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Special Notice

The contents of this rulebook are translated from the Japanese version of Weiss Schwarz Comprehensive rules ver. 1.71.

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

- Should there be any conflict between the rules stated in English and Japanese, the rules within the Japanese version takes precedence.
- Should there be any conflict between the rules stated in different versions, the latest version of the rules will take precedence.
- These rules include additional sections to existing sections that are exclusive to the English edition. Additional sections will be in text boxes.
- **Rules that are different in context due to language differences and writing styles are colored in blue.**
- Should there be conflict in the card text between English edition and Japanese edition cards, the card text of the respective languages will take precedence for that player.

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.

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, then the game ends immediately. If you do not lose and your opponent does, then 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, then 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, then he or she fulfills a losing condition.
- 1.2.3. If both players lose simultaneously, then 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 effects can interfere with conceding. No effects can force a player to concede, and no effects can replace losing the game with a concession.
- 1.2.5. Players may win or lose the game by an 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, then the text takes precedence.
- 1.3.2. If by any reason a player is forced to perform an action that he or she is unable to perform, then he or she does not perform any action. If by any reason a player is forced to perform multiple actions and he or she is only able to perform partially, then he or she performs the actions as much as he or she is able to.

- 1.3.2.1. If, by any reason the state of something is forced into a state that it is already in, then it does not become the state again, and that action is not performed.
- 1.3.2.2. If by any reason an action is forced to be performed zero or a negative number of times, then 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, then the effect that stops the action takes precedence.
- 1.3.4. If by any reason more than one player is required to make a decision at the same time, then 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 by any reason, a player is forced to choose a number, then he or she must choose zero or a positive integer, if not specified. You cannot choose any fractions or negative numbers.

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 are passages of words above the text (in the case that there is no text, these words can be found above the Japanese name of the card), and this text has no special meaning to gameplay. These passages are called flavor, and are a part of the illustration.

2.3. Type

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

2.4. Color

- 2.4.1. The color of the card.
- 2.4.2. The playing of cards is limited by the color of the cards. Refer to "Play and Resolve Cards and Abilities" for more information.

2.5. Trait

- 2.5.1. The trait of the card. This information only exists on "character cards".
- 2.5.2. Although traits are information that have no special meaning to gameplay, there are cases where abilities and effects refer to them.
- 2.5.3. When a text includes information referring to a trait, this information is enclosed within « » brackets.

2.6. Level

- 2.6.1. The minimum level required to play the card. This information only exists on "character cards" and "event cards".
- 2.6.2. The playing of cards is limited by the level of the player. Refer to "Play and Resolve Cards and Abilities" for more information.

2. Characteristics of a card



Character card

Event card

Climax card

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

2.1. Name

2.1.1. The proper name to identify the card.

2.1.1.1. Some Japanese cards have small letters above the name to help show how to read it. This is not a part of the name and has no meaning in terms of rules.

2.1.1.2. There are cards with words struck off, or painted over. In those cases, for the parts that are affected, they are not considered as part of the card name, and will not hold any meaning, nor taken into account when names are referred to.

2.1.2. 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. Text containing "with "Card name"(Japanese name) in its card name" refers to cards with the words containing only the Japanese name of the card.

