DRAGON BALL SUPER CARD GAME

Fusion World RULE MANUAL

ver.1.00

Last updated: January 19, 2024

Table of Contents

0. Introduction 5

0-1. **Welcome to the Dragon Ball Super Card Game Fusion World** 5

0-2. **Fundamental Principles (Rule Zero)** 5

0-3. **Defining Rule Terminology** 6

1. Basic Terms 8

1-1. **Energy** 8

1-2. **Costs** 8

1-3. **Skills** 8

1-4. **Skill Costs** 9

1-5. **Effects** 10

1-6. **Colors** 10

1-7. **Card Front and Back Sides** 10

1-8. **Card Positions / Active Mode and Rest Mode** 11

1-9. **Life** 11

1-10. **Damage** 11

1-11. **Energy Markers** 11

2. Parts of a Card 12

2-1. **Card Type** 12

2-2. **Colors** 12

2-3. **Card Name** 12

2-4. **Text/Text Box** 13

2-5. **Costs** 13

2-6. **Power** 13

2-7. **Combo Power** 13

2-8. **Special Trait** 13

2-9. **Illustration** 13

2-10. **Card Number** 13

2-11. **Rarity** 14

2-12. **Bundling Number** 14

2-13. **Copyright Notice** 14

3. Areas 14

3-1. **Areas and Area Movement** 14

3-2. **Deck Area** 15
3-3. **Hand** 15
3-4. **Drop Area** 15
3-5. **Leader Area** 15
3-6. **Battle Area** 16
3-7. **Combo Area** 16
3-8. **Energy Area** 16
3-9. **Life Area** 16
4. Declaring Actions 17
4-1. **Free Timing** 17
4-2. **Checkpoints** 17
5. Basic Actions 18
5-1. **Drawing Cards** 18
5-2. **Choosing** 18
5-3. **Paying Costs** 18
5-4. **Using Cards** 19
5-5. **Playing Cards** 19
5-6. **Using Cards in Combos** 19
5-7. **Activations** 20
5-8. **Dealing/Receiving Damage** 20
5-9. **Shuffling** 20
5-10. **KO'ing Cards** 20
6. Game Setup 22
6-1. **Leader Cards and Decks** 22
6-2. **Pre-Game Preparations** 22
7. Game Progression 23
7-1. **Turn Structure** 23
7-2. **Charge Phase** 23
7-3. **Main Phase** 23
7-4. **End Phase** 24
8. Card Attacks & Battles 25
8-1. **Attacks and Battles** 26
8-2. **Offense Step** 26
8-3. **Defense Step** 26
8-4. **Damage Step** 27
8-5. **Battle End Step** 27
9. Activating/Resolving Skills and Effects 27
9-1. **Rendering Skills Valid or Negated** 28
9-2. **Common Activation Rules** 28
9-3. **Skill Sources** 28
9-4. **Activating [Activate] Skills** 28

9-5. Handling [Permanent] Skills 28
9-6. Activating [Auto] Skills 29
9-7. Resolving Immediate Effects 31
9-8. Resolving Continuous Effects 31
9-9. Resolving Replacement Effects 31
9-10. The Final Information of a Card 31
10. Characteristics of Leader Cards 32
10-1. Leader Card Standards 32
11. Characteristics of Battle Cards 32
11-1. Battle Card Standards 32
12. Characteristics of Extra Cards 32
12-1. Extra Card Standards 32
12-2. Extra Card Skill Activation Procedure 32
12-3. Failing to Activate Extra Card Skills 33
13. Fixed Phrases 33
13-1. Omitting or Simplifying Text 33
13-2. Choose X 33
13-3. Original 33
13-4. Unaffected by Skills 33
13-5. Skills that Mention X (Undetermined Numbers)) 33
13-6. Total of X Cards 33
13-7. Discard 34
13-8. Gaining Control of Cards 34
13-9. Remove from the Game 34
13-10. Revealing Cards 34
13-11. Viewing Secret Areas 34
13-12. Skipping Turns/Phases/Steps 34
13-13. You Can't Do Action A Unless You Do Action B 34
13-14. If You Do 35
13-15. If You Don't 35
13-16. "" (Text Used to Indicate Another Skill Within a Skill) 35
14. Rule Processing 35
14-1. Fundamental Rule Processing 35
14-2. Loss Judgment Processing 35
14-3. Damage Processing 35
14-4. Invalid Combo Processing 35
14-5. Processing in the Case of Placement on Top of Specific Cards 36
14-6. Processing When a Battle Card's Power Drops to Zero or Below 36
14-7. Processing When Leader Cards Are Flipped Over 36
14-8. Processing When the Master of a Card or Skill Changes 36
14-9. Processing When a Battle Card is KO'd 36

15. Keyword Skills and Keywords 37
15-1. **Keyword Skills and Keywords Standards** 37
15-2. **[Awaken]** 37
15-3. **[Field]** 37
15-4. **[Blocker]** 37
15-5. **[Critical]** 37
15-6. **[Strike]** 37
15-7. **[Once per turn]** 38
15-8. **[Super Combo]** 38
15-9. **[Your Turn]** 38
15-10. **[Opponent's Turn]** 38
16. Other 38
16-1. **Infinite Loops** 38
16-2. **Cards Under Other Cards** 39
16-3. **Sources** 39

0. Introduction

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

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

0-1-1. Setting

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

0-1-2. Number of Players

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

0-1-3. Ending the Game

When either player fulfills the defeat conditions, the game ends. When a player's opponent loses the game, and that player did not, they win the game.

0-1-3-1. When either player fulfills the defeat conditions, they lose the game immediately. (14-2)

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

・There are no cards in your Life Area.

・There are no cards in your Deck Area.

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

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

0-1-3-5. Some cards can cause a player to win or lose the game. As soon as the part of the effect that wins or loses the game is resolved, the player in question wins or loses, and the game ends. (14-2)

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

0-2. Fundamental Principles (Rule Zero)

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

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

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

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

・3-1-6-1. ・3-5-3. ・5-6-2-1 ・14-6-2

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

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

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

reach a certain state, are not fulfilled.

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

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

0-2-6. If effects in card text require a player to switch a card to Rest Mode (1-8-1-2) and Active Mode (1-8-1-1) simultaneously, the effect requiring the switch to Rest Mode always takes precedence.

0-2-7. If multiple players are required to make a choice or resolve an effect simultaneously for any reason, the turn player (the player whose turn it is) performs the required actions first.

0-2-8. If a player is required to choose a number, unless specified otherwise, the player must choose a whole number. (Zero or greater.) Players can't choose numbers containing fractions less than 1, or negative numbers.

0-2-8-1. If cards or rules specify a maximum value for a number, such as "up to...," if no minimum number is specified, the player can choose zero.

0-2-9. If a card effect changes information on a card, unless specified otherwise or defined by the rules, numbers on a card can't contain fractions less than 1. If non-power numbers would become negative, they are treated as zero, except in cases where the information is added to or subtracted from.

0-2-10. If for some reason, a player is instructed to perform simultaneous multiple actions that are undefined by the rules, the actions are performed simultaneously. While performing those actions, they are treated as not having any time differences between their steps, and the game state is treated as being unchanged while all of the actions are being performed.

0-3. **Defining Rule Terminology**

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

0-3-2. Player

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

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

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

0-3-3. Owner

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

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

0-3-4. Master

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

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

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

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

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

0-3-5. Areas

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

0-3-6. Trigger Condition

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

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

0-3-7. Pending/Pending Status

Generally refers to when an [Auto] skill's trigger conditions are fulfilled (9-6).

0-3-8. Resolve

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

0-3-9. Processing

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

0-3-10. Actions

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

0-3-11. Information

Information includes parts of a card (2), the area where a card is placed (3), what continuous effects (9-8) a card is being affected by, whether it's revealed or not (0-3-12), if it's in Active or Rest Mode (1-8), how many cards are placed in a specific area, and so on.

0-3-12. Public/Hidden

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

0-3-13. Target

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

0-3-14. Ignore

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

0-3-15. Unaffected

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

0-3-16. Fail

Used to refer to when a rule is unable to be processed, an effect is unable to be resolved, or similar situation occurs. If the target event is replaced by another event, the event is not executed and is therefore not considered to have failed. (1-5-2-3)

1. Basic Terms

1-1. **Energy**

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

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

1-2. **Costs**

1-2-1. This is the amount of energy required when declaring use of a Battle Card from your hand, when declaring use of an Extra Card from your hand to activate a skill, etc. Costs can be separated into two types: total cost and specified cost.

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

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

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

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

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

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

1-2-3-2-2. When skills refer to treating something as if it “had no specified cost color,” the specified cost is removed, but the total cost is not reduced.

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

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

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

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

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

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

1-3. **Skills**

1-3-1. Skills are text contained in text boxes (2-4) that describe in-game actions.

1-3-2. A single skill is listed with its skill type at the start of its text, or as a keyword skill (15-1-1).

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

1-3-4. [Activate] (9-4)

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

1-3-4-1. There are three kinds of [Activate] skills: [Activate Main], [Activate Battle], and [Activate Main/Battle].

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

1-3-4-1-2. The turn player can activate and declare [Activate Battle] or [Activate Main/Battle] skills during their Offense Step (8-2).

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

1-3-4-2. [Activate] skills are described in card text in the following formats: “[Activate Main] skill cost: (effect),” “[Activate Battle] skill cost: (effect)”, and “[Activate Main/Battle] skill cost: (effect).” The text before the colon is the skill cost necessary to activate the [Activate] skill, and the text following it is the actual effect.

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

1-3-5. [Permanent] (9-5)

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

1-3-5-1. [Permanent] skills are described in card text in the following format: “[Permanent] (effect).”

1-3-6. [Auto] (9-6)

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

1-3-6-1. Some [Auto] skills are described in card text using the following format: “[Auto] Skill cost: (effect).”

1-3-6-2. [Auto] effects are described in card text with the format, “When (trigger condition) occurs, perform (effect).”

