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## English Card Name Notice

Text with information referring to words within “Card Name” (inverted commas), refer to the English name of the card. These words are a translation of the Japanese card name and can be used as a reference within ability text.

However, there are cases when a specific form of writing is referred to in the Japanese writing.

In those cases, that form of writing will be referred to instead.

## Special Notice

To ensure that the integrity of the game is the same for the game across different languages, the following notices are to be followed.

- If there is any conflict between the rules stated in English and Japanese, the rules within the Japanese version takes precedence.
- If there is any conflict between the rules stated in different versions, the latest version of the rules will take precedence.
- If there is any conflict between the card text of English Edition cards and Japanese Edition cards, the card text of the respective languages will take precedence for that player.
- These rules contain additional sections that are exclusive to the English Edition. Additional sections will be in outlined by a border (such as this one).
- Rules that are different in context due to language differences and writing styles are [colored in blue](#).

## Rules

### 1. Outline of the Game

#### 1.1. Number of players

- 1.1.1. This game is played with two players. The current comprehensive rules do not apply to any other number of players.

#### 1.2. Winning and losing

- 1.2.1. If any player loses, the game ends immediately. If your opponent loses and you do not, you win the game.
- 1.2.2. If any player fulfills any losing conditions, that player loses the game by rule action during the next rule action (refer to Section 9).
  - 1.2.2.1. During a game, if a player has 4 or more cards in his or her level area, he or she fulfills a losing condition.
  - 1.2.2.2. If a player has zero cards in his or her deck and waiting room, he or she fulfills a losing condition.
- 1.2.3. If both players lose simultaneously, the game ends in a draw.
- 1.2.4. Any player may concede the game at any time. Any player who concedes the game is eliminated from it immediately, loses the game without proceeding to a check timing, and the game ends.
  - 1.2.4.1. No card effects can interfere with conceding. No card effects can force a player to concede, and no card effects can replace losing the game with a concession.
- 1.2.5. Players may win or lose the game by a card effect. In this case, that player wins or loses while resolving the effect and the game ends without proceeding to a check timing.

#### 1.3. Golden rules of the game

- 1.3.1. If the comprehensive rules and the text of a card contradict with each other, the card text takes precedence.

- 1.3.2. If for any reason a player is forced to perform an action that he or she is unable to perform, he or she does not perform any action. Similarly, if a player is forced to perform multiple actions and he or she is only able to perform a part of them, he or she performs the actions as much as he or she is able to.
  - 1.3.2.1. If something is forced into a state that it is already in, it does not become said state again, and that action is not performed.
  - 1.3.2.2. If, for any reason, an action is forced to be performed zero or a negative number of times, no action is performed. No reverse action will take place even if it is a negative number of times.
- 1.3.3. If an effect from a card attempts to do something, and, at the same time, an effect from a card stops the action from taking place, the effect that stops the action takes precedence.
- 1.3.4. If, for any reason, more than one player is required to make a decision at the same time, the turn player makes the choice first. The non-turn player will make his or her choice after knowing the decision made by the turn player.
- 1.3.5. If, for any reason, a player is forced to choose a number, he or she must choose zero or a positive integer, unless otherwise specified. He or she cannot choose any fractions or negative numbers.

## 2. Characteristics of a card



Character card

Event card

Climax card

- |                      |             |
|----------------------|-------------|
| ① Japanese Card Name | ⑦ Card Text |
| ② English Card Name  | ⑧ Power     |
| ③ Level              | ⑨ Soul      |
| ④ Cost               | ⑩ Trait(s)  |
| ⑤ Icon               | ⑪ Color     |
| ⑥ Trigger icon       |             |

### 2.1. Card Name

- 2.1.1. The proper name to identify a card.
  - 2.1.1.1. Some cards have small letters above the card name to help show how to read it. This is not a part of the card name and has no meaning in terms of rules.
  - 2.1.1.2. There are card names with words struck off, or painted over. In those cases, for the affected parts, they are not considered a part of the card name, and do not hold any meaning in terms of rules, nor are taken into account when card names are referred to.

2.1.2. Card text with information referring to words within "Card Name" (within the inverted commas " ") are referring to that specific card name with that text.

- 2.1.2.1. In card text containing "with Name(Japanese Name)" in its card name", "Name(Japanese Name)" refers to a part of the words in English and/or Japanese card names.

### 2.2. Illustration

- 2.2.1. The illustration that contains the image of the card's contents.
- 2.2.2. The illustration has no special meaning to gameplay.
- 2.2.3. There may be words above the card text (or, in the case that there is no card text, words above the Japanese card name of the card) that have no special meaning to gameplay. These words are called flavor texts, and are considered a part of the illustration.

### 2.3. Type

- 2.3.1. The type of a card.
- 2.3.2. There are 3 types of cards: "character", "event cards" and "climax". The card's type is indicated on the left of the English card name by white text enclosed within a black bubble.
  - 2.3.2.1. A "character" is a card depicting a role or a character.
    - 2.3.2.1.1. A character has "CH" on the left of the English card name.
    - 2.3.2.1.2. When the text of a card does not specifically state the zone of reference for a "character", it refers to "a character that is on the stage".
  - 2.3.2.2. "Event cards", refer to cards depicting incidents that can occur during the game.
    - 2.3.2.2.1. An event card has "EV" on the left of the English name of the card.
  - 2.3.2.3. A "climax" is a card depicting dramatic incidents that can occur during the game.
    - 2.3.2.3.1. A climax card has "CX" on the left of the English name of the card.
    - 2.3.2.3.2. When the text of a card does not specifically state the zone of reference for a "climax", it refers to "a climax that is on the climax area".

### 2.4. Color

- 2.4.1. The color of a card.
- 2.4.2. The playing of cards are limited by their colors. Refer to "8. Playing and Resolving Cards and Abilities" for more details.

### 2.5. Trait

- 2.5.1. The trait of a card. This exists only on a "character".
- 2.5.2. Although traits are information that have no special meaning in terms of rules per se, they are often referred to by other abilities and effects.
- 2.5.3. When card text includes makes reference to a trait, this is enclosed within the specific «» brackets.

- 2.6. Level
- 2.6.1. The minimum level required to play a card. This exists only on a “character” or “event cards”.
- 2.6.2. The playing of cards are limited by the level of the player. Refer to “**8. Playing and Resolving Cards and Abilities**” for more details.
- 2.7. Cost
- 2.7.1. The payment required to play a card. This exists only on a “character” or “event cards”.
- 2.7.2. To play a card, a number of cards equal to the cost indicated must be placed from the stock to the waiting room. Refer to “**8. Playing and Resolving Cards and Abilities**” for more details.
- 2.8. Icon
- 2.8.1. If a card possesses a special mechanic, an icon will be indicated for easy reference.
- 2.8.2. If a Counter Icon (♣) is indicated, the card can be used during the Counter Step of your opponent’s turn.
- 2.8.2.1. Unless otherwise specified, it is possible to play a card with a Counter Icon during your own turn during your main phase.
- 2.8.3. If a Clock Icon (⌚) is indicated, the card possesses an ability that is relevant when it is in the clock (Section 3.8).
- 2.9. Power
- 2.9.1. The strength of a card during battle. This exists only on a “character”. Refer to “**7. Attack and Battle**” for more details.
- 2.10. Soul
- 2.10.1. The base value of damage dealt to a player during a card’s battle. This exists only on a “character”. Refer to “**7. Attack and Battle**” for more details.
- 2.10.2. The soul is not indicated numerically, but by the number of Soul Icons (♠) on the card.
- 2.11. Trigger Icon
- 2.11.1. An icon(s) indicating the effect of a card when it is revealed during the Trigger Step of an Attack Phase. Refer to “**7. Attack and Battle**” for more details.
- 2.12. Card Text
- 2.12.1. The set of abilities a card has is written inside the text frame. The contents within the frame is referred to as “card text”.
- 2.12.2. Unless otherwise specified, all card text will only be valid in the following zones.
- 2.12.2.1. In principle, the card text written on a “character” will only be valid when it is on the stage.
- 2.12.2.2. In principle, the card text written on a “climax” will only be valid when it is on the climax area.
- 2.12.3. Some card texts contain italic text in () to show the description of a Keyword or a Keyword Ability. These are known as reminder texts. Reminder texts are part of a card text, but they serve the sole purpose of explaining abilities, and do not affect the game in any way.
- 2.13. Title Name
- 2.13.1. The original work a card originates from. The title name of a card is normally indicated on the right of the English card name for a “character” or “event cards”, while it is located at the top right of a “climax”.
- 2.13.2. Although title names have no special meaning in terms of rules per se, they may be referred to by other abilities and effects.
- 2.14. Collection ID
- 2.14.1. The ID of a card. This is an alphanumeric string on the right of the card type.
- 2.14.2. The collection ID is not a characteristic of a card and has no meaning in terms of rules.
- 2.15. Rarity
- 2.15.1. The rarity shows how often a card appears in a pack. This is indicated on the right of the collection ID.
- 2.15.2. The rarity is not a characteristic of a card and has no meaning in terms of rules.
- 2.16. Illustrator
- 2.16.1. The rights owner of a card’s illustration. This is indicated at the bottom of a card.
- 2.16.2. The illustrator is not a characteristic of a card and has no meaning in terms of rules.
- 2.17. Copyright Information
- 2.17.1. The copyright information of the rights owner. This is indicated at the bottom of a card.
- 2.17.2. The copyright information is not a characteristic of a card and has no meaning in terms of rules.
- 2.18. Side Frame
- 2.18.1. The background color of the frame containing the illustrator (2.16) and copyright information (2.17). This indicates whether a card is affiliated with the Weiß or the Schwarz side of the game.
- 2.18.1.1. If the background color is white, the card is affiliated with the Weiß side.
- 2.18.1.2. If the background color is black, the card is affiliated with the Schwarz side.
- 2.18.1.3. If the background color is a gradient from white to black, the card is affiliated with both the Weiß and Schwarz sides.
- 2.18.2. Although the affiliation of a card has no special meaning in terms of rules per se, they may be referred to by other abilities and effects.

