card's power drops to 0 or less.
 - 10-2-2-1. Clarified details when [Awaken] appears in card text.
 - 10-3-3. Clarified rules processing for when a [Field] has already been activated.
 - 10-5-3-2. Clarified details when [Evolve] appears in card text.
 - 10-5-4. Clarified how [Evolve] is processed during resolution.
 - 10-5-5. Clarified how [Xeno-Evolve] is processed during resolution.
 - 10-10-3-1. Clarified details when [Counter] appears in card text.
 - 10-10-13-4. Added section on [Counter : Battle Card Attack]
 - 10-13-2-1. Clarified details when [Union] appears in card text.
 - 10-13-4-4. Clarified how [Union-Potara] is processed during resolution.
 - 10-13-5-4. Clarified how [Union-Absorb] is processed during resolution.
 - 10-42. Added section on [Unique].
 - 11-7. Added section on condition expansion.
- 5/27/2020
- 9-6-1-1. Clarified details of “continuous effects,” formerly translated as “persistent effects.”
- 7/28/2020
- 3-11-6. Removed a section on playing Unison Cards.
 - 9-6-1. Clarified details on how the removal marks from Unison Cards is processed.
- 7/29/2020
- 2-1-2-1. Defined how plural/singular card names are referenced.
 - 3-1-8. Defined how cards move between the Drop Area, Energy Area, and Warp.
 - 8-1-3-1-. Clarified energy costs for Extra Cards activated in non-hand areas.
 - 8-2-2. Revised text.
 - 9-6-1-1. Revised text.
 - 9-8. Added section on rules processing when a Unison Card has zero or fewer markers.
 - 10-30-4. Clarified conditions for activating Burst.
 - 10-43. Added section on [Servant].
 - 10-44. Added section on [Overlord].
- 8/25/2020
- 10-7-1. Revised rules text.
- 8/28/2020
- 2-4-1-2-1-1. Clarified multicolored cards.
 - 2-4-1-3. Defined “mono-color.”
 - 8-1-3-1-3. Added [Auto].
 - 10-13-1. Partial correction.
 - 10-13-3-3., 10-13-4-3. Clarified skill conditions.
 - 10-13-4-5., 10-13-3-5., 10-13-4-6. Clarified Union skill expansion.
 - 11-7. Deleted section.
- 9/29/2020
- 7-3-1-2-3. Added “Unison Cards.”
 - 7-4-1-4-3-1-1. Clarified processing when removing markers.
 - 8-1-3-1-1. Added “Unison Cards.”
 - 10-5-8., 10-5-8-1 Specified conditions.
 - 10-28-1. Specified activation timing.
- 2020/12/25
- 2-11. Changed heading order.
 - 2-11-2. Clarified total costs.
 - 2-11-3. Clarified specified costs.
 - 2-11-5. Deleted passages that overlap with information added to 2-11-2 and 2-11-3, and corrected heading numbering.
 - 2-11-5-3-1-3. Added section on Unison Card X costs.
 - 2-11-7. Revised in-text heading reference numbers.
 - 2-12-3. Added section on determining X costs.
 - 2-12-3-1. Added section on Unison Card X costs.
 - 2-12-4. Added section on X in energy costs.
 - 3-9-2-1. Clarified details of face-up life cards.
 - 3-9-3. Clarified shuffling life cards.
 - 3-11-5. Revised card limits in Unison Area.
 - 3-11-6. Clarified rules processing when playing Unison Cards in a Unison Area that already has a Unison Card in it.
 - 4-8-2. Clarified positioning for cards with horizontal designs.
 - 6-3-1-2-2-1. Revised in-text heading reference numbers.
 - 8-1-3-1-4. Clarified Extra Card activation.
 - 8-5-2-5-2. Deleted area specification.
 - 10-13-5. Clarified [Union-Fusion] condition expansion.
 - 10-18-7. Added section on tokens moving between areas.
 - 10-45. Added section on discard.
 - 10-46. Added section on [Rejuvenate].
 - 11-6-3. Clarified secret areas.