1-3-6-3. An [Auto] skill may be abbreviated by its trigger condition.

1-3-6-3-1. [On Play] is an abbreviation of "[Auto] When this card is played..."

1-3-6-3-2. [When Attacking] is an abbreviation of "[Auto] When this card attacks..."

1-3-6-3-3. [When KO’d] is an abbreviation of "[Auto] When this card is KO'd..."

1-3-6-3-4. [When Blocking] is an abbreviation of "[Auto] When this card's [Blocker] is activated..."

1-3-6-3-5. [End of Your Turn] is an abbreviation of "[Auto] At the end of your turn..."

1-3-6-3-6. [End of Opponent’s Turn] is an abbreviation of "[Auto] At the end of your opponent's turn..."

1-3-6-4. If an [Auto] skill’s trigger condition is fulfilled outside of a checkpoint, the skill is activated and resolved at the next checkpoint that occurs.

1-3-6-5. If an [Auto] skill’s trigger condition is fulfilled during a checkpoint, it’s activated and resolved during that checkpoint.

1-3-7. Unless otherwise specified, the skills (card text) of Leader Cards and Battle Cards are only valid in the Leader Area and Battle Area, respectively.

1-3-8. Some text has detailed explanations of keyword skills and other card skills inside parentheses. These are called explanatory notes. Explanatory notes are part of the text, but their purpose is providing further explanations of skills and they themselves do not influence gameplay.

1-3-8-1. In some specific cases, skill text is included in parentheses to make understanding the skill easier.

1-4. **Skill Costs**

1-4-1. [Activate] and [Auto] skills may have certain actions called skill costs that are required for activating the skill.

1-4-1-1. In principle, the action required for a skill cost is specified before a colon.

1-4-2. “To pay the skill cost” means “to carry out the action specified in the skill cost.”

1-4-3. If a single skill cost includes multiple actions, carry them out from the beginning of the text.

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

1-4-5. Skill costs may include the following.

1-4-5-1. Some skill costs are described with symbols such as ①. This means to choose and switch that many of your energy to Rest Mode.

1-4-5-2. Some skill costs are described with colored spheres. In such cases, this means that for each colored sphere, you need to switch 1 energy of that color to Rest Mode.

1-4-5-3. Skill costs may include text referred to by keywords (15-1-2).

1-4-6. If a player can’t pay part or all of a skill cost, the player can’t pay the skill at all.

1-4-6-1. Some skills have multiple skill costs, which are separated with slashes (/), or by writing them out separately. Players can choose either skill cost. In these cases, players only need to choose and pay for one of the skill costs.

1-4-7. If an effect causes an attempt to pay a skill cost to fail, the skill's activation also fails. Skills whose activations fail don't activate, and their effects don't resolve.

1-5. **Effects**

1-5-1. An effect is the part of a skill other than the skill cost.

1-5-2. There are three kinds of effects: Immediate effects, continuous effects, and replacement effects.

1-5-2-1. Immediate Effects (9-7)

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

1-5-2-1-1. Some immediate effects have "delayed effects" that will execute instructions according to the timing specified for the activated effect. This timing is separate from the immediate effect's activation timing.

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

1-5-2-2. Continuous Effects (9-8)

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

1-5-2-2-1. Some continuous effects have "delayed effects" that will execute instructions according to the timing specified for the activated effect. This timing is separate from the continuous effect's activation timing.

Example: Delayed continuous effects are effects that resolve upon the specified timing, such as [Activate : Main] effects that specify a "during the next battle" or "during your opponent's Charge Phase" timing for activation.

1-5-2-3. Replacement Effects (9-9)

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

1-6. **Colors**

1-6-1. There are four colors: red, blue, green, and yellow.

1-6-2. When text and keyword skills refer to "the same color," it means the card being referenced must have exactly the same color and no others.

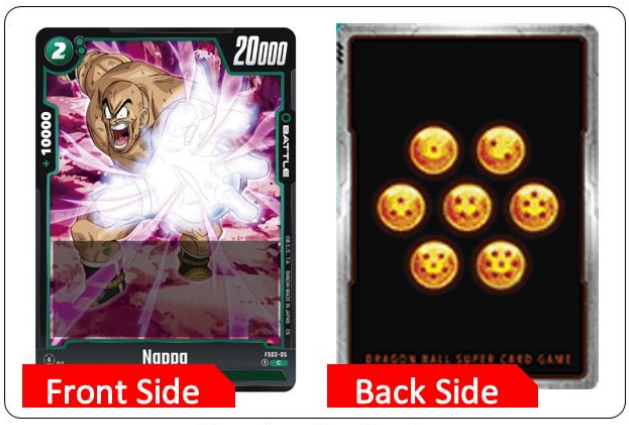
1-7. **Card Front and Back Sides**

1-7-1. Cards have a front and back side.

1-7-1-1. The front side of Leader Cards can be identified by "FRONT" on their front side. The front side of non-Leader Cards can be identified by their having card numbers (2-10).

1-7-1-2. The back side of Leader Cards can be identified by "BACK" on their front side. The back side of non-Leader Cards all have a shared card back depicting the Dragon Balls.

Leader Cards



Non-Leader Cards

1-8. **Card Positions / Active Mode and Rest Mode**

1-8-1. During play, all cards in the Leader Area, Battle Area, and Energy Area are always in one of the following two positions.

1-8-1-1. Active Mode: A card positioned vertically from a player's point of view.

1-8-1-1-1. Some cards have a special horizontal designs. These cards are considered to be in Active Mode when positioned horizontally from a player's point of view.

1-8-1-1-2. As an exception, cards in the Energy Area that are positioned vertically upside down are considered to be in Active Mode.

1-8-1-2. Rest Mode: A card positioned horizontally from a player's point of view.

1-8-1-2-1. Cards with horizontal designs are considered to be in Rest Mode when positioned vertically upside down from a player's point of view.

1-9. **Life**

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

1-10. **Damage**

1-10-1. "Damage" refers to any time a player loses life, primarily as a result of attacks or skills. (5-8)

1-10-2. Damage only includes effects that "deal damage" or "receive damage," and by rules that refer to dealing damage. Loss of life incurred through other means, such as by effects that cause a player to add cards from their life to their hand, do not count as damage.

1-11. **Energy Markers**

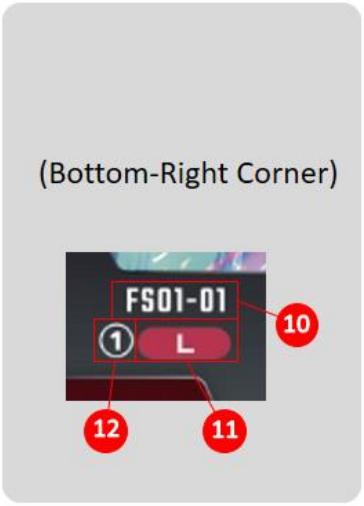
1-11-1. "Energy markers" refer to the markers used when paying energy.

1-11-2. When you pay energy, you can remove 1 energy marker from the game. This is equivalent to switching 1 card from your energy (with the same color as your Leader) to Rest Mode.

1-11-3. Energy markers are placed in the Energy Area, but they aren't treated as cards or energy. (3-8)

2. Parts of a Card

Leader Card



Battle Card

Extra Card

① Card type (2-1) ② Color (2-2) ③ Card Name (2-3) ④ Text/Text Box (2-4) ⑤ Cost (2-5) ⑥ Power (2-6) ⑦ Combo Power (2-7) ⑧ Special Trait (2-8) ⑨ Illustration (2-9) ⑩ Card Number (2-10) ⑪ Rarity (2-11) ⑫ Bundling Number (2-12) ⑬ Copyright Notice (2-13)

2-1. **Card Type**

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

2-1-2. There are three card types: Leaders (10), Battle Cards (11), and Extras (12).

2-2. **Colors**

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

2-3. **Card Name**

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

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

is exactly the same.

Example: [Frieza] is treated as a different card name from [Golden Frieza].

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

2-3-3. Some card names such as [Android 17/Android 18] contain text separated by a slash ("/"). When a skill references a specified card name such as [Android 17] in brackets, it can also reference either of the parts separated by a slash.

2-4. **Text/Text Box**

2-4-1. This area includes the card's skills (1-3).

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

2-5. **Costs**

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

2-6. **Power**

2-6-1. This specifies the card's power in battle. (8-4)

2-6-2. Power can be reduced to values less than zero (negative values) by effects that reduce power.

2-7. **Combo Power**

2-7-1. This specifies how much power this card adds when used in a combo. (5-6)

2-8. **Special Trait**

2-8-1. This specifies the card's special traits.

2-8-1-1. Even if part of a special trait includes the same text as another card, the cards are treated as having different special traits unless all of the text is exactly the same.

Example: [Frieza Clan] is treated as a different special trait from [Frieza's Army].

2-8-2. Some card text may reference character names.

2-8-3. Some cards have multiple special traits, separated by one or more slashes (/).

2-8-4. Some card text will include text in 《》 brackets without a noun afterwards. As a rule, this is always referring to a card or cards with the special traits specified within the 《》 brackets.

2-8-5. As an exception, some cards have [Permanent] skills that add special traits to card text. Treat these cards as if they have this text by default, including during deck construction and when in secret areas.

2-9. **Illustration**

2-9-1. This is the card's illustration.

2-9-2. It does not affect gameplay.

2-10. **Card Number**

2-10-1. This specifies the card's card number.

2-10-2. Card numbers are referenced during game preparation. (6-1-4-1)

2-11. **Rarity**

2-11-1. This specifies the card's rarity.

2-11-2. It does not affect gameplay.

2-12. **Bundling Number**

2-12-1. This specifies the bundle this card is part of.

2-12-2. It does not affect gameplay.

2-13. **Copyright Notice**

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

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

3. Areas

There are a total of eight areas—the Deck Area, hand, Drop Area, Leader Area, Battle Area, Combo Area, Energy Area, and Life Area.