### 3. Zones of the Game

#### 3.1. General

- 3.1.1. For each zone, each player has one of his or her own unless otherwise specified.
- 3.1.2. The number of cards in each zone is public to all players and can be verified at any time.
- 3.1.3. The information of cards in a zone may be public or hidden, depending on the zone in question. Zones with public information are called “public zones” and zones with hidden information are called “hidden zones”.
- 3.1.4. With the exception of a card moving from one stage position to another, if a card moves from one zone to another, unless otherwise specified, the card is considered a new card in a new zone. All effects applied in previous zones do not apply in the new zone.
- 3.1.5. When multiple cards are put into a zone simultaneously, unless otherwise specified, the order of the cards in the new zone is decided by the owner of those cards.
  - 3.1.5.1. When multiple cards are put into a hidden zone from a public zone, if the owner of those cards can decide the order in which those cards are put, all players other than the owner are not allowed to know the order in which those cards were put into the hidden zone.
- 3.1.6. If a card is moved to a zone without the master of the zone specified, the card moves to the zone of the owner.

#### 3.2. Deck

- 3.2.1. The zone where a player’s deck is put at the beginning of a game.
- 3.2.2. The deck is a hidden zone. All cards in this zone are put face down, and all players are not allowed to see the information or order of cards, or change the order of cards in the deck.
- 3.2.3. When multiple cards are moved from the deck to another zone simultaneously, move cards one at a time.
  - 3.2.3.1. Regardless of reason, if the current number of cards in a player’s deck is less than the number required to be moved from the deck to another zone, move all cards currently in the deck to the designated zone, resolve a refresh (Section 9.2), and continue to move the remaining number of cards required to the designated zone.
- 3.2.4. When required to shuffle a deck, the order of the cards in the deck are randomly altered without a specific pattern. Regardless of the master of the ability which instructs a shuffle, the player who owns the deck performs the shuffle.
- 3.2.5. When cards from the deck are to be flipped over, those cards are revealed, and put into the resolution zone (Section 3.13).

#### 3.3. Hand

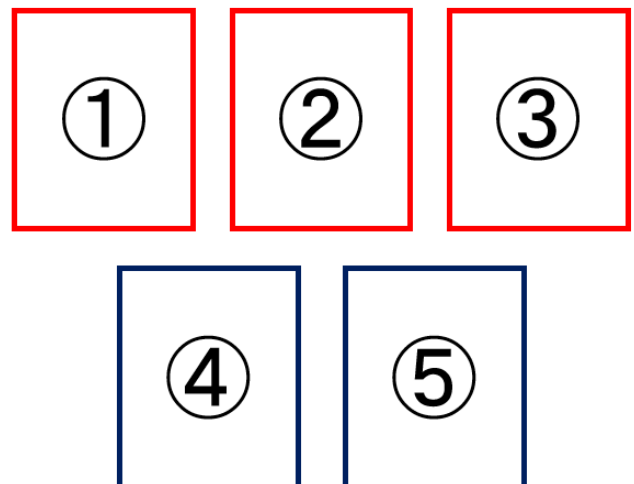
- 3.3.1. The zone where a player puts the cards that are drawn from his or her deck.
- 3.3.2. While the hand is a hidden zone, each player is allowed to see the information of cards in his or her own hand at will. Players are not allowed to see the information of cards in their opponent’s hand. Players are allowed to change the order of cards in their own hand.
- 3.3.3. At the End Phase (Section 6.8) of the turn player, if the number of cards in the turn player’s hand exceeds the limit (Clause 3.3.3.1), that player must put cards from his or her hand into his or her waiting room until he or she fulfills the limit (Clause 6.8.1.2).
  - 3.3.3.1. Under normal circumstances not affected by any effects, the limit of the number of cards in a player’s hand is seven (7) cards.

#### 3.4. Waiting Room

- 3.4.1. The zone where, unless otherwise specified, cards such as characters that are removed from the stage, used event cards or climax, or cards used for paying costs are put into.
- 3.4.2. The waiting room is a public zone. All cards in this zone are put face up, and all players are allowed to see the information of cards at will. Players are allowed to change the order of cards in their own waiting room. When a card is put into this zone, put it on the top of those already in the waiting room.

#### 3.5. Stage

- 3.5.1. The zone where a player’s characters are placed on.
- 3.5.2. This zone has five (5) stage positions. A card on a stage position is also regarded as being on the stage.
- 3.5.3. The stage is a public zone.



#### 3.6. Stage Positions

- 3.6.1. The zone where a player’s characters are placed on. Each player has five (5) stage positions.

3.6.2. Stage positions are public zones. The cards in these zones are placed face up, and all players are allowed to see the information of cards at will. In principle, there can only be one (1) card on each stage position.

3.6.3. The three stage positions in the front (①, ②, and ③) are collectively called the “Center Stage”, while the two stage positions at the back (④ and ⑤) are collectively called the “Back Stage”. Of the three stage positions in the center stage, from left to right, they are called the “left position of the center stage” (①), the “middle position of the center stage” (②), and the “right position of the center stage” (③) respectively. Of the two stage positions in the back stage, from left to right, they are called the “left position of the back stage” (④), and the “right position of the back stage” (⑤) respectively.

3.6.4. ① and ④, ② and ④, ② and ⑤, and ③ and ⑤, are related to each other by their stage positions. From the respective back stage positions, the respective center stage positions are called cards “in front”. From the respective center stage positions, the respective back stage positions are called cards “behind”.

3.6.5. A player’s ① and the opponent’s ③, the player’s ② and the opponent’s ②, and the player’s ③ and the opponent’s ①, are related by facing each other. From the respective player’s center stage position, the opponent’s respective center stage positions are called “facing” the card.

### 3.7. Marker Area

3.7.1. A zone where cards are put into by special effects during the process of a game. Each player has five (5) marker areas, one for each of his or her respective stage positions.

3.7.1.1. Each marker area is treated with the same relations to other cards as the respective positions it is placed under, such as “center stage”, “back stage”, “left” “right”, “middle”, “in front of”, “behind”, and “facing”.

3.7.1.2. Although they are treated with the same relation, they are considered independent zones and are not present on the stage.

3.7.2. The marker area is a hidden zone. All cards in this zone are put face down, and all players are not allowed to see the information or order of cards, or change the order of cards in the deck. When a card is put into this zone, put it on the top of those already in the marker area. If cards are removed from a marker area, they must be removed, in order, from the top of the zone.

3.7.2.1. There are effects which put cards into the marker area face up. When this occurs, all players are allowed to see the information of those cards placed face up in the marker area.

3.7.3. If a card is moved from one zone to another, if there are any markers in the marker area underneath that card, the respective markers will also be moved together with that card, as stipulated below.

3.7.3.1. When a card in a stage position is moved to another stage position belonging to the same master, move all markers under the card at the same time with the card to the designated stage position. At this time, should there be markers on the stage position designated, put all markers in that stage position to the owner’s waiting room at the same time when the card with markers under it is placed on the designated stage position.

3.7.3.2. When a card in a stage position is moved to a zone other than another stage position, at the same time, place all markers under the card that was in that stage position to the waiting room.

3.7.4. When referencing a character on a stage position with markers, that character is called a “character with marker(s)”.

### 3.8. Clock

3.8.1. The zone where cards are put into as the game progresses. Generally, cards are put into this zone during the Clock Phase or when a player is dealt damage for any reason.

3.8.2. The clock is a public zone. All cards in this zone are put face up, and all players are allowed to see the information and order of cards. However, players are not allowed to change the order of cards in the clock. When a card is put into this zone, put it on the top of those already in the clock.

3.8.3. When a player has seven or more cards in your clock area, by rule action, he or she must choose one (1) card from among the seven (7) cards from the bottom of his or her clock, put it to his or her level, and put the remaining cards into his or her waiting room in any order. Refer to “**9. Rule Actions**” for more details.

### 3.9. Level

3.9.1. The zone where cards are put into as the game progresses. Generally, card are put into this zone when there are seven (7) or more cards in a player’s clock, and he or she chooses a card from among those cards, and puts it into this zone.

3.9.2. The level area is a public zone. All cards in this zone are put face up, and all players are allowed to see the information and order of cards. However, players are not allowed to change the order of cards in the level. When a card is put into this zone, put it on the top of those already in the level.

3.9.3. If a player has four or more cards in his or her level, he or she fulfills a losing condition.

### 3.10. Stock

- 3.10.1. The zone where cards are put into as the game progresses. Generally, you will put cards in this zone after you perform a Trigger Check (7.3.1.2) during your characters' attacks.
- 3.10.2. The stock is a hidden zone. All cards in this zone are put face down, and all players are not allowed to see the information or order of cards, or change the order of cards in the deck. When a card is put into this zone, put it on the top of those already in the stock. If cards are removed from a stock, they must be removed, in order, from the top of the zone.

### 3.11. Climax Area

- 3.11.1. The zone where climax are placed when they are played during the course of the game.
- 3.11.2. The climax area is a public zone. All cards in this zone are placed face up. In principle, there can only be one (1) card on the climax area.