3-1. **Areas and Area Movement**

3-1-1. Unless otherwise specified, each player possesses one of every area. Areas with the same name but with a different master are treated as different areas.

3-1-2. The number of cards in each area is open information that can be confirmed by both players at any time.

3-1-3. Cards in some areas are revealed to both players while others are not. Areas with revealed cards are called open areas, while areas with hidden cards are called secret areas.

3-1-4. Other than the exceptions below, when a card is moved from one area to another area, unless otherwise specified, the card is treated as a new card in a new area. Effects that were applied to the card in the original area are not carried over to the new area.

3-1-4-1. When a card is moved from a Battle Area to another Battle Area or Combo Area, unless otherwise specified, effects that were applied to the card in the original area are carried over to the new area.

3-1-4-2. When a card is moved from a Combo Area to a Battle Area, unless otherwise specified, effects that were applied to the card in the original area are carried over to the new area.

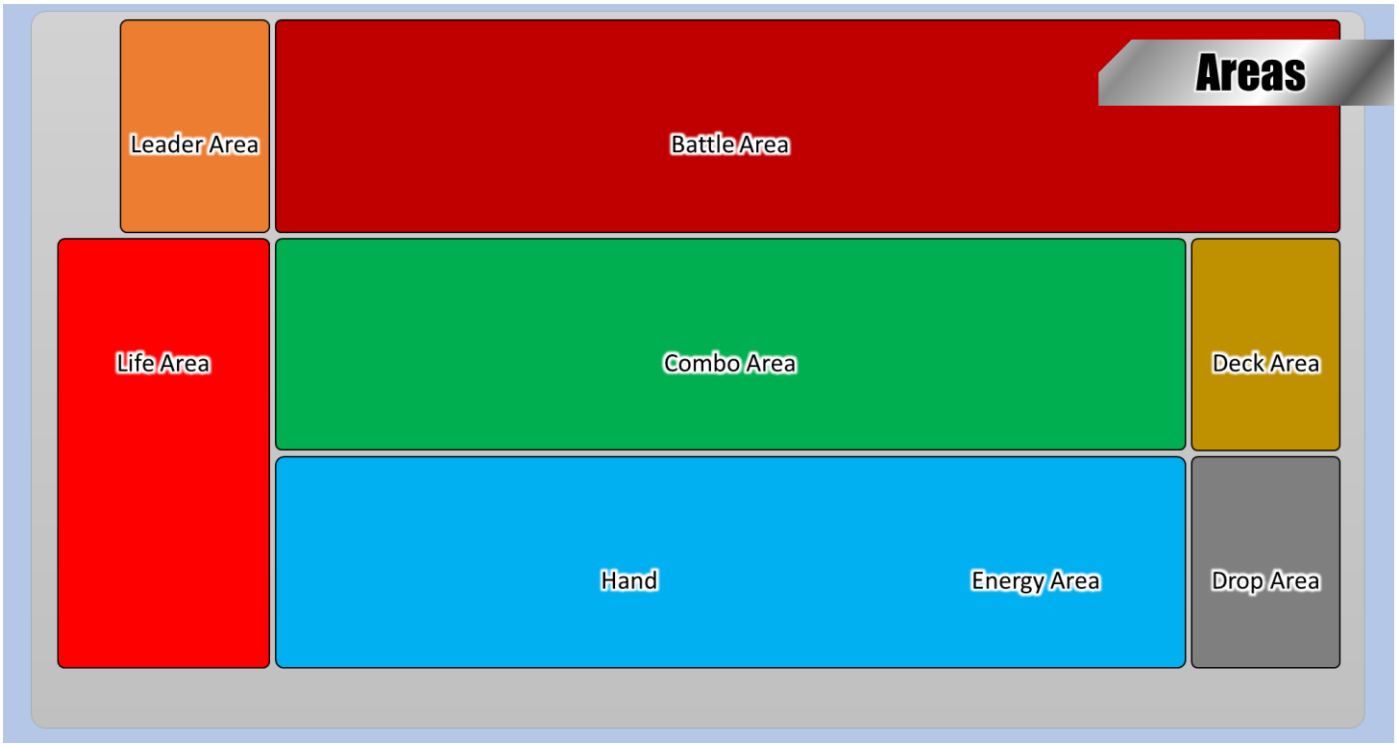
3-1-5. When multiple cards are placed in an area simultaneously, unless otherwise specified, the owner of the cards decides the order they're placed in.

3-1-5-1. When multiple cards are placed from an open area in a secret area simultaneously, if the owner of the cards can determine the order the cards are placed in, the other player can't confirm the order the cards were placed.

3-1-6. When a card is directed to move to a certain area but the directions do not include which player's area, it moves to its owner's corresponding area unless otherwise specified.

3-1-6-1. When a card is directed to move to an opponent's area, and that area is not a Leader Area, Battle Area, or Combo Area, it is moved to the matching area belonging to the card's owner instead. (0-2-2-2)

3-1-7. When a card effect requires a player to move a specified card from one secret area to another secret area, such as an effect that reads "Add 1 [Son Goku] card from your deck to your hand," the card must be revealed to all players, even if not explicitly stated by the card text. (13-11)



3-2. **Deck Area**

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

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

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

3-3. **Hand**

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

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

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

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

3-4. **Drop Area**

3-4-1. KO’d Battle Cards and Extra Cards with skills activated from your hand are placed in this area.

3-4-2. If the word “Drop” appears in card text, it’s referring to the Drop Area.

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

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

3-5. **Leader Area**

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

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

3-5-3. When a card's type is Leader Card, it can’t be moved from the Leader Area via card effects or rules and can’t leave the Leader Area for any

reason. (0-2-2-2)

3-6. **Battle Area**

3-6-1. Battle Cards and some Extra Cards are placed in this area.

3-6-2. The Battle Area is an open area. Cards played here are played face up.

3-6-3. When placing cards in the Battle Area, place them in Active Mode unless otherwise specified.

3-6-4. There's no limit to the number of cards that can be placed in a Battle Area.

3-6-5. There's no limit to the number of Extra Cards that can be placed in a Battle Area.

3-7. **Combo Area**

3-7-1. Battle Cards that are used in combos are placed in this area.

3-7-2. The Combo Area is an open area. Cards played here are played face up.

3-7-3. There's no limit to the number of Battle Cards that can be placed in a Combo Area.

3-8. **Energy Area**

3-8-1. Energy and energy markers are placed in this area. (1-11)

3-8-2. The Energy Area is an open area. Cards in this area are placed upside-down facing up, and either player can freely view the contents of these cards. A player may freely change the order of cards in their own Energy Area. A player may choose any card of their preference (from their own Energy Area) when paying costs.

3-8-3. When placing cards in the Energy Area, place them face-up in Active Mode unless otherwise specified.

3-8-4. There's no limit to the number of cards that can be placed in an Energy Area.

3-9. **Life Area**

3-9-1. The life cards for a player's Leader are placed in this area.

3-9-2. The Life Area is a secret area. Unless specified otherwise, the cards in this area are placed face-down so that the number of cards and their order is visible, and neither player can check the contents of those cards nor can they change their order.

3-9-2-1. Life cards placed face-up by cards and skills are treated as being in an open area.

3-9-3. Unless specified otherwise, a player moves the top card when a card is moved from the Life Area to another area.

3-9-4. Unless specified otherwise, a player places the card on top when a card is moved from another area to the Life Area.

4. Declaring Actions

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

4-1. **Free Timing**

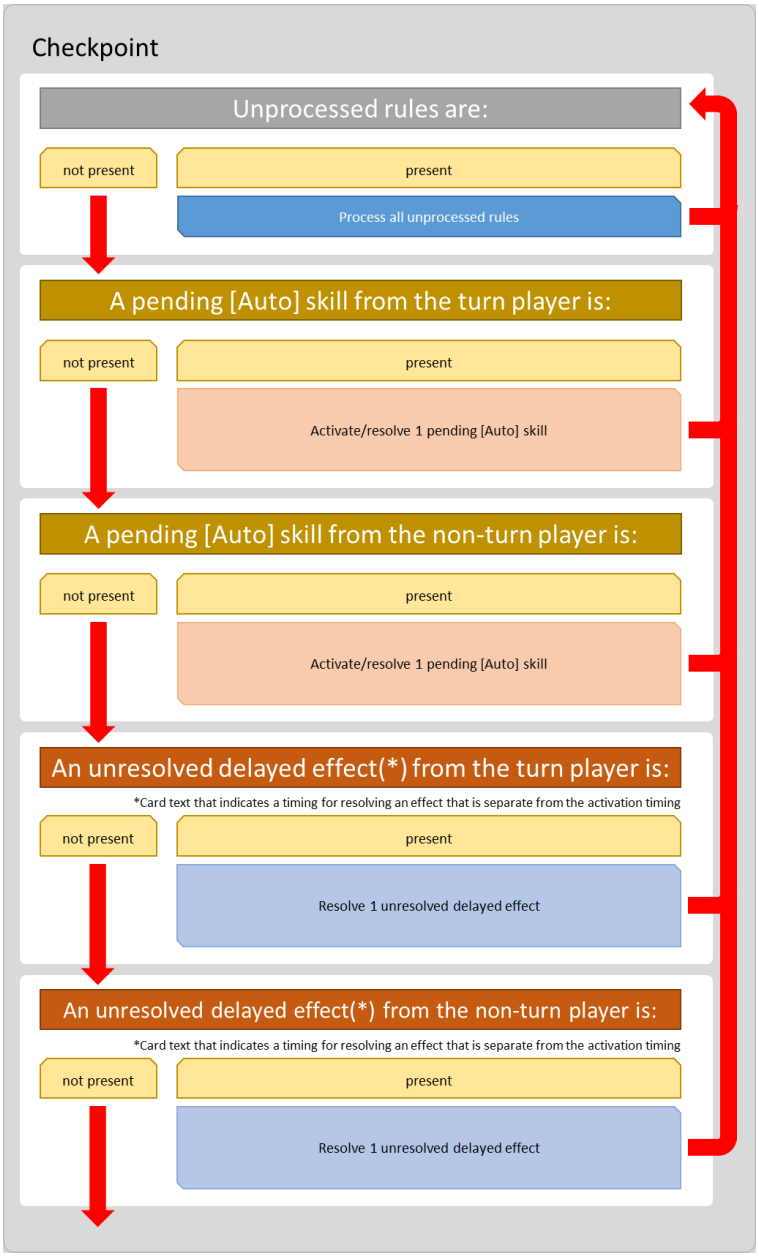
4-1-1. Free timing is a point in gameplay when the specified player is allowed to actively carry out actions. (7-3-4)(8-2-4)(8-3-4)

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

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

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

4-2. **Checkpoints**



4-2-1. Checkpoints are moments in gameplay when rule processing (14-1-2-2) is performed, when activation of [Auto] skills (9-6) is declared/resolved, and when unresolved delayed effects are resolved.

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

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

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

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

4-2-2-4. If there are any unresolved delayed effects that read "when (conditions)" for which the turn player is the Master, the turn player chooses one, resolves it, and then returns to 4-2-2-1.

4-2-2-5. If there are any unresolved delayed effects that read "when (conditions)" for which the non-turn player is the Master, the non-turn player chooses one, resolves it, and then returns to 4-2-2-1.

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

5. Basic Actions

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

5-1. **Drawing Cards**

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

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

5-1-3. If a player is directed to draw "up to X cards," nothing happens if the X is 0. If X is 1 or higher, the player carries out the following actions.

5-2. **Choosing**

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

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

5-2-3. If the number of targets a player chooses is specified, they must choose as many targets as they can, up to the number of targets specified. They cannot purposefully choose fewer targets than the specified number.

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

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

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

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

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

5-3. **Paying Costs**

5-3-1. To pay a cost, switch a number of cards in your Energy Area to Rest Mode that match the total cost required by the cost (1-2). If a cost

includes a specified cost, the color and number of cards switched to Rest Mode must also match the number and color of orbs in the specified cost. For each card to be switched to Rest Mode, you may remove 1 energy marker from the game instead. (1-11)

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

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

5-3-3. You can't declare an action that requires paying a cost unless you have enough Active Mode energy in your Energy Area (1-1) and/or your energy markers to use instead of energy (1-11) to pay the required cost.

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

5-4. **Using Cards**

5-4-1. Using a card refers to the declaration of paying the cost for a Battle Card or Extra Card that is revealed from your hand.

5-4-1-1. Once a Battle Card is used, it is played in the Battle Area.

5-4-1-2. Once an Extra Card is used, it is placed in the Drop and its skill activates.

5-5. **Playing Cards**

5-5-1. Placing a Battle Card in a Battle Area is referred to as "playing" that card. A Battle Card may be played by using it from your hand as per the rules, or it may be played by a card effect. In the case of card effects, it's possible for cards to be played from areas other than a player's hand.

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

5-5-2-1. A player reveals the Battle Card they're using from their hand, pays the cost to play the card, and declares that they're playing the card. If a player can't pay the cost, they can't declare that they're playing the card.

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

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

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

5-5-3-2. If there is a necessary skill cost, determine that cost and then pay it in its entirety. (1-4)

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

5-5-3-4. Battle Card is played.

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

5-6. **Using Cards in Combos**

5-6-1. The act of placing Battle Cards in a Combo Area is referred to as a "combo." By using cards in combos, you can add their Combo Power (2-6) to the power of one of your Battle Cards (2-7) that's in a battle.

5-6-2. Players can only use a card in a combo if it has a non-negative combo power.

5-6-2-1. Cards without a combo power cannot be placed in a Combo Area. (0-2-2-2)

5-6-3. Combos during the Offense Step (8-2-4-1)

5-6-3-1. The turn player can use a card in a combo. Combos can be performed as many times as they want, one card at a time.

5-6-3-1-1. The turn player can move any of their Active Mode Battle Cards other than their attack card to the Combo Area to declare its use in a combo.

5-6-3-1-2. The turn player can reveal 1 Battle Card from their hand and declare its use in a combo.

5-6-3-2. The specified Battle Card is placed in the Combo Area.

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

5-6-3-4. If the turn player can continue the combo, return to 5-6-3-1.

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

5-6-4-1. The non-turn player can use a card in a combo. Combos can be performed as many times as they want, one card at a time.

5-6-4-1-1. The non-turn player can move any of their Active Mode Battle Cards other than their guard card to the Combo Area to declare its use in a combo.

5-6-4-1-2. The non-turn player can reveal 1 Battle Card from their hand and declare its use in a combo.

5-6-4-2. The specified Battle Card is placed in the Combo Area.

5-6-4-3. A checkpoint occurs.

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

5-6-5. If a combo fails due to an effect, the card is placed in its owner's Drop Area.

5-7. **Activations**

5-7-1. Activation refers to the execution of rules processing known as "activation" required to resolve a skill's effect. Fulfilling skill costs is not included as part of activation. (9)

5-7-2. When rules and skill text refer to "declaring the activation of a skill," this refers to the expression of intent to perform the processes necessary to resolve the skill's effect.

5-8. **Dealing/Receiving Damage**

5-8-1. "Dealing damage" refers to removing cards from a player's Life Area as a result of rules and card effects that read, "Deal X damage to a player," and "deal X damage to a player's life." (1-10)

5-8-2. "Receiving damage" refers to when a player is dealt damage.

5-8-3. When a player is dealt damage, damage processing occurs. (14-3)

5-9. **Shuffling**

5-9-1. Shuffling refers to the act of randomly arranging a set of target cards so that no player knows their order.

5-9-2. If a rule or skill text requires a player to shuffle a specific area, shuffle all of the cards in that area.

5-9-2-1. If a rule or skill text requires a player to shuffle cards in multiple areas, the cards should be shuffled separately in each area.

5-9-3. Shuffling is performed by the player who owns the area where the target group of cards is placed, regardless of the master of the effect requiring the shuffle.

5-10. **KO'ing Cards**

5-10-1. KO refers to the act of moving a Battle Card from the Battle Area to its owner's Drop Area.

5-10-2. A card is only KO'd when an effect says to "KO" a card, or because of a rule that specifies to KO a card. Battle Cards in an owner's Drop Area that were placed there for other reasons aren't considered to be KO'd.

6. Game Setup

6-1. **Leader Cards and Decks**

6-1-1. Each player readies their Leader Card and deck before the game begins.

6-1-2. Each player needs exactly 1 Leader Card to play.

6-1-3. A player needs a deck with 50 to 60 cards constructed out of Battle Cards and Extra Cards.

6-1-4. Decks must follow the deck construction rules below.

6-1-4-1. If your Leader doesn't have a certain color, you can't include a card with that color in your deck.

6-1-4-2. A deck can only include up to 4 copies of a card with the same card number.

6-1-4-3. [Permanent] skills that affect deck construction rules are treated as replacement effects which replace the deck construction rules above.

6-1-4-3-1. [Permanent] skills that effect deck construction rules include [Permanent] skills with text that specifies “You can include (X) copies of (a card) in your deck,” or “You can only include (X) copies of (a card) in your deck.”

6-1-4-3-2. [Permanent] skills that grant colors, special traits, and similar (such as “This card gains《special trait》in all areas”) are all valid during deck construction.

6-2. **Pre-Game Preparations**

6-2-1. Before playing the game, each player must follow the procedure below.

6-2-1-1. Each player reveals their Leader Card and deck. This deck (at this time) must meet the deck construction rules given in 6-1.

6-2-1-2. Each player places their Leader Card with its front side face up in their Leader Area.

6-2-1-3. Trigger conditions for “When this card is placed in a Leader Area” skills enter pending

6-2-1-4. Using a random method, determine which player will decide the player who goes first.

6-2-1-5. The player to decide who goes first declares who goes first. The other player will go second.

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

6-2-1-7. Each player shuffles their deck. Then, each player places their deck face-down in their Deck Area.

6-2-1-8. Each player draws 6 cards from their deck as their opening hand. Then, beginning with the starting player, each player may redraw their hand once according to the procedure below.

6-2-1-8-1. Return all the cards currently in your hand to your deck and shuffle it. Then draw 6 new cards.

6-2-1-9. Each player takes the top 8 cards from their deck and places them face-down in order one at a time in their Life Area.

6-2-1-10. The player who goes second places 1 energy marker in their Energy Area. (1-11)

6-2-1-11. The first player begins the game and starts their turn.

6-2-2. [Permanent] effects that affect the above pre-game preparations, such as life totals and hand sizes, are applied to each section of the rules as replacement effects.

6-2-2-1. [Permanent] skills that affect pre-game preparations include [Permanent] skills that read “You start the game with X life.”