### 3.12. Memory

- 3.12.1. The zone where cards are put into when specifically instructed during the course of the game. "Put a card into your memory" refers to the act of putting said card from another zone into a player's memory.
- 3.12.2. While the memory is a public zone, there is an exception for some cards in the memory, as stipulated below.
  - 3.12.2.1. Unless otherwise specified, all cards in this zone are put face up, and all players are allowed to see the information of face up cards at will. Players are allowed to change the order of face up cards in their own memory.
  - 3.12.2.2. Unless otherwise specified, a player is not allowed to see the information of face down cards in his or her memory at will. A player is not allowed to see the information of face down cards in his or her opponent's memory. When there are multiple face down cards in a player's memory, he or she must put those cards in such a way that which effect causes which cards to be put in which order is clearly understood.
    - 3.12.2.2.1. All cards that are put face down into the memory are considered blank cards possessing no information. However, if a card's ability explicitly states that it is still active while face down in a player's memory, that card is considered a card possessing that particular ability.
    - 3.12.2.2.2. When a face down card in the memory is moved to another zone, the card is placed face up or remains face down depending on the zone it is moved to. If the zone it is moved to is a hidden zone, the information of the face down card is not revealed during the move.

- 3.12.2.3. Cards in the memory may be referenced simply as "memory", such as in card text or rules.

### 3.13. Resolution Zone

- 3.13.1. The zone where cards are put temporarily while resolving effects or damage as the game progresses.
  - 3.13.1.1. An event card is put into the resolution zone when played, and then into the owner's waiting room after its effect is resolved.
  - 3.13.1.2. A card revealed due to a Trigger Check is put into the resolution zone, and then into the owner's stock area in face down position after the effect of the revealed card is resolved.
  - 3.13.1.3. Cards revealed during the Damage Process are put to the resolution zone. If a Damage Cancel takes place, the cards are put to the owner's waiting room. If it does not take place, put them into the owner's clock.
    - 3.13.1.3.1. When multiple cards are put into the clock at the same time, all those cards are put at the top of the clock in the same order as they were put into the resolution zone.
    - 3.13.1.4. When cards are put to the resolution zone by a **Brainstorm** ability (Section 10.7), they are put to the resolution zone temporarily before they are put to the owner's waiting room.
  - 3.13.2. The resolution zone is a public zone. All cards in this zone are put face up, and all players are allowed to see the information and order of cards. However, players are not allowed to change the order of cards in the resolution zone. When a card is put into this zone, put it on the top of those already in the resolution zone.




## 4. Basic Concepts

### 4.1. Abilities and Effects

- 4.1.1. An ability refers to an instruction generated by a card text or an effect.
  - 4.1.1.1. Abilities are divided into three categories: activated abilities, automatic abilities, and continuous abilities. Refer to "**8. Playing and Resolving Cards and Abilities**" for more details.
- 4.1.2. An effect refers to the contents of an instruction given by an ability.
  - 4.1.2.1. Effects are divided into three categories: one-shot effects, continuous effects, and replacement effects. Refer to "**8. Playing and Resolving Cards and Abilities**" for more details.





### 4.2. Owner

- 4.2.1. The owner is the player who owns the card.
- 4.2.2. The owner of a card is the player who had it in his or her deck at the beginning of the game.

- 4.2.3. At the end of each game, each player retrieves each card that he or she owns.
- 4.3. Master
- 4.3.1. The master is the player who is currently using the card, ability, or an effect.
- 4.3.2. The master of a card in a zone is the player who the zone belongs to.
- 4.3.3. The master of an effect is the master of the ability that generated that effect.
- 4.3.4. The master of an activated ability is the player who played it.
- 4.3.5. The master of an automatic ability is the master of the card that has that ability, or the master of an effect that created that ability.
- 4.3.6. The master of a continuous ability is the master of the card that has that ability, or the master of an effect that created that ability.
- 4.4. Check Timing
- 4.4.1. The check timing refers to the time that is used to resolve Rule Actions or play automatic abilities.
- 4.4.2. In a check timing, resolve all Rule Actions, then, when there are no Rule Actions to be resolved, play and resolve an automatic ability that was triggered. See “Section 8.5 Check Timing/Play Timing, Abilities, and Effects” for more details.
- 4.5. Play Timing
- 4.5.1. The play timing refers to the time that a player can perform an action.
- 4.5.2. Whenever a player gets a play timing, just before he or she chooses to do something, there is always a check timing. After all Rule Actions and automatic abilities have been resolved, that player gets a play timing.
- 4.5.3. A player who gets a play timing chooses an action that can be chosen at that time and performs it, or chooses to do nothing.
- 4.5.3.1. If he or she chooses an action, after it is resolved, unless otherwise specified, that player gets a play timing again.
- 4.5.3.2. If he or she chooses to do nothing, the game progresses.
- 4.6. Card Orientation
- 4.6.1. Each character on the stage has one of three orientation states.
- 4.6.1.1. Stand State – cards placed vertically and upright from your perspective. “To stand (a card)” refers to the act of changing the orientation of a card into a stand state.
- 4.6.1.1.1. In card texts, the word “stand” or “standing” is indicated by a  icon.
- 4.6.1.2. Rest State – cards placed horizontally. “To rest (a card)” refers to the act of changing the orientation of a card into a rest state.
- 4.6.1.2.1. In card text, the word “rest” or “resting” is indicated by a  icon.
- 4.6.1.3. Reverse State – cards placed vertically and upside-down from your perspective. “To reverse (a card)” refers to the act of changing the orientation of a card into a reverse state.
- 4.6.1.3.1. In card text, the word “reverse” or “reversing” is indicated by a  icon.
- 4.7. Drawing
- 4.7.1. “Draw (cards)” is one of the actions that move cards from a player’s deck to his or her hand.
- 4.7.2. When instructed to “draw a card”, the specified player moves a card from the top of his or her deck into his or her hand without revealing it.
- 4.7.3. When instructed to “draw [number] cards”, if [number] is zero (0), no action is performed. If [number] is one (1) or higher, repeat “draw a card” [number] time(s).
- 4.7.4. When instructed to “draw up to [number] cards”, if [number] is zero (0), no action is performed. If [number] is one (1) or higher, the following actions are performed in order.
- 4.7.4.1. The specified player can end the process.
- 4.7.4.2. The specified player draws a card.
- 4.7.4.3. Within this sequence, if the player has performed 4.7.4.2 [number] time(s), this action ends. If not, return to 4.7.4.1.
- 4.8. Looking at Cards from the Top of Deck
- 4.8.1. “Look at (cards) from the top of (player’s) deck” is one of the actions where a player verifies the information of his or her card(s) in his or her deck.
- 4.8.2. When instructed to “look at [number] cards from the top of (player’s) deck”, if [number] is zero (0), no action is performed. If [number] is one (1) or higher, the specified player must look at [number] cards from the top of the specified player’s deck. In the case when the player looks at one card, it is written as “Look at the top card of (player’s) deck”.
- 4.8.3. When instructed to “look at up to [number] cards from the top of your deck”, if [number] is zero (0), no action is performed. If [number] is one (1) or higher, the following actions are performed in order.
- 4.8.3.1. The specified player can end the process.
- 4.8.3.2. The specified player looks at the card currently at the top of the specified player’s deck.
- 4.8.3.3. Within this sequence, if the player has performed 4.8.3.2 [number] time(s), this action ends. If not, return to 4.8.3.1.
- 4.9. Revealing Cards from the Top of Deck
- 4.9.1. “Reveal (cards) from the top of (player’s) deck” is one of the actions where a player displays the information of his or her card(s) in his or her deck.

- 4.9.2. When instructed to “reveal [number] cards from the top of (player’s) deck”, if [number] is zero (0), no action is performed. If [number] is one (1) or higher, the specified player must reveal [number] cards from the top of the specified player’s deck. In the case when the player reveals one card, it is written as “Reveal the top card of (player’s) deck”.
- 4.9.3. When instructed to “reveal up to [number] cards from the top of your deck, if [number] is zero (0), no action is performed. If [number] is one (1) or higher, the following actions are performed in order.
- 4.9.3.1. The specified player can end the process.
- 4.9.3.2. The specified player reveals the card currently at the top of the specified player’s deck.
- 4.9.3.3. Within this sequence, if the player has performed 4.9.3.2 [number] time(s), this action ends. If not, return to 4.9.3.1.
- 4.10. Damage Process
- 4.10.1. The Damage Process refers to the act of performing “deal [number] damage (to player)”. This action is done in the following order:
- 4.10.1.1. The player that received damage puts the top card of his or her deck face up into his or her resolution zone.
- 4.10.1.2. If a climax card is moved to the resolution zone, put all the cards that were moved to the resolution zone by this Damage Process into the waiting room, and end the Damage Process. This is called “Damage Cancel”.
- 4.10.1.2.1. The occurrence of a Damage Cancel is equivalent to “damage is canceled” on a card text.
- 4.10.1.3. If [number] cards are moved to the resolution zone by this Damage Process, put all those cards at the top of the clock in the same order as they were put into the resolution zone, and conclude the Damage Process. If not, return to 4.9.1.1.
- 4.10.2. If a card(s) are moved to the clock from another zone by the process other than “deal damage”, it is not a Damage Process. Therefore, a Damage Cancel will not occur.
- 4.11. Source of Damage
- 4.11.1. Some effects require identifying where the damage is from. This is called the “source of damage” and is defined as follows:
- 4.11.1.1. During the Damage Step of an Attack Phase, if a character deals damage to another player (Clause 7.5.1.2), the source of damage is that attacking character.
- 4.11.1.2. If an event card or an effect from an ability possessed by a card deals damage, unless otherwise specified, the source of damage is the event card or the card that possessed said ability.
- 4.11.1.2.1. In this instance, if the source of damage is the player, the source of damage is the card itself instead.
- 4.12. Trigger
- 4.12.1. Each Trigger Icon will have a set of actions specific to the icon. Normally, this action is performed by the turn player during the Trigger Step (Section 7.3). However, some effects such as “perform the effect of (Trigger Icon)” cause the master of the specified effect to perform the action.
- 4.12.2. Each Trigger Icon and its specific set of actions are as follows:
- 4.12.2.1. No Icon ( ): No action is performed.
- 4.12.2.2. Soul Icon ( ): The attacking character gets +1 soul until end of turn. This increment is mandatory.
- 4.12.2.3. Return Icon ( ): The player executing this action may choose one of his or her opponent’s characters on the stage and return it to the owner’s hand.
- 4.12.2.4. Pool Icon ( ): The player executing this action may put the top card of his or her deck into his or her stock.
- 4.12.2.5. Comeback Icon ( ): The player executing this action may choose a character in his or her waiting room, and return it to his or her hand.
- 4.12.2.6. Draw Icon ( ): The player executing this action may draw a card.
- 4.12.2.7. Shot Icon ( ): The following automatic ability comes in effect. “**AUTO** During this turn, when the next damage dealt by the attacking character is canceled, deal one damage to your opponent.”
- 4.12.2.7.1. After this automatic ability is in effect as a result of this trigger, if, for any reason, damage is dealt by the attacking character before the Damage Step (Clause 7.5.1.2), and that damage is canceled, this automatic ability will be activated. Following this, even if this that damage is not canceled, and damage dealt by the attacking character during the Damage Step is canceled, this automatic ability will not be activated.
- 4.12.2.7.2. This automatic ability is not limited to damage that a player deals to his or her opponent. In the event that the player deals damage to himself or herself, this automatic ability will also be activated.
- 4.12.2.7.3. If, for any reason, the next damage dealt by the character is directed at multiple players simultaneously, if the damage dealt to either player is canceled, this ability will be activated. Furthermore, if multiple damage dealt to multiple players is canceled, this automatic ability only activates one time.



- 4.12.2.8. Treasure Icon (  ): Return the card with this icon to its owner's hand. Then, the player executing this action may put the top card of his or her deck into his or her stock.
- 4.12.2.9. Gate Icon (  ): The player executing this action may choose a climax in his or her waiting room, and return it to his or her hand.
- 4.12.2.10. Standby Icon (  ): The player executing this action may choose a character with a level equal to or less than his or her level +1, and put it on any position of his or her stage in the Rest State (  ).
- 4.12.2.10.1. The player may put the chosen character on a stage position that already has a character on it. In that case, in accordance with the rules for Resolving Multiple Characters (Section 9.6), the character that was already on stage will be put into the waiting room.

## 5. Setting Up the Game

### 5.1. Deck Preparation

- 5.1.1. Each player prepares his or her own deck before the game.
- 5.1.2. Deck Construction
  - 5.1.2.1. A deck must contain exactly fifty (50) cards.
  - 5.1.2.2. Up to four (4) copies of each card with the same card name are allowed to be put into a deck.
    - 5.1.2.2.1. Even if any information other than the card name is different, insofar as two or more cards have the same card name, they are considered cards with the same card name, and only up to four (4) copies of said card are allowed to be put into a deck.
  - 5.1.2.3. A deck must contain eight (8) or less climax. Furthermore, these cards must abide by the "up to four (4)" rule, as stated above (Clause 5.1.2.2).
  - 5.1.2.4. If a card has a continuous ability regarding deck construction, the deck construction rules stated above are substituted by the relevant card text. Refer to **"8. Playing and Resolving Cards and Abilities"** for more details.

### 5.2. Game Preparation

- 5.2.1. Before the start of each game, prepare for the game as follows:
  - 5.2.1.1. Each player presents the deck he or she will use for this game to his or her opponent. The deck will need to fulfill the Deck Construction rules (Section 5.1) at this time only.
  - 5.2.1.2. Each player adequately shuffles his or her deck. Then, each player may shuffle his or her opponent's deck. Then, each player puts his or her deck face down on his or her deck zone.
  - 5.2.1.3. Randomly determine which player goes

first.

- 5.2.1.3.1. The determination of the starting player, cannot be mediated in any way. The player who is chosen by the random method, is not allowed to decide which player will be the starting player.
- 5.2.1.4. Each player draws five cards from his or her deck, which forms the initial hand. Then, beginning from the starting player, each player chooses any number of cards in his or her hand, puts them into his or her own waiting room, and draws an equal number of cards. This can only be performed one time per player.
- 5.2.1.5. Both players proceed to set their respective Refresh Point to zero (0). This number is used in Resolving a Reshuffle (Section 9.2) and in Resolving a Refresh Point (Section 9.9), and does not directly affect the game.
- 5.2.1.6. The starting player begins the game as the turn player.

## 6. Game Procedure

### 6.1. Turn Procedure

- 6.1.1. During a game, players take turns in progressing the game as the turn player. The turn player performs actions in order of phases stated below. This sequence of phases is collectively called a turn.

### 6.2. Stand Phase

- 6.2.1. The phase in which the turn player stands characters that he or she is a master of. This phase is executed as follows, in order:
  - 6.2.1.1. The activation conditions "at the beginning of turn" and "at the beginning of stand phase" activate. A check timing is triggered.
  - 6.2.1.2. The turn player stands all of his or her characters on his or her stage.
  - 6.2.1.3. A check timing is triggered. After completing all necessary actions in this check timing, advance to the Draw Phase.

### 6.3. Draw Phase

- 6.3.1. The phase in which the turn player draws a card from his or her deck. This phase is executed as follows, in order:
  - 6.3.1.1. The activation condition "at the beginning of draw phase" activates. A check timing is triggered.
  - 6.3.1.2. The turn player draws a card.
  - 6.3.1.3. A check timing is triggered. After completing all necessary actions in this check timing, advance to the Clock Phase.

### 6.4. Clock Phase

- 6.4.1. The phase in which the turn player can add cards to his or her clock. This phase is executed as follows, in order:

- 6.4.1.1. The activation condition “at the beginning of clock phase” activates. A check timing is triggered.
- 6.4.1.2. The turn player may choose a card from his or her hand, and put it into his or her clock. If he or she does so, he or she draws 2 cards.
- 6.4.1.3. A check timing is triggered. After completing all necessary actions in this check timing, advance to the Main Phase.

## 6.5. Main Phase

- 6.5.1. The phase in which the turn player can perform several actions. This phase is executed as follows, in order:
  - 6.5.1.1. The activation condition “at the beginning of main phase” activates.
  - 6.5.1.2. The turn player gets a play timing (and the accompanying check timing preceding it). In this play timing, the turn player can do any of the actions stated below, in any order and any number of times, as long as the cost can be paid.
    - 6.5.1.2.1. The turn player chooses a character in his or her hand, and plays it on one of his or her stage positions. The played character is placed on the designated stage position.
    - 6.5.1.2.2. The turn player chooses an event card in his or her hand and plays it. The played event card is put into the player’s resolution zone, and then put into the owner’s waiting room after the effect has been activated.
    - 6.5.1.2.3. The turn player plays any of the activated abilities possessed by one of his or her characters on any stage position.
    - 6.5.1.2.4. The turn player chooses two stage positions, and exchanges the cards placed on those stage positions. If there are cards in both stage positions, those cards are placed on the respective stage positions simultaneously. If one of the stage positions does not have any cards in it, the card placed in the other stage position is placed on that stage position. If both stage positions have no cards in them, nothing happens.
  - 6.5.1.3. When the turn player chooses to do nothing during his or her play timing, advance to the Climax Phase.

## 6.6. Climax Phase

- 6.6.1. The phase in which the turn player can place cards in his or her climax area. This phase is executed as follows, in order:
  - 6.6.1.1. The activation condition “at the beginning of climax phase” activates. A check timing is triggered.
  - 6.6.1.2. The turn player gets a play timing (and the accompanying check timing preceding it).

6.6.1.2.1. At this time, the only cards that the turn player can play are climax from his or her hand.

6.6.1.2.2. If the turn player takes any action during this play timing, he or she will not get another play timing. The turn play is allowed to play only one (1) climax during this step.

6.6.1.3. A check timing is triggered. After completing all necessary actions in this check timing, advance to the Attack Phase.

## 6.7. Attack Phase

6.7.1. The phase in which the turn player can attack his or her opponent with characters that he or she is the master of. Refer to “**7. Attack and Battle**” for more details.

## 6.8. End Phase

6.8.1. The phase in which several actions are resolved at the end of a turn. This phase is executed as follows, in order:

6.8.1.1. Among the activation conditions “at the beginning of end phase” and “at the end of turn”, those belonging to automatic abilities which activation conditions have not yet been activated on the current turn, activate. A check timing is triggered.

6.8.1.2. If the number of cards in the turn player’s hand exceeds the limit (Clause 3.3.3.1), he or she must choose cards equal to the number of cards exceeding the limit, and put them into his or her waiting room.

6.8.1.3. If there is a card on the turn player’s climax area, he or she puts it into his or her waiting room.

6.8.1.4. A check timing is triggered. After completing all necessary actions in this check timing, all effects that are limited “until end of turn” or “during turn” are invalidated.