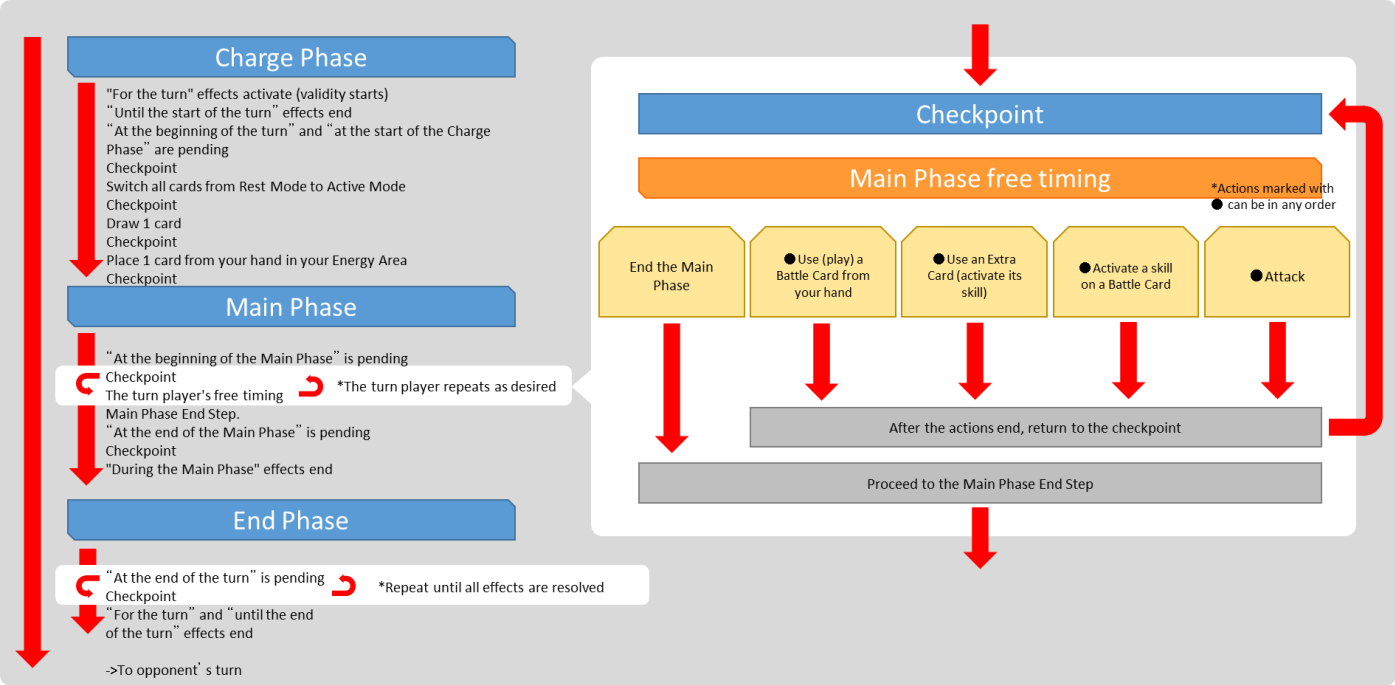
7. Game Progression

7-1. **Turn Structure**

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

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

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



7-2. **Charge Phase**

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

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

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

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

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

7-2-6. A checkpoint occurs.

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

7-2-8. A checkpoint occurs.

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

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

7-2-10. A checkpoint occurs.

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

7-2-12. A checkpoint occurs.

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

7-3. **Main Phase**

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

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

7-3-3. A checkpoint occurs.

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

7-3-4-1. Use of a Battle Card. (5-4) (5-5)

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

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

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

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

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

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

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

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

7-3-5. Main Phase End Step.

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

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

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

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

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

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

7-4. **End Phase**

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

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

7-4-3. A checkpoint occurs.

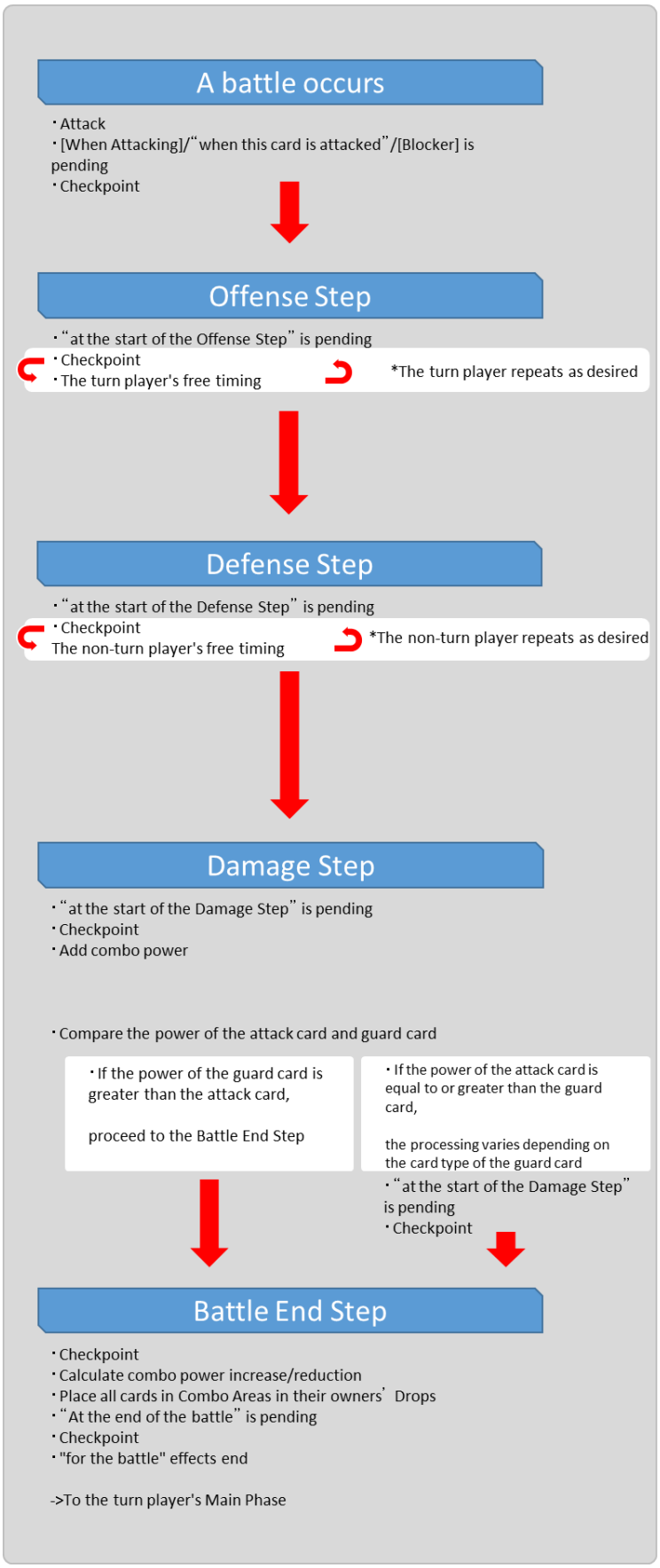
7-4-4. Among “at the end of turn” trigger conditions, if there are [Auto] skills with trigger conditions that have yet to be fulfilled during the current turn, carry out the End Phase procedure once again from the beginning. If not, proceed to 7-4-5.

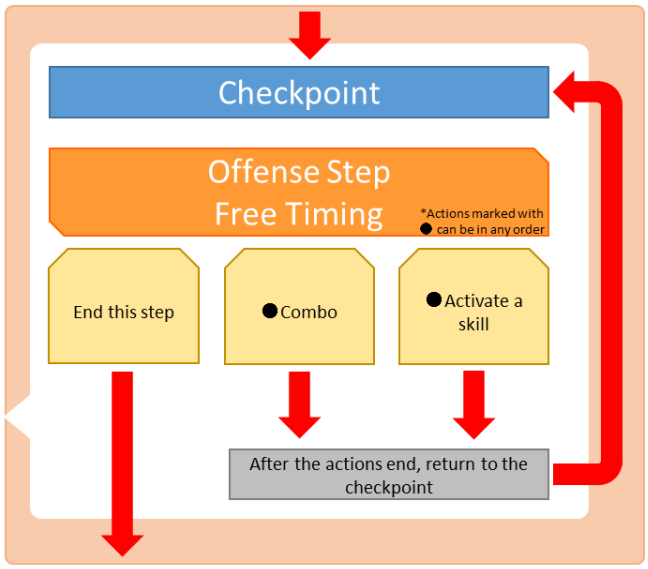
7-4-5. All effects that last “for the turn” and “until the end of the turn” end for the turn player.

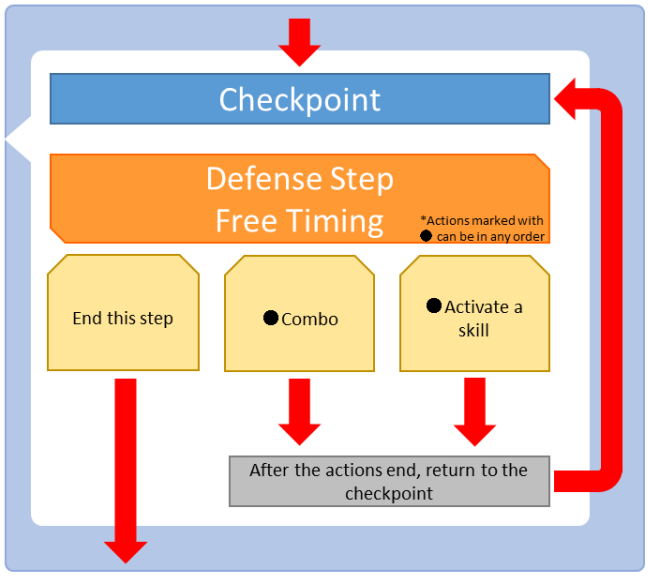
7-4-6. All effects that last “for the turn” and “until the end of the turn” end for the non-turn player.

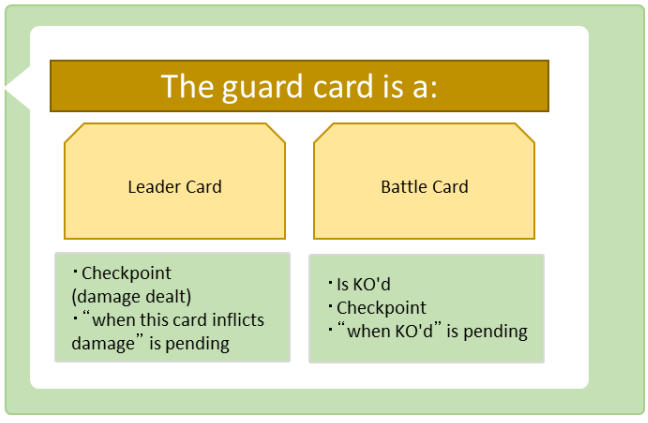
7-4-7. The turn ends. The current non-turn player becomes the turn player, and play proceeds to the next turn’s Charge Phase.