6.8.1.5. At this point, if the number of cards in the turn player’s hand does not exceed the limit, and there are no automatic abilities or Rule Actions to resolve during the check timing stipulated in Clause 6.8.1.4, and there are no “at the beginning of end phase” or “at the end of turn” activation conditions or any other activation conditions of automatic abilities that have not yet been activated, the opponent of the current turn player becomes the turn player, and play is advanced to the Stand Phase of the next turn. This turn ends. If one or more of the conditions above in this clause are not fulfilled, return to the beginning of the End Phase.

## 7. Attack and Battle

### 7.1. General

7.1.1. In each Attack Phase, the turn player may attack his or her opponent with his or her standing characters on the center stage. The Attack Phase progresses by executing a sequence of steps beginning from the Attack Declaration Step.

7.1.2. The series of steps from the Attack Declaration Step to the Battle Step (or to the Damage Step, if the Battle Step is not executed) is called the "Attack Sub-Phase".

### 7.2. Attack Declaration Step

7.2.1. The step in which the turn player chooses whether or not to declare an attack, and with which character(s). This step is executed as follows, in order:

7.2.1.1. If this is the first Attack Declaration Step of this turn, the activation condition "at the beginning of attack phase" activates. A check timing is triggered.

7.2.1.2. The activation condition "at the beginning of attack declaration step" activates. A check timing is triggered.

7.2.1.3. The turn player may choose one (1) of his or her standing characters in his or her center stage to attack. If no such character can be chosen, or if the turn player does not wish to choose any such characters, this Attack Sub-Phase ends. Play is advanced directly to the Encore Step (Section 7.7).

7.2.1.3.1. If the current turn is the first turn of the starting player, if the turn player has already executed an Attack Sub-Phase that is not the current Attack Sub-Phase, the turn player is not allowed to choose a character to attack.

7.2.1.4. The turn player chooses the type of attack for the chosen character.

7.2.1.4.1. Direct Attack: If there are no battle opponent characters facing the chosen character, the type of attack automatically becomes a Direct Attack. The chosen character gets +1 soul until end of turn.


7.2.1.4.2. Frontal Attack / Side Attack: If there is a battle opponent character facing the chosen character, the turn player chooses either a Frontal Attack or Side Attack as the type of attack. If a Side Attack is chosen, if the level of the character facing the chosen character is more than zero (0), the chosen character gets -X soul until end of turn. X is equal to the level of the character facing the chosen character.

7.2.1.4.3. After the type of attack has been chosen, even if the character facing the chosen card undergoes any change, the type of attack and the corresponding increase or decrease in soul does not change. For example, if a Side Attack is declared for a character, even if, for any reason, the character facing the chosen card returns to its owner's hand, the attack remains as a Side Attack, as well as the soul reduction (if any).

7.2.1.5. From this point onwards, for the duration of this Attack Sub-Phase, the chosen character becomes the attacking character, enters the "attack" state, and is henceforth referred to as the "(direct / frontal / side) attacking character".

7.2.1.5.1. If a Frontal Attack was chosen, the character facing the attacking character becomes the defending character, and is henceforth referred to as the character "that is (being) frontal attacked". For the duration of this Attack Sub-Phase, both the attacking character and the defending character are referred to as characters "in battle". The attacking character and the defending character are also referred to as each other's "battle opponent".

7.2.1.5.2. If a Frontal Attack or Side Attack was chosen, for the duration of this Attack Sub-Phase, the character facing the attacking character enters a state of "being attacked".

7.2.1.5.3. Put the chosen character in the Rest State (  ).

7.2.1.6. A check timing is triggered. After completing all necessary actions in this check timing, advance to the Trigger Step.

### 7.3. Trigger Step

7.3.1. The step in which any additional effects during the attack of an attacking character are checked for. This step is executed as follows, in order:

7.3.1.1. The activation condition "at the beginning of trigger step" activates. A check timing is triggered.

7.3.1.2. The turn player puts the top card of his or her deck face up into the resolution zone, executes the actions associated with the Trigger Icon(s) revealed (Section 4.12), and puts that card face down into his or her stock. This is referred to as a "Trigger Check". If there are multiple Trigger Icons revealed, execute all the actions associated with the Trigger Icons revealed.

7.3.1.3. A check timing is triggered. After completing all necessary actions in this check timing, if the type of attack is a Frontal Attack, advance to the Counter Step. Otherwise, advance to the Damage Step.

#### 7.4. Counter Step

7.4.1. The step in which the opponent of the turn player responds to the turn player's Frontal Attack. This step is executed as follows, in order:

7.4.1.1. The activation condition "at the beginning of counter step" activates.

7.4.1.2. The turn player gets a play timing (and the accompanying check timing preceding it).

7.4.1.2.1. At this point, the opponent of the turn player is allowed to play only either event cards or character abilities with the Counter Icon (☰).

7.4.1.2.2. During this play timing, if the opponent of the turn player performs any action, he or she does not get another play timing. During this step, that player is allowed to play only one (1) card or activated ability.

7.4.1.3. A check timing is triggered. After completing all necessary actions in this check timing, advance to the Damage Step.

#### 7.5. Damage Step

7.5.1. The step in which the opponent of the turn player receives damage from the attacking character. This step is executed as follows, in order:

7.5.1.1. The activation condition "at the beginning of damage step" activates. A check timing is triggered.

7.5.1.2. The attacking character deals damage to the opponent of the turn player equal to the soul of the attacking character.

7.5.1.2.1. If, for any reason, the soul of the attacking character is zero (0) or less, that attacking character does not deal any damage. There is no such thing as "deal 0 (or negative) damage".

7.5.1.2.2. If, for any reason, the attacking character is not on the stage, or the character's master is changed, or the character is moved to another stage position, that attacking character does not deal any damage.

7.5.1.3. A check timing is triggered. After completing all necessary actions in this check timing, if the type of attack is a Frontal Attack, advance to the Battle Step. Otherwise, end this Attack Sub-Phase, and return to the Attack Declaration Step.

#### 7.6. Battle Step

7.6.1. The step in which the battle between a frontal attacking character and the corresponding defending character is resolved. This step is executed as follows, in order:

7.6.1.1. The activation condition "at the beginning of battle step" activates. A check timing is triggered.

7.6.1.2. Compare the power of the attacking character and the defending character, and put the character with lower power in the Reverse State (☑). If both characters have equal power, put both characters in the Reverse State.

7.6.1.3. If, for any reason, the attacking character or the defending character is not on the stage, or either character's master is changed, or either character is moved to another stage position, the characters' powers are not compared, and neither character is put into the Reverse State.

7.6.2. A check timing is triggered. After completing all necessary actions in this check timing, end this Attack Sub-Phase, and return to the Attack Declaration Step.

#### 7.7. Encore Step

7.7.1. The step in which characters in the Reverse State (☑) are put into the waiting room. This step is executed as follows, in order:

7.7.1.1. The activation condition "at the beginning of encore step" activates. A check timing is triggered.

7.7.1.2. If the turn player has any characters on his or her stage in the Reverse State, the turn player chooses one (1) of those characters, puts it into its owner's waiting room, resolves a check timing, and after completing all necessary actions in this check timing, executes Clause 7.7.1.2 again.

7.7.1.3. If the non-turn player has any characters on his or her stage in the Reverse State, the non-turn player chooses one (1) of those characters, puts it into its owner's waiting room, resolves a check timing, and after completing all necessary actions in this check timing, executes Clause 7.7.1.2 again.

7.7.1.4. A check timing is triggered. After completing all necessary actions in this check timing, if there are characters on either player's stage in the Reverse State, return to Clause 7.7.1.2. Otherwise, advance to the End Phase (Section 6.8).

### 8. Play and Resolve Cards and Abilities

#### 8.1. Categories of Abilities

8.1.1. Abilities are divided into three categories: activated abilities, automatic abilities, and continuous abilities.

8.1.1.1. Activated abilities refer to abilities that can be executed by a player with a play timing by paying the cost (Section 8.4).

8.1.1.1.1. On a card, activated abilities are written as "ACT [(Cost)] (Effect)". Text enclosed by [ ] refers to the Cost of playing that activated ability, and the Text following that refers to the effect that activates as a result of resolving that activated ability.

8.1.1.1.2. “When you use an activated ability” refers to “when you resolve an activated ability”.

8.1.1.2. Automatic abilities refer to abilities that are automatically played as a result of a designated situation occurring during the game.

8.1.1.2.1. On a card, automatic abilities are written as “**AUTO** When (Condition), (Effect)”, or “**AUTO** At the beginning of (player’s) (Phase or Step), (Effect)”. The situations specified by (Condition) and (Phase or Step) are known as “activation conditions”, and fulfilling an activation condition is known as “activating (that ability)” or “triggering (that ability)”.

8.1.1.2.2. Instead of being written as “**AUTO** (Text)”, some automatic abilities are written as “**AUTO** [(Cost)] (Text)”. This refers to an instance where, when resolving this automatic ability, a Cost may be paid, following the instructions of the Text (Section 8.7.3).

8.1.1.3. Continuous abilities refer to abilities which trigger some effect for the duration that ability is in effect.

8.1.1.3.1. On a card, continuous abilities are written as “**CONT** (Effect)”.

8.1.1.4. The icons that reflect an ability’s category (**ACT** **AUTO** **CONT**) are collectively known as “Ability Category Icons”.

## 8.2. Categories of Effects

8.2.1. Effects are divided into three categories: “one-shot effects”, “continuous effects”, and “replacement effects”.

8.2.1.1. “One-shot effects” refer to effects that resolve by executing that action, and ending the effect thereafter. For example, effects that are triggered by abilities such as “draw a card” or “put this character into the waiting room” are one-shot effects.

8.2.1.2. “Continuous effects” refer to effects that remain in effect for a specified duration (including “during this game”, for effects with no specified duration). For example, effects that are triggered by abilities such as “all of your characters in front of this card get +500 power” or “this card gets +1 soul until end of turn” are continuous effects.

8.2.1.3. “Replacement effects” refer to effects that replace the execution of a situation during the game with the execution of another situation instead.

8.2.1.3.1. If an ability is written as “if (player) would do A, (player may) instead do B”, the effect that is triggered by that ability is a replacement ability.

8.2.1.3.2. If an ability is written as “When (player) does A, (player) may [Choice]. If (player) does, do B”, the effect that is triggered by that ability is an optional replacement effect.

## 8.3. Active Effects and Inactive Effects

8.3.1. Some effects make an effect “active” or “inactive”. In this case, resolve the ability as follows:

8.3.2. If part of (or possibly, the whole of) an effect becomes inactive under a specific condition, under said condition, that part exists as an ability, but no effects are triggered. If that effect required a choice to be made, no choice is made.

8.3.3. If part of (or possibly, the whole of) an effect becomes active under a specific condition, in the state where said condition is not fulfilled, that part is inactive.

## 8.4. Cost and Paying Cost

8.4.1. Some activated or automatic abilities contain an action(s) enclosed within [ ] at the beginning of the text, which are known as the cost of that ability.

8.4.2. “Pay the cost” refers to “execute the action(s) stipulated in the cost”.

8.4.2.1. If there are multiple actions in the cost, execute the actions in order, starting with the action closest to the beginning of the text. However, in the duration between the beginning and the end of pay a cost, Resolving a Reshuffle (Section 9.2) and Resolving a Level Up (Section 9.3) do not occur.

8.4.2.2. If the whole cost (or part thereof) cannot be paid, absolutely no part of the cost to play this ability is paid.

8.4.3. If a number enclosed within a circle is indicated in an ability’s cost or text, this refers to “the master of this card or ability puts X (and only X) cards from his or her stock into his or her waiting room. X is equal to the number indicated”. Similarly, if card text instructs a player to pay a number enclosed within a circle, this refers to “the designated player puts X (and only X) cards from his or her stock into his or her waiting room”.

## 8.5. Check Timing/Play Timing, Abilities, and Effects

8.5.1. When a check timing is triggered, the game advances as follows, in order:

8.5.1.1. All Rule Actions that must be resolved are simultaneously resolved. If, as a result, there are more Rule Actions to be resolved, this step is repeated insofar as there are Rule Actions remaining to be resolved.

8.5.1.2. If there are automatic abilities in a Standby Condition that the turn player is a master of, the turn player chooses one (1) ability among them, plays and resolves it, and returns to Clause 8.5.1.1.

8.5.1.3. If there are automatic abilities in a Standby Condition that the non-turn player is a master of, the non-turn player chooses one (1) ability among them, plays and resolves it, and returns to Clause 8.5.1.1.

8.5.1.4. The check timing ends.

8.5.2. When a player gets a play timing, the game advances as follows, in order:

8.5.2.1. A check timing is triggered. Resolve the check timing.

8.5.2.2. Only at this point does that player actually get a play timing. At this point, that player executes any action that is allowed, or chooses to do nothing. If that player executes an action, unless otherwise specified, that player gets another play timing after this play timing.

8.5.2.3. If the player that gets a play timing chooses to do nothing, the play timing ends, and the Phase or Step advances.

## 8.6. Playing and Resolving

8.6.1. Activated abilities, automatic ability, and cards in hand need to be played and resolved to trigger its effect. Continuous abilities are not played, and the effect is always in effect.

8.6.2. A player plays a card or an ability as follows:

8.6.2.1. The player designates an ability, or card in his or her hand to play. If what is designated is a card in his or her hand (as opposed to an ability), that card is allowed to be played and consequently revealed only if both that card's color requirement and level requirement are fulfilled.

8.6.2.1.1. The color requirement, requires that the color of the played card be of the same color of at least one card in that player's level or clock. A card cannot be played if the color requirement is not fulfilled.

8.6.2.1.1.1 Level 0 characters and level 0 event cards do not need to fulfill the color requirement to be played.

8.6.2.1.2. The level requirement, requires that the level of the played card to be equal to or lower than the number of cards in that player's level. A card cannot be played if the level requirement is not fulfilled.

8.6.2.1.2.1 Climax do not need to fulfill the level requirement to be played.

8.6.2.2. If the card or ability requires the player to make any choices, he or she makes that choice.

8.6.2.2.1. If what is played is a character from the player's hand, he or she chooses one (1) of his or her stage positions.

8.6.2.3. If there is a cost for what is played, the player determines the cost, and pays the cost in full.

8.6.2.3.1. If what is played is a card or an activated ability, the player pays the stipulated cost.

8.6.2.3.2. If the player is unable to pay the cost in full, he or she cannot play that card or ability. Players are not allowed to pay for only a part of a cost.

8.6.2.4. Resolve the card or ability.

8.6.2.4.1. If what is played is a character, that character is placed on the chosen stage position. If another character is already on that stage position, the character that was already on stage will be put into the waiting room by Rule Action.

8.6.2.4.2. If what is played is an event card, that event card is put on the player's resolution zone, and put into its owner's waiting room after the effect has been executed.

8.6.2.4.3. If what was played is a climax, that climax is placed on the player's climax area.

8.6.2.4.4. If what is played is an activated ability or an automatic ability, the effect of that ability is executed.

8.6.3. If a card or an ability states "choose", during resolution, the player chooses an appropriate card(s) or player(s), et cetera, (henceforth referred to as "targets") among the choices presented at the stage the instruction was given.

8.6.3.1. If the number of choices is specified, the player must choose as many targets as possible up to the specified number. If a player can make a choice, that player is not allowed not to make a choice.

8.6.3.1.1. If the number of choices is specified by "choose up to", the player may choose any number of targets from zero (0) up to the specified number of choices.

8.6.3.1.2. If the number of choices is specified, but it is impossible to make that many choices, the player chooses as many targets as possible, and applies the relevant effects on those targets.

8.6.3.1.3. If the number of choices is specified, and no targets can be chosen, no target is chosen. All effects relating to that target are ignored.

8.6.3.1.4. If the targets are unrevealed cards in a hidden zone, and if the information of the card(s) is required to fulfill the condition(s) of the choice, it is not guaranteed that those cards in the hidden zone possess that information. Even if there are cards in that zone that fulfill the condition(s), the player is not allowed to choose those cards.

## 8.7. Resolving Automatic Abilities

8.7.1. Automatic abilities refer to abilities that are played during the check timing that triggers as a result of triggering a specified activation condition(s).

8.7.2. When any automatic ability's activation condition(s) are fulfilled, that automatic ability enters a Standby Condition.

- 8.7.2.1. When an automatic ability's activation condition(s) are fulfilled multiple times, that automatic ability enters a Standby Condition an equal number of times.
- 8.7.3. At the stage when a check timing is triggered, the player who wishes to play an automatic ability chooses one (1) of the automatic abilities in a Standby Condition that he is a master of, and plays it. After resolving the played ability, one (1) occurrence of that ability's Standby Condition is extinguished.
- 8.7.3.1. Players must play all automatic abilities in a Standby Condition; players are not allowed to choose not to play any automatic abilities in a Standby Condition. However, when an automatic ability that the player is a master of enters a Standby Condition multiple times, the player is allowed to choose which occurrence to resolve first.
- 8.7.3.1.1. If an automatic ability can be played upon paying a cost, players are allowed to choose not to pay the cost, and consequently, not play the ability.
- 8.7.3.2. If, for any reason, the chosen automatic ability in a Standby Condition cannot be played, one (1) occurrence of that automatic ability's Standby Condition is extinguished.
- 8.7.3.2.1. If an automatic ability can be played upon paying a cost, and a player chooses not to pay the cost, and consequently, not play the ability, one (1) occurrence of that automatic ability's Standby Condition is extinguished.
- 8.7.4. Some cards possess automatic abilities with activation conditions that are fulfilled upon moving that card to another zone. This is known as "zone change activation".
- 8.7.4.1. Some automatic abilities with zone change activation require the information of the card that activated that ability. In that instance, check up the information as follows:
- 8.7.4.1.1. If an automatic ability that activates when a card is moved from a public zone to a hidden zone, or from a hidden zone to a public zone, requires information from the card, use the information available when said card is/was in the public zone.
- 8.7.4.1.2. If an automatic ability that activates when a card is moved from the stage to another zone, or one that accompanies a zone change that also changes the card's master, requires information from the card, use the information available when said card was on the stage.
- 8.7.4.1.3. If an automatic ability that activates when a card is moved from a public zone to another public zone (except those in Clause 8.6.7.1.2), requires information from the card, use the information available in the zone after said card has moved.
- 8.7.5. Some effects create automatic abilities which possess activation conditions that trigger at a later point in the game. This is known as "timed activation"
- 8.7.5.1. Timed activation, unless otherwise specified, fulfills an activation condition(s) only one (1) time.
- 8.7.6. Some automatic abilities possess activation conditions that trigger not when a specified event occurs, but when a specified condition is fulfilled (such as "if there are no cards in your hand"). This is known as "state activation".
- 8.7.6.1. When the state is triggered, automatic abilities with state activation enter a Standby Condition only one (1) time. After this automatic ability is resolved, if that ability's activation condition(s) is fulfilled, that ability enters a Standby Condition again.
- 8.7.7. When an automatic ability in a Standby Condition is played, if the zone of the card that possessed that ability is changed, that automatic ability must still be played. However, if, in order for that card's zone to be changed, the effect of that automatic ability has to become unable to execute, that effect fails to resolve.
- 8.8. Resolving One-Time Effects
- 8.8.1. When a one-time effect is required to be executed, the action that is instructed is executed one (1) time.
- 8.9. Resolving Continuous Effects
- 8.9.1. If a card's information is required when any continuous effects require are in effect, the continuous effect is applied on that information as follows, in order:
- 8.9.1.1. Information that is written on the card is the base value.
- 8.9.1.2. Next, all continuous effects that do not change the value of the information are applied.
- 8.9.1.3. Next, all continuous effects that change the value of the information are applied.