8. Card Attacks & Battles









Battles proceed according to the procedure below.

8-1. **Attacks and Battles**

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

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

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

8-1-2-2. When skill text refers to "during this card's attack" or "in a battle," it refers to the period from the attack in 8-1-2 until the end of the battle in 8-5-9.

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

8-1-4. A checkpoint occurs.

8-1-5. If the attack is valid, proceed to the Offense Step (8-2).

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

8-1-6. If—during the battle after 8-1-4—the number of attack cards or guard cards is reduced to zero due to an effect, proceed to the Battle End Step (8-5).

8-1-6-1. If a Battle Card is played on top of the attack card or guard card, that Battle Card is treated as the new attack card or guard card. (14-5-2)

8-1-6-2. If—during 8-1-6 or later—the attack card or guard card is changed due to an effect, skills that trigger "when this card attacks" or "when this card is attacked" are not made pending.

8-2. **Offense Step**

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

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

8-2-3. A checkpoint occurs.

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

8-2-4-1. Combos (5-6-3)

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

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

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

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

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

8-3. **Defense Step**

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

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

8-3-3. A checkpoint occurs.

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

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

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

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

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

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

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

8-4. **Damage Step**

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

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

8-4-3. A checkpoint occurs.

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

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

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

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

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

8-4-6-1-1-1. The attack card inflicts damage to the non-turn player. (5-8) (14-3)

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

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

8-4-6-2-1. The guard card is KO’d (5-10).

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

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

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

8-4-8. A checkpoint occurs.

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

8-5. **Battle End Step**

8-5-1. A checkpoint occurs.

8-5-2. All power increases/decreases from combos on the attack cards and guard cards dissipate.

8-5-3. A checkpoint occurs.

8-5-4. All Battle Cards in Combo Areas are placed in their owners’ Drop Areas.

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

8-5-6. A checkpoint occurs.

8-5-6-1. If any cards with skills that trigger at “the end of the battle after you combo with this card” are placed in the Drop Area from the Combo Area during 8-5-4, those skills enter pending in 8-5-5.

8-5-7. The turn player’s effects that last “for the battle” end.

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

8-5-9. The battle ends, so return to 7-3-3.

9. Activating/Resolving Skills and Effects

Cards with [Activate] and [Auto] as well as cards in a player’s hand are resolved by activating them and triggering their effects. [Permanent] skills do

not activate; their effects are constantly active.

9-1. **Rendering Skills Valid or Negated**

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

9-1-2. If an effect is partially or totally negated, activation of that part can't be declared and its effects aren't activated. If the negated skill requires a choice, the choice is not made. If an effect specifies that a skill is partially or totally negated under specific conditions, the negated skill (under those conditions) is recognized as a skill, but its activation can't be declared and its effects aren't activated. If the negated skill requires a choice, the choice is not made.

9-1-3. If a skill is specified as partially or totally valid under specific conditions, unless those conditions are met, activation of that part can't be declared and its effects aren't activated. If the negated skill requires a choice, the choice is not made.

9-2. **Common Activation Rules**

9-2-1. Some skills and skill costs reference the area a card can be activated from, such as "from your hand." Skills like these can't be activated unless they're in the specified area. If they're in a different area, the activation of the skill can't be declared, and the skill can't be activated.

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

9-2-2-1. During the time between activation and resolution of a delayed effect, other skills may activate and/or resolve. (1-5-2-1-1)(1-5-2-2-1)

9-2-3. Depending on the skills and rules, it might not be possible to activate certain skills or pay their skill costs.

9-2-4. If—due to the skills and rules—"skill activation can't be declared," "the skill cost can't be paid," or "the cost can't be paid," the corresponding skill can't be activated.

9-3. **Skill Sources**

9-3-1. Activated effects that have occurred are considered independent of their source. If the area in which such an effect's source is placed is later changed, this change does not affect the resolution of that effect. (16-3)

9-4. **Activating [Activate] Skills**

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

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

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

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

9-4-3. The skill is activated.

9-4-4. Resolve the effects.

9-5. **Handling [Permanent] Skills**

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

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

9-5-3. [Permanent] skills that affect deck construction take effect during deck preparation. (6-1-4-3)

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

9-5-5. Some skills such as "reduce the cost of this card in your hand by -1" may specify the area where the skill is valid. In such cases, that skill is only valid in the specified area.

9-6. **Activating [Auto] Skills**

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

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

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

9-6-3. When a checkpoint occurs, a player being requested to activate an [Auto] skill chooses one pending [Auto] skill that they are the master of and activates it. After resolving the activated skill, its pending state is negated.

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

9-6-3-1-1. If a pending [Auto] skill is in a secret area such as a player’s hand, that skill’s master can choose not to declare the skill’s activation and refrain from revealing the skill. The player does not have to communicate this choice to their opponent.

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

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

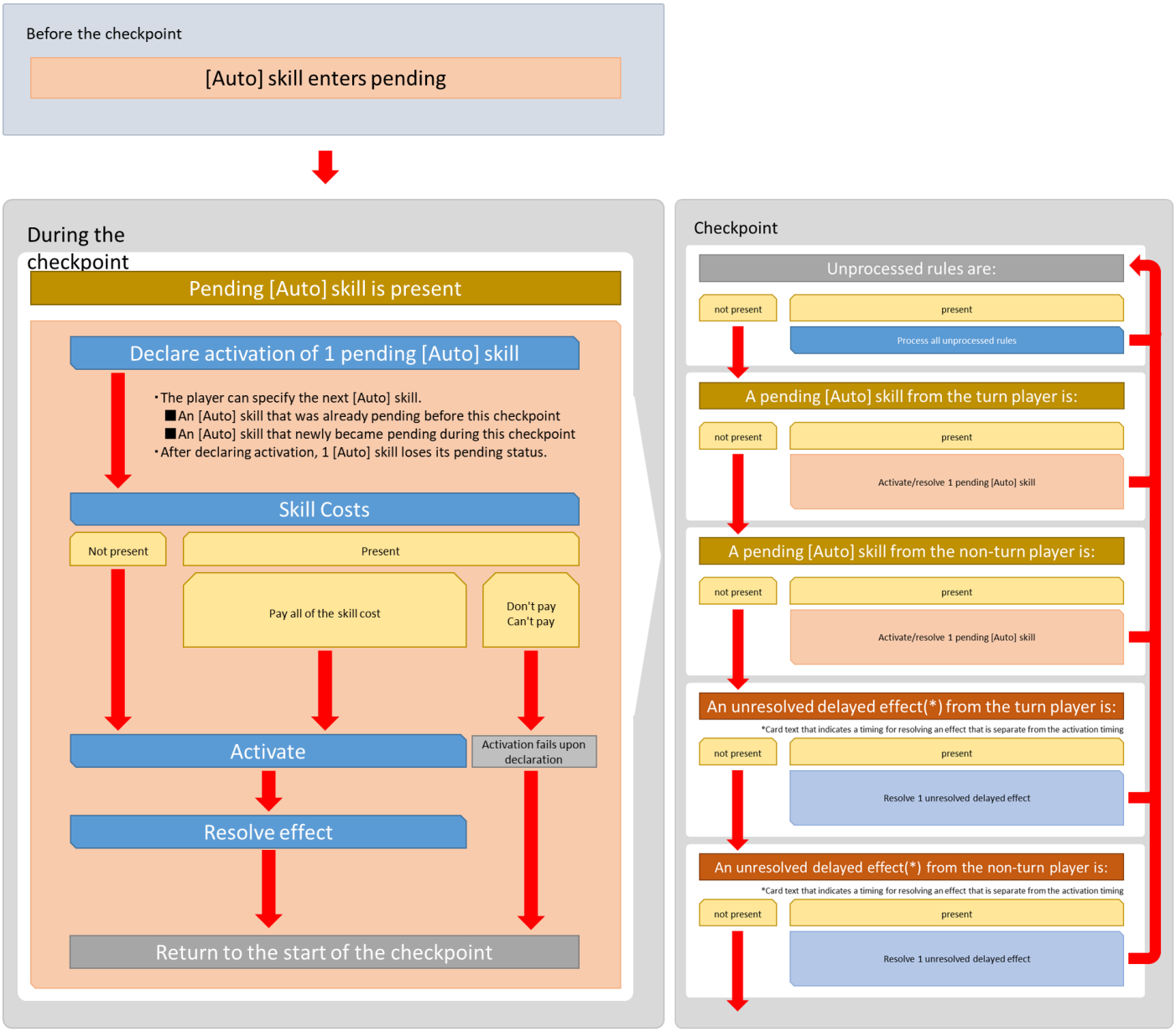
9-6-4-1. If the skill cost is not paid, the [Auto] skill is not activated or resolved.

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

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

9-6-5. The skill is activated.

9-6-6. Resolve the effects.



9-6-7. There are [Auto] skills for which the trigger condition is a card moving to a different area. This is called an *area movement trigger*. Additionally, cases where “removal from the game” (13-9) is the trigger condition for an [Auto] skill also follow the rules for area movement triggers.

9-6-7-1. An [Auto] skill activated by an area movement trigger may request information of the card that triggered the skill. In cases like these, track the information by following the procedure below.

9-6-7-1-1. If an [Auto] skill triggered by the movement of a card from an open area to a secret area (or vice versa) requests information of the card, use the information of the card as if it were in the open area. Similarly, if an [Auto] skill triggered by a card in an open area being removed from the game requests information of the card, use the information of the card as if it were in its original open area.

9-6-7-1-2. If an [Auto] skill triggered by the movement of a card in the Battle Area to any other area or an [Auto] skill related to inter-player area movement requests information of the card, use the information of the card as if it were in its original Battle Area.