*Example: If a character that has the ability "CONT Assist All of your characters in front of this card get +500 power if that character's power is 3000 or less." is behind Character A (3000 Power), Character A's power becomes 3500. With this, the application of this effect ends.*

8.9.1.4. If the order of application of Continuous Effect A and Continuous Effect B is not determined by Clause 8.9.1.1 – 8.9.1.3, if the application of Effect A affects what Effect B is applied on or how it is applied, Effect B is an effect that is dependent on Effect A. An effect that is dependent on any other effect is always resolved after the effect it is dependent on is resolved.

*Example: If there is a card with “**CONT Assist** All of your characters in front of this card get «Corps».” and a card with “**CONT Assist** All of your «Corps» characters in front of this card get “**AUTO Encore** [Put a character from your hand into your waiting room]” behind Character A, which is in the middle position of your center stage, regardless of the order in which those two cards were placed, Character A possesses the **Encore** ability that is added by **Assist**.*

8.9.1.5. If the order of application of multiple continuous effects are not determined by Clause 8.9.1.1 – 8.9.1.4, those continuous effects are applied in the order that they were triggered.

8.9.1.5.1. If the source of activation of a continuous effect is a continuous ability, the time when the card possessing that ability is placed on its current zone is its fundamental order. However, for continuous effects of continuous abilities belonging to characters that are on a stage position, the time when that character was placed in its current stage position from another zone becomes its fundamental order.

8.9.1.5.2. For all other abilities, the time when the ability is played is its fundamental order.

*Example: If a character that has the ability “**CONT Assist** All of your characters in front of this card get +500 power.” is behind Character A (3000 Power), Character A’s power becomes 3500. Under these circumstances, if a event card with card text “Choose one of your characters, and that character’s power becomes 0 until end of turn.” is played, until end of turn, Character’s A power becomes 0.*

8.9.2. If a continuous effect is not triggered by a continuous ability, after that ability has been played, that effect is not applied on cards that move from one zone to another, except if they are moved from one stage position to another.

*Example: If, after playing an event with card text “All of your characters get +1000 power until end of turn.”, a player plays a 3000 power character from his or her hand and puts it on a stage position, that character’s power remains as 3000.*

8.9.3. If a continuous effect changes the information of a card in a specified zone, the change is applied on said card the instant it enters that zone.

8.9.3.1. If the activation condition of an automatic ability is a card possessing specified information entering a specified zone, the information referred to only after the continuous effect for that zone has been applied.

## 8.10. Resolving Replacement Effects

8.10.1. When a replacement effect is triggered, when that replacement effect’s application target event triggers, that event is not triggered, and is replaced by another event stated by the replacement effect.

8.10.1.1. In so doing, the original event that was replaced does not trigger at all.

8.10.2. If multiple replacement effects are triggered simultaneously by the same event, the player that receives the consequence of those effects decides which effects are applied first.

8.10.2.1. If what receives the consequence is a card or an ability, its master will decide.

8.10.2.2. If what receives the consequence is an action during the game, the player that executes that action or the master of the card that applies that action, decides.

8.10.2.3. For the same event, each replacement effect is applied a maximum of one (1) time.

8.10.3. If the replacement effect is a choice-type replacement effect (“when ..., instead (the player) may .... If he or she does, do ...”), if that choice cannot be executed, this replacement effect is not applied.

## 8.11. Final Information

8.11.1. When an effect references a specified card’s information and/or State, if, when that effect is executed, that card is moved from one zone to another (except a movement from one stage position to another), that effect references the information and/or State of the card as when that card was last in that zone.

## 8.12. Climax Combo Icon

8.12.1. Immediately after an Ability Category Icon, there may be a Climax Combo Icon (**CX COMBO**). This is an icon that indicates that that ability is one that is related to a climax with a specified card name. This icon has no special meaning in terms of rules.

## 9. Rule Action

### 9.1. General

9.1.1. “Rule Action” is a collective term referring to a resolution automatically executed in accordance with the rules when a specified event has occurred or is occurring during the game.



- 9.1.2. Rule Actions are classified as two types: interrupt type Rule Actions, and check type Rule Actions.
- 9.1.2.1. Rule Actions classified as interrupt type Rule Actions are executed when a specified condition(s) is met during the game, suspending all actions being executed without exception, executing itself immediately.
- 9.1.2.1.1. When multiple interrupt type Rule Actions are to be executed simultaneously, they are resolved as follows: in order:
- 9.1.2.1.1.1. If there are multiple masters of the card(s) or zone(s) related to those Rule Actions, the turn player executes all interrupt type Rule Actions that are related to his or her own cards or zones first, followed by the non-turn player.
- 9.1.2.1.1.2. If the same player is required to execute multiple Rule Actions related to cards or zones that he or she is a master of, he or she chooses which order to execute those Rule Actions in.
- 9.1.2.2. Rule Actions classified as check type Rule Actions are executed only when a specified condition(s) is fulfilled during a check timing. Even if the condition(s) is fulfilled during the execution of another action, if that condition(s) is not fulfilled during the check timing, this Rule Action does not happen.
- 9.1.2.2.1. When multiple check type Rule Actions are to be executed simultaneously, all of those Rule Actions are executed simultaneously.
- 9.2. Resolving a Reshuffle
- 9.2.1. The resolution of a reshuffle is executed when there are no cards in a player's deck. This is an interrupt type Rule Action.
- 9.2.2. The player with no cards in his or her deck immediately moves all of the cards in his or her waiting room to his or her deck, and shuffles the deck. Then, that player's Refresh Point increases by one (1).
- 9.2.2.1. At the instance when there are no cards in the deck, if there are also no cards in that player's waiting room, and there are no climax in that player's resolution zone if he or she is in the middle of a Damage Process, that player loses the game immediately instead. Otherwise, the resolution of the reshuffle ends instead. In this instance, until the situation there are no cards in the deck and there are cards in the waiting room arises again, a reshuffle is not resolved afresh.
- 9.2.3. A reshuffle is not resolved from the beginning to the end of the payment of a cost (Clause 8.4.2).
- 9.2.4. The execution of the resolution of a shuffle is also known as "refresh(ing)" in card texts and rules, et cetera.
- 9.3. Resolving a Level Up
- 9.3.1. The resolution of a level up is executed when the number of cards in a player's clock is seven (7) or more. This is an interrupt type Rule Action.
- 9.3.2. The player with seven (7) or more cards in his or her clock chooses one (1) card from the seven cards from the bottom of his or her clock. The chosen card is moved to his or her level, and the remaining six (6) cards are moved to his or her own waiting room in any order.
- 9.3.3. A level up is not resolved from the beginning to the end of the payment of a cost (Clause 8.4.2).
- 9.4. Resolving a Losing Verdict
- 9.4.1. At the beginning of a Rule Action, if a player fulfills any of the losing conditions stipulated below, all players that fulfill the losing condition lose the game. This is a check type Rule Action.
- 9.4.1.1. If a player has four (4) or more cards in his or her level, that player fulfills a losing condition of the game.
- 9.4.1.2. If a player has no cards in his or her deck and his or her waiting room, that player fulfills a losing condition of the game.
- 9.5. Resolving a Character with Insufficient Power
- 9.5.1. If a character's power is zero (0) or lower, that character is moved to the waiting room of that character's owner. This is a check type Rule Action.
- 9.6. Resolving Multiple Characters
- 9.6.1. If a stage position has multiple characters on it, all characters in that stage position, except the very last character to be placed there, are put into their respective owner's waiting room. This is a check type Rule Action.
- 9.6.2. If, for any reason, there is a stage position where multiple characters are placed on it at the same time, all of the characters on that stage position are put into their respective owner's waiting room.
- 9.7. Resolving Multiple Climax
- 9.7.1. If a climax area has multiple climax placed on it, all climax in that climax area, except the very last climax to be placed there, are put into their respective owner's waiting room. This is a check type Rule Action.
- 9.7.2. If, for any reason, there is a climax area where multiple climax are placed on it at the same time, all of the climax on that climax area are put into their respective owner's waiting room.

## 9.8. Resolving an Unaffiliated Marker

9.8.1. If, for any reason, a marker area has cards in it while its corresponding stage position has no characters on it, all of the cards in that marker area are put into their respective owner's waiting room. This is a check type Rule Action.

## 9.9. Resolving a Refresh Point

9.9.1. If a player's Refresh Point is one (1) or more, that player moves the top card of his or her deck to his or her clock, and his or her Refresh Point is reduced by one (1). This is a check type Rule Action.