9-6-7-1-3. If an [Auto] skill (other than those described in 9-6-7-1-2 above) triggered by the movement of a card from an open area to another open area requests information of the card, use the information of the card as it is in the new area.

9-6-7-2. If an [Auto] skill with an area movement trigger is negated in its original area by another skill, the skill does not trigger even if the card moves to a different area.

9-6-7-3. [Auto] skills that trigger “when you play this card/when this card is played” are area movement trigger [Auto] skills that trigger when the

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

9-6-8. An [Auto] skill may have a trigger condition of not a specific event but the fulfillment of a specific condition (example: "when there are no cards in your hand," etc.). These kinds of conditions are called *situation triggers*.

9-6-8-1. A situation trigger is made pending (only once) when the specified situation occurs. After this [Auto] skill is resolved, if the trigger condition is fulfilled again, the skill is also made pending again.

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

9-7. **Resolving Immediate Effects**

9-7-1. If a player is requested to carry out an immediate effect, they must carry out the specified action only once.

9-8. **Resolving Continuous Effects**

9-8-1. 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.

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

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

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

9-8-2. All continuous effects except for those generated by [Permanent] skills are not applied to cards that have moved to different areas from the Leader Area/Battle Area after the effect was resolved. (3-1-4)

9-8-3. Continuous effects that rewrite the information of cards in specific areas are applied immediately as cards enter that area.

9-8-3-1. An [Auto] skill triggered by a card with specific information entering an area checks the said information after any continuous effects are applied to the area.

9-9. **Resolving Replacement Effects**

9-9-1. 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.

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

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

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

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

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

9-9-3. 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.

9-10. **The Final Information of a Card**

9-10-1. If an effect is referring to a specific card's information or state, and if the card is moved from one area to another or removed from the game during the processing of the effect, the effect refers to the card's information as it is in the final area to which it moved.

10. Characteristics of Leader Cards

10-1. Leader Card Standards

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

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

10-1-3. Leader Cards have descriptions on both the front and back of the card. During play, unless specified otherwise, only the information on the side facing up is relevant.

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

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

11. Characteristics of Battle Cards

11-1. Battle Card Standards

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

12. Characteristics of Extra Cards

12-1. Extra Card Standards

12-1-1. Extra Cards are cards that activate skills by using that card from a player's hand (5-4) and placing it into the Drop Area (3-4). (9)

12-2. Extra Card Skill Activation Procedure

12-2-1. Skills on Extra Cards are sometimes activated from a player’s hand as per the rules and sometimes activated from areas other than a player’s hand due to card effects. (5-4)

12-2-2. Activation of skills on Extra Cards from a player’s hand is referred to as using an Extra Card. To use an Extra Card, follow the procedure below.

12-2-2-1. Reveal an Extra Card from your hand, specify 1 skill to activate, and declare its activation.

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

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

12-2-2-3-1. A skill cost isn't required for [Auto] and [Activate] skills without skill costs.

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

12-2-2-5. Perform the effect as directed.

12-2-3. To activate a skill on an Extra Card that can be activated from an area other than a player’s hand, follow the procedure below.

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

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

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

12-2-3-3-1. A skill cost isn't required for [Auto] and [Activate] skills without skill costs.

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

12-2-3-5. Resolve the effects.

12-3. **Failing to Activate Extra Card Skills**

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

13. Fixed Phrases

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

13-1. **Omitting or Simplifying Text**

13-1-1. If a skill does not specify a target, the following rules apply: if the effect concerns a card, it targets the source of the effect, and, if the effect concerns a player, it targets the master of the effect.

13-1-2. Unless specified otherwise, if a skill refers to a "Battle Card," it's referring to a Battle Card in a Battle Area.

13-1-3. If a skill refers to "energy," it's referring to a card placed in an Energy Area.

13-1-4. If a skill refers to "life," it's referring to a card placed in a Life Area.

13-1-5. Unless specified otherwise, if a skill refers to a card name or special trait, it's referring to cards in a Leader Area or Battle Area.

13-1-6. If a skill activated in a Battle Area refers to "this card" without specifying an area, it refers to the card in the area where the skill was activated.

13-2. **Choose X**

13-2-1. *Choose X* refers to the ability to choose one or more options from a list of options and then resolve them.

13-2-2. Choose X skills separate the selectable options with bullet points (・).

13-2-3. When choosing multiple effects, the player activating the skill chooses which order to activate them in.

13-2-3-1. When choosing multiple options, no specific option can be chosen multiple times.

13-3. **Original**

13-3-1. *Original* refers to the situation described by a card before any skill effects are applied.

13-4. **Unaffected by Skills**

13-4-1. "Unaffected by skills" means that a target can't be chosen for skill costs or skill effects. The existence of such targets must be ignored when selecting targets for skill costs or skill effects during the game.

13-5. **Skills that Mention X (Undetermined Numbers))**

13-5-1. Skill costs and text may refer to X. In these cases, X is an undetermined number.

13-5-2. When determining X for a card or skill, if X isn't defined for the card or skill, the card's master defines the value for X.

13-5-3. All instances of X in a single skill are determined as the same number, which is used starting from the payment of the skill cost until the end of the effect.

13-6. **Total of X Cards**

13-6-1. This phrase is used in text such as "up to a total of X specified cards from among all cards in area A and area B." This means that any combination of up to X cards can be targeted.

13-7. **Discard**

13-7-1. *Discard* refers to the act of placing a card from a player's hand in its owner's Drop Area.

13-8. **Gaining Control of Cards**

13-8-1. To *gain control of a card* means to move another player's card to your area and become its master.

13-8-2. A card retains its original positioning after you gain control of it. Any continuous effects that apply to the card remain valid after it is moved as well.

13-9. **Remove from the Game**

13-9-1. To *remove from the game* means to move specified cards outside of the game.

13-9-2. Cards removed from the game do not exist in any areas.

13-9-3. Cards removed from the game must be face up and visible to all players.

13-9-4. When cards are removed from the game, they are considered to have left their original area. This fulfills conditions for effects that care about cards being removed from the game as well as effects that care about cards leaving specific areas.

13-10. **Revealing Cards**

13-10-1. *Revealing a card* refers to making card information that was previously hidden visible to all players.

13-10-2. If a card in a secret area is revealed due to a skill, that card is generally hidden again after the skill cost and effects are resolved.

13-10-2-1. However, if a card revealed due to a skill cost is referred to by an effect, the revealed card is hidden again after the effect is resolved.

13-10-2-2. In addition, if it is implied that a card is hidden during the execution of an effect—such as when a revealed card is shuffled back into the deck—the card is hidden at that time.

13-11. **Viewing Secret Areas**

13-11-1. Some skills enable players to look at secret areas. Unless specified otherwise by the card, such skills apply only to the card's master.

13-11-2. While cards are looked at, they remain in their original areas.

13-11-3. After looking at cards in secret areas other than the Life Area, if there is nothing printed in card text regarding actions to be taken in reference to the cards that were looked at, such as moving them to different areas, it is necessary to randomize the cards by returning them to their original areas and shuffling them.

13-12. **Skipping Turns/Phases/Steps**

13-12-1. If card text says to skip a *turn*, *phase*, *or step*, that phase or step is not performed, and game play proceeds starting from the next phase or step.

13-12-2. No events occur in a skipped turn, phase, or step, and trigger conditions such as "at the start" or "at the end" are not fulfilled for [Auto] skills.

13-12-3. Actions can't be declared or executed during a skipped turn, phase, or step.

13-12-4. No checkpoints occur or are executed during a skipped turn, phase, or step.

13-12-5. For continuous effects that end in a turn, phase, or step, the effect will end as soon as the corresponding turn, phase, or step is skipped.

13-13. **You Can't Do Action A Unless You Do Action B**

13-13-1. If actions are limited by this skill, action A can only be taken after action B is. If action B is not taken due to some rule or effect, action A can't be declared or taken.

13-14. **If You Do**

13-14-1. If the text includes the phrase “if you do,” etc., it means that the action in the previous sentence must be taken as a necessary condition to do what follows.

13-15. **If You Don’t**

13-15-1. If the text includes the phrase “if you don’t,” etc., it means that you can’t perform the action in the previous sentence (even partially) as a necessary condition to do what follows.

13-16. **“” (Text Used to Indicate Another Skill Within a Skill)**

13-16-1. In cases such as when a skill gives another card a keyword skill or non-keyword skill, the skill name is written as follows: “(skill).”

14. Rule Processing

14-1. **Fundamental Rule Processing**

14-1-1. *Rule processing* is a general term referring to various types of automatic processing by the rules for specific events that have occurred or are occurring throughout the game.

14-1-2. Rule processing can be broadly divided into *interruptive rule processing* and *confirmative rule processing*.

14-1-2-1. Interruptive rule processing is immediately resolved when the corresponding event occurs, even while carrying out other actions.

14-1-2-1-1. If multiple instances of interruptive rule processing occur simultaneously, they are all processed simultaneously.

14-1-2-2. Confirmative rule processing is carried out only during checkpoints, and only if the conditions are fulfilled. Even if the conditions are fulfilled during other actions, if the conditions are not fulfilled during checkpoints, the rule processing is not carried out.

14-1-2-2-1. If multiple confirmative rule processing requests are made at the same time, they are carried out simultaneously.

14-2. **Loss Judgment Processing**

14-2-1. This is an example of interruptive rule processing.

14-2-2. At the beginning of rule processing, if any player fulfills any of the loss conditions below, all of those players lose the game. (0-1-3)

14-2-2-1. If any player has no cards in their Life Area, that player has fulfilled the conditions for losing the game.

14-2-2-2. If any player has no cards in their deck, that player has fulfilled the conditions for losing the game.

14-3. **Damage Processing**

14-3-1. This is an example of confirmative rule processing.

14-3-2. If an action inflicts damage to a player, that player follows the procedure below. (5-8-3)

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

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

14-4. **Invalid Combo Processing**

14-4-1. This is an example of confirmative rule processing.