## 10. Keywords and Keyword Abilities

### 10.1. Alarm


10.1.1. **Alarm** is a Keyword referring to an ability with "if this card is the top card of your clock, a specified ability is present, or a specified ability is triggered" in its effects. This Keyword is not an ability per se, and has no meaning in terms of effects.

10.1.2. All abilities written as "(Ability Category Icon) **Alarm** (Text)" are Keyword Abilities possessing the Keyword "**Alarm**".

### 10.2. Encore

10.2.1. **Encore** is an automatic Keyword Ability, whose activation condition is a card being put from the stage to the waiting room.

10.2.2. "**Encore** [(Cost)]" refers to "[[(Cost)] When this card is put into your waiting room from the stage, you may pay the cost. If you do, put this card on the stage position it was in immediately before this in the Rest State.".

10.2.3. Unless otherwise specified, all characters possess the ability "  **Encore** [③]".

### 10.3. Assist

10.3.1. **Assist** is a continuous Keyword Ability with an effect that triggers when a character possessing that ability is placed on the back stage.

10.3.2. "**Assist** (Text)" refers to "Insofar as this character is placed on the back stage, the effect of (Text) is an active effect.".

### 10.4. Bond

10.4.1. **Bond** is an automatic Keyword Ability that allows a player to return a specified character from his or her waiting room to his or her hand upon paying a cost when that card is placed on the stage by playing it.

10.4.2. "**Bond**/"(English Card Name)" [(Cost)]" refers to "When this character is played and placed on the stage, you may pay (Cost). If you do, choose a card named "(English Card Name)" in your waiting room, and move it to your hand.".

### 10.5. Backup

10.5.1. **Backup** is an activated Keyword Ability that allows the opponent of the turn player to play a card possessing this ability in his or her hand during the Counter Step of that Attack Sub-Phase when one of his or her characters becomes a defending character.

10.5.2. "**Backup** (X), **Level** (Y) [(Cost)]" refers to "[[(Cost)] Choose a defending character that you are a master of. That character gets +X power until end of turn. This ability can only be played on your opponent's Counter Step if your level is (Y) or higher.".

### 10.6. Great Performance

10.6.1. **Great Performance** is a continuous Keyword Ability that restricts a player's opponent's stack when the character that possesses that ability is on a specified stage position.

10.6.2. "**Great Performance**" refers to "Insofar as this character is on the middle position of your center stage, and is not in the Reverse State, when any of the characters that your opponent is a master of attacks, the attack character Frontal Attacks this character as though it were the defending character.".

### 10.7. Brainstorm

10.7.1. **Brainstorm** is a Keyword referring to an event card or an ability that accompanies the execution of the action "flip over a specified number of cards from the top of your deck, put those cards into your waiting room, and reference the information of those cards" in its effect. This Keyword is not an ability per se, and has no meaning in terms of effects.

10.7.2. All effects of event cards written as "**Brainstorm** (Effect)" and all abilities written as "(Ability Category Icon) **Brainstorm** (Text)" possess the Keyword "**Brainstorm**".

10.7.3. When a player moves cards from the top of his or her deck to his or her waiting room under the effect of a card possessing the Keyword "**Brainstorm**", after the specified number of cards have been moved to the resolution zone once, all of those cards are simultaneously moved to the waiting room.

10.7.4. "When you use "**Brainstorm**"" refers to "When you resolve the effect of an event card or an ability, that possesses the Keyword "**Brainstorm**"".

### 10.8. Change

10.8.1. **Change** is a Keyword referring to an ability that accompanies the execution of the action "when a character that possesses this ability is put into a specified zone, put a specified character in that specified zone into the original character's zone" or "exchange the character possessing this ability and a specified character in a specified zone" in its effect. This Keyword is not an ability per se, and has no meaning in terms of effects.

10.8.2. All abilities written as “(Ability Category Icon) **Change** (Text)” are abilities possessing the Keyword “**Change**”.

10.8.3. When a character possessing **Change** is exchanged with a specified character in a specified zone, during this ability’s resolution, if the character possessing this ability is moved from one zone to another, except from one stage position to another, or if the specified card does not exist in the specified zone, the exchanging of characters is not executed.

10.8.4. “When this card is placed on the stage by a “**Change**” effect” refers to “When you play an ability that possesses the Keyword “**Change**”, placing this card on the stage from a zone other than the stage by that effect”.

10.8.5. “When you use “**Change**”” refers to “When a card you are the master of is placed on the stage by a “**Change**” effect”.

## 10.9. Memory

10.9.1. **Memory** is a Keyword referring to an ability with “reference the number of cards, et cetera, in your memory, and execute a resolution” in its effect, or an ability that is possessed by a card when it is in the memory. This Keyword is not an ability per se, and has no meaning in terms of effects.

10.9.2. All abilities written as “(Ability Category Icon) **Memory** (Text)” or abilities of event cards written as “**Memory** (Text)” are abilities possessing the Keyword “**Memory**”.

## 10.10. Experience

10.10.1. **Experience** is a Keyword referring to an ability with “reference the number of cards, et cetera, in your level, and execute a resolution” in its effect, or an ability that is possessed by a card when it is in the level. This Keyword is not an ability per se, and has no meaning in terms of effects.

10.10.2. All abilities written as “(Ability Category Icon) **Experience** (Text)” or abilities of event cards written as “**Experience** (Text)” are abilities possessing the Keyword “**Experience**”.

## 10.11. Shift

10.11.1. **Shift** is an automatic Keyword Ability that allows a player to exchange a card in his or her clock and a card in his or her hand, at the start of the Main Phase.

10.11.2. “**Shift, Level (Number)**” refers to “At the beginning of your main phase, if this card is in your clock, and your level is (Number) or higher, you may choose this card and a card in your hand of the same color, and exchange them.”.

10.11.3. When cards are exchanged by **Shift**, exactly two (2) cards – the card possessing that ability and the card in your hand – must be chosen.

10.11.3.1. During the resolution of **Shift**, if, for any reason, the card possessing that ability cannot be chosen, players are not allowed to choose to exchange cards.

10.11.3.2. During the resolution of **Shift**, a player does not have a card of the same color in his or her hand, that player is not allowed to choose to exchange cards.

10.11.4. “When you use “**Shift**”” refers to “During the resolution of “**Shift**”, when a card in a player’s clock and his or her hand are exchanged”.

## 10.12. Accelerate

10.12.1. **Accelerate** is a Keyword referring to an ability that accompanies the execution of the action “put a card into your clock” in its cost. This Keyword is not an ability per se, and has no meaning in terms of effects.

10.12.2. All abilities written as “(Ability Category Icon) **Accelerate** (Text)” are abilities possessing the Keyword “**Accelerate**”.

10.12.3. “When you use “**Accelerate**”” refers to “During the resolution of “**Accelerate**”, when a cost is paid, and an effect is executed afterward”.

## 10.13. Resonate

10.13.1. **Resonate** is a Keyword referring to an ability that accompanies the execution of the action “reveal a specified card in your hand” in the cost of its automatic ability. This Keyword is not an ability per se, and has no meaning in terms of effects.

10.13.2. All abilities written as “(Ability Category Icon) **Resonate** (Text)” or abilities of event cards written as “**Resonate** (Text)” are abilities possessing the Keyword “**Resonate**”.

10.13.3. “When you use “**Resonate**”” refers to “During the resolution of an effect of an ability possessing “**Resonate**”, when a cost is paid, and an effect is executed afterward”.

## 11. Miscellaneous

### 11.1. Infinite Loops

11.1.1. When executing a resolution, it is possible that some actions may be executed indefinitely, or a player is forced to execute an action indefinitely. This is known as an “infinite loop”, and the sequence of actions from the start of an infinite loop until it goes back to its original point are known as “loop actions”. In this instance, do as follows:

11.1.1.1. During that sequence, if both players are unable to stop that infinite loop, the game ends in a draw.

## Changelog

December 5, 2017; v2.00

- Revamp of comprehensive rules, including:
  - Consistent Wording
  - Wording that reflects modern card text
  - Wording that conveys more accurate meaning
  - Diagrams and symbols, where necessary
  - Better formatting that increases clarity
- Changelog started

11.1.1.2. During that sequence, if only one player is given the choice of terminating that infinite loop, that player declares how many times to repeat this infinite loop, executes the infinite loop for only that number of times, and stops the infinite loop by executing the choice that will stop the infinite loop. After this, if the current status is exactly the same as before the infinite loop began (that is, every card in every zone is exactly the same), except when forced to by automatic abilities, et cetera, players are not allowed to choose this infinite loop again.

11.1.1.3. During that sequence, if both players are given the choice of terminating that infinite loop, first, the turn player declares how many times to repeat this infinite loop, then, the opponent of the turn player declares how many times to repeat this infinite loop. Then, the player who declared the smaller number of repetitions executes the infinite loop for only that number of times, and stops the infinite loop by executing the choice that will stop the current infinite loop. After this, if the current status is exactly the same as before the infinite loop began (that is, every card in every zone is exactly the same), except when forced to by automatic abilities, et cetera, the player who declared the larger number is not allowed to choose this infinite loop again.

### 11.2. Actions that Merit an Additional Turn

11.2.1. Some effects allow a player to take an additional turn. If there is such an effect, at the instance when play advances from an End Phase to a new turn (Clause 6.8.1.5), the opponent of the current turn player does not become the new turn player, and the specified player becomes the turn player.

11.2.2. If multiple actions allow a player to take an additional turn, the turn player chooses one (1) of the very last effects to be triggered among them, and applies it. All other effects allowing additional turns are postponed until the next turn.