14-4-2. If any Battle Cards are placed in the Combo Area at any other timing than battle, place all such cards in their owner's Drop Area.

14-5. **Processing in the Case of Placement on Top of Specific Cards**

14-5-1. This is an example of interruptive rule processing.

14-5-2. When a new card is placed on an existing card in the Battle Area or Leader Area, continuous effects related to changes to the card's power as well as the position of the existing card are carried over to the card placed on top of it. Information indicating whether the card is in battle is also carried over.

14-5-2-1. In terms of continuous effects carried over to the newly placed card, effects that are not related to power changes are ignored.

14-6. **Processing When a Battle Card's Power Drops to Zero or Below**

14-6-1. This is an example of confirmative rule processing.

14-6-2. If a Battle Card's power drops to zero or below, that card is placed in its owner's Drop Area. (0-2-2-2)

14-6-2-1. After an effect causes a card's power to change, if that Battle Card's power drops to zero or below and is placed in its owner's Drop Area as a result of this rule processing, that Battle Card is considered to have been placed in its owner's Drop Area by that effect. (16-3-2-1)

14-7. **Processing When Leader Cards Are Flipped Over**

14-7-1. This is an example of interruptive rule processing.

14-7-2. When a Leader Card is flipped over, the card's pre-flipped position and any continuous effects affecting the card's power are carried over. Information indicating whether the card is in battle is also carried over.

14-7-2-1. In terms of continuous effects carried over to the Leader Card's new face-up side, effects that are not related to power changes are ignored.

14-8. **Processing When the Master of a Card or Skill Changes**

14-8-1. This is an example of confirmative rule processing.

14-9. **Processing When a Battle Card is KO'd**

14-9-1. This is an example of interruptive rule processing.

14-9-2. When a Battle Card is KO'd, that Battle Card is placed in its owner's Drop. (5-10)

15. Keyword Skills and Keywords

15-1. Keyword Skills and Keywords Standards

15-1-1. *Keyword skills* are used to refer to specific instructions (for which the text is long or the effects are complex in many cases) in simplified ways. Keyword skills can be [Activate], [Permanent], or [Auto] skills.

15-1-2. *Keywords* are non-skill supplementary terms such as the conditions under which skills are valid, limitations on skill costs, and activation. On their own, keywords are not treated as skills. (1-3-2)

15-1-3. If a card reads “negate its keyword skills,” that keyword isn't applied.

15-2. [Awaken]

15-2-1. This [Activate Main/Battle] keyword skill is related to Leaders.

15-2-2. [Awaken] is described as follows: “[Awaken] When (condition), (action). Then, flip this card over.”

15-2-3. Declaration of an activation of [Awaken] is possible if the conditions are fulfilled. These skills can’t be activated otherwise.

15-3. [Field]

15-3-1. [Field] is an [Activate Main] keyword skill on Extra Cards.

15-3-2. The effects of [Field] are resolved as follows: “Place the Extra Card that activated this skill in the Battle Area in Active Mode.”

15-3-3. Extra Cards with [Field] may have other skills as well. Those skills are generally only valid when the card is placed in the Battle Area, and they are activated without placing the card in the Drop Area (if not specified otherwise).

15-3-4. When placing another Extra Card with [Field] in a Battle Area, all other Extra Cards with [Field] in a player’s Battle Area are placed in their owner’s Drop Area.

15-4. [Blocker]

15-4-1. This [Auto] keyword skill is related to battle.

15-4-2. [Blocker] can be activated by switching the card with this skill to Rest Mode as the skill cost when one of your cards other than this one is attacked and made pending. (8-1-3)

15-4-3. The effects of [Blocker] are resolved as follows: “Switch the guard card of the attack to the card that activated [Blocker]. After this, you can't declare activation of [Blocker] during the battle.

15-4-3-1. When [Blocker] is used to switch a guard card to the card that activated [Blocker], any [Auto] skills on that card that trigger “when this card is attacked” enter pending. (1-3-6-5)

15-5. [Critical]

15-5-1. This [Permanent] keyword skill is related to damage.

15-5-2. [Critical] is described as follows: “When this card inflicts damage to your opponent's life by attacking, they place that many Life Area cards in their Drop Area instead of their hand during the damage processing (14-3).”

15-6. [Strike]

15-6-1. This [Permanent] keyword skill is related to damage.

15-6-2. [Strike] is described as follows: “When this card inflicts damage to your opponent's life by attacking, if it deals X-1 damage or less, this card

inflicts X damage instead."

15-6-2-1. The X of [Double Strike] is 2.

15-6-2-2. The X of [Triple Strike] is 3.

15-6-3. Some card text refers to [Strike] skills. This refers to [Double Strike] and [Triple Strike] skills.

15-7. **[Once per turn]**

15-7-1. This keyword is related to skill activation.

15-7-2. [Once per turn] indicates that an [Auto] or [Activate] skill can only be activated and resolved once per turn.

15-7-3. The "once per turn" limitation is set individually for each skill. If there are multiple cards with the same "once per turn" skill, they can each be activated once per turn.

15-7-4. When an [Auto] skill with [Once per turn] is made pending simultaneously multiple times, only one of the skills is resolved, and the rest fail to activate.

15-7-5. After a skill with [Once per turn] is resolved once, it won't be triggered for the rest of the turn even if its cost and conditions are fulfilled, and it can't be activated or resolved.

15-8. **[Super Combo]**

15-8-1. This [Permanent] keyword skill is related to deck construction conditions. (6-1-4-3)

15-8-2. [Super Combo] is described as follows: "A maximum of 4 cards with [Super Combo] can be placed in a deck."

15-9. **[Your Turn]**

15-9-1. This keyword is related to the validity of a skill.

15-9-2. [Your Turn] indicates a skill that can only be activated or an effect that can only be applied during your turn.

15-9-3. During your opponent's turn, you can't declare activation of a skill with [Your Turn] and the skill's effect isn't applied, even if the cost or conditions are fulfilled.

15-10. **[Opponent's Turn]**

15-10-1. This keyword is related to the validity of a skill.

15-10-2. [Opponent's Turn] indicates a skill that can only be activated or an effect that can only be applied during your opponent's turn.

15-10-3. During your turn, you can't declare activation of a skill with [Opponent's Turn] and the skill's effect isn't applied, even if the cost or conditions are fulfilled.

16. Other

16-1. **Infinite Loops**

16-1-1. When carrying out some processing, there may be some occasions where an action can be or must be carried out infinitely. This is called an *infinite loop*, and one cycle of action from the start to the end of the loop is called a *loop action*. If such an event occurs, follow the procedure below.

16-1-1-1. If neither player can stop an infinite loop, the game ends in a draw.

16-1-1-2. If only one player has the choice to stop the infinite loop during the loop action, that player declares how many times they wish to carry out the loop action. Carry out the loop action that many times and finish it at a timing when that player can choose to stop the infinite loop. The player can't choose to restart the loop even if the game is in exactly the same state (all cards in all areas are the same) as

before the loop unless they are forced to do so due to effects such as [Auto] effects.

16-1-1-3. If both players have the choice to stop the infinite loop during the loop action, the turn player first decides how many times they wish to carry out the loop action. Next, the non-turn player decides how many times they wish to carry out the loop action. Carry out the loop action the fewer of these two times and finish it at a timing when that player can choose to stop the infinite loop. The player who decided on the larger number can't choose to restart the loop even if the game is in exactly the same state (all cards in all areas are the same) as before the loop unless they are forced to do so due to effects such as [Auto] effects.

16-2. **Cards Under Other Cards**

16-2-1. Depending on skills, etc., cards in the Battle Area, Combo Area, and Leader Area may have cards placed on top of or under them.

16-2-2. The skills of cards placed under specific cards will be negated, and they will be treated as the same card as the card placed on top and therefore as a single card.

16-2-2-1. The order of cards stacked on top of each other can't be changed unless otherwise specified by the skill, etc.

16-2-2-2. If the area of a card placed under another card is referred to, it is assumed to be the area where the card on top is placed.

16-2-2-3. As an exception, when referring to cards placed under other cards, those cards are treated as different cards than the cards placed on top of them.

16-2-2-4. As an exception, skills that trigger at the following times are not negated: "when under another card," "when placed under another card," "when a card is placed on top of this card," or "when a card is played on top of this card." In these cases, the skill's master is assumed to be the same player who is the master of the cards placed on top of those cards.

16-2-3. If one card is already under another card when an additional card is placed under that card, the order of the cards under the top one can't be changed.

16-2-4. When new cards are placed under cards with any cards already under them, the new card is placed on the very bottom.

16-2-5. When cards are moved from a Battle Area or Combo Area to an area with a different name, cards under them are moved from their original areas to their owners' Drop Areas. At this time, any [Auto] skills of cards other than the top card with auto movement triggers are not activated.

16-2-5-1. When cards placed under other cards move to a different area, area movement [Auto] skills on those cards do not activate.

16-2-6. When a specific card is moved from one player's area to another player's area with the same name, all of the cards under the card move with it.

16-2-7. When only the card on top is to be moved, cards under that card are not moved from the top card's original area, and continuous effects that affect the power of the top card carry over.

16-2-7-1. In terms of continuous effects carried over to cards under another card, effects that are not related to power changes are ignored.

16-3. **Sources**

16-3-1. Depending on the effect, players may refer to the source of a skill cost or effect, or they may refer to the source of damage.

16-3-2. The source of a skill refers to a card with that skill. For the following cases, the skill that caused the event is a source.

16-3-2-1. Cases where a Battle Card's power drops to zero or below due to an effect, and then that card is placed in the Drop Area as a result of the rule processing when a Battle Card's power drops to zero or below. (14-6-2-1)

16-3-3. The source of damage is defined as follows.

16-3-3-1. When an attacking card deals damage to life in the Damage Step (8-4) due to the rule processing, that attacking card is the source.

16-3-3-2. When a skill on a card deals damage to life, that card itself is the source, unless specified otherwise.