- 2.7. Cost
- 2.7.1. The cost required to play the card. This information only exists on “character cards” and “event cards”.
- 2.7.2. To play a card, the cost indicated must be placed from the stock area to the waiting room. Refer to “Play and Resolve Cards and Abilities” for more information.
- 2.8. Icon
- 2.8.1. Should there be a special mechanic, an icon will be indicated here for easy reference.
- 2.8.2. Should a Counter-Attack icon (⊕) be indicated, the card can then be used during the counter step of the opponent’s turn.
- 2.8.2.1. Unless otherwise stated, it is possible to play a card with a counter-attack icon during your own turn during your main phase.
- 2.8.3. Should a Clock icon (⌚) be indicated, there will be an ability that is relevant to its placement in the clock area (refer to Section 3.8) in this card.
- 2.9. Power
- 2.9.1. The strength of the card during battle. Refer to “Attack and Battle” for more information. This information only exists on “character cards”.
- 2.10. Soul
- 2.10.1. The value of damage inflicted on the player during the card’s battle. Refer to “Attack and Battle” for more information. This information only exists on “character cards”.
- 2.10.2. The amount of soul is not indicated numerically, but by the number of soul icons (♁) on the card.
- 2.11. Trigger Icon
- 2.11.1. The effect of the card revealed during the trigger step of an attack phase is represented by this icon. Refer to “Attack and Battle” for more information.
- 2.12. 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 “text”.
- 2.12.2. Unless otherwise stated, all text will only be valid in the following zones.
- 2.12.2.1. In principle, the text written on a “character card” will only be valid when it is on the stage.
- 2.12.2.2. In principle, the text written on a “climax card” will only be valid when it is on the climax area.
- 2.12.3. Some cards have italic text in (i) to show the description of a keyword or a keyword ability. This is called reminder text. Reminder text are part of a text, but it is just for explanatory purposes, and does not affect the game.
- 2.13. Title Name
- 2.13.1. The original work the card originates from.
- The title of the card is normally indicated on the right of the English name of the card, while it is located at the top right of a climax card.
- 2.13.2. Although title names are information that do not hold any special meaning to the rules of the game, there are cases where abilities and effects refer to them.
- 2.14. Collection ID
- 2.14.1. The ID of the card. This collection ID is normally indicated on the right of the card type information.
- 2.14.2. The collection ID is not a characteristic of this card and has no meaning in terms of rules.
- 2.15. Rarity
- 2.15.1. The rarity shows how often a card appears from a pack. This is represented in alphabets 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 artist’s name of a card’s art. The artist’s name is written at the bottom of the card.
- 2.16.2. The artist’s name is not a characteristic of a card and has no meaning in terms of rules.
- 2.17. Rights Holder Mark
- 2.17.1. The mark of the rights holder to the card. The mark is written at the bottom of the card.
- 2.17.2. The mark of the rights holder 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 rights holder (2.17) information indicates whether this card is affiliated to the Weiss or the Schwarz side of the game.
- 2.18.1.1. Should the background color be white, this card is affiliated to the Weiss side.
- 2.18.1.2. Should the background color be black, this card is affiliated to the Schwarz side.
- 2.18.2. Although the affiliation of the card to either side does not hold any special meaning to the rules of the game, there are cases where abilities and effects refer to them.

3. Zones of the Game

3.1. General

- 3.1.1. Each player has one of his or her own of each zone 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. Whether information of cards is public or hidden will depend on the zone it is in. Zones with public information are called “public zones” and all other zones with hidden information are called “hidden zones”.
- 3.1.4. If a card moves from a zone to another zone

(with the exception of moving from a stage position to another stage position), unless otherwise stated, then the card is considered as 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 move from a zone to another zone at the same time, the order of the cards in the new zone is decided by the owner of those cards if not specified.

3.1.5.1. When multiple cards move from a public zone to a hidden zone at the same time, the owner of those cards can decide the order in which to place them. The other players cannot know the order of those cards in the new zone.

3.1.6. If a card would move to a zone without the master of the zone specified, then the card moves to the zone of the owner.

3.2. Deck

3.2.1. The zone where you place your deck at the beginning of a game.

3.2.2. The deck zone is a hidden zone. All cards in this zone are put face down. Players can neither see the information or order of cards nor change the order of cards in the deck zone.

3.2.3. When multiple cards move from the deck zone to another zone at the same time, move cards one by one.

3.2.3.1. Should the current number of cards within the deck be less than the number required to be moved from the deck zone to another zone, move all cards in the deck at present to the designated zone, resolve a refresh (refer to 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, it is the process to alter the order of the contents of the deck without a specific pattern. Regardless of the master of an ability which instructs a shuffle, the player who owns the deck will perform the shuffle.

3.2.5. When cards from the deck are to be indicated by order, these cards are revealed, and put into the resolution zone (3.13).

3.3. Hand

3.3.1. The zone where you put the cards that you draw.

3.3.2. The hand is a hidden zone, but each player is allowed to see information of cards in his or her hand. Players are not allowed to see information of cards in your opponent's hand. Players may change the order of the cards in their hand.

3.3.3. At the end phase (refer to Section 6.8) of the turn player, should the hand of the turn player exceed the limit of the number of cards in hand (refer to Section 3.3.3.1), that player must place cards from his or her hand to his or her waiting room until he or she fulfills the limit of the number of cards in his or her hand

(refer to Section 6.8.1.2).

3.3.3.1. Under normal circumstances not affected by any effects, the limit of the player's hand is 7 cards.

3.4. Waiting Room

3.4.1. The zone where you put character cards that have left the stage, used event cards or climax cards, or cards paid for cost if not specified.

3.4.2. The waiting room is a public zone. Cards in this zone are stacked face up, and the information of cards are open to all players. Players may change the order of cards in your waiting room. When you put a card into this zone, put it on top of the already existing ones.

3.5. Stage

3.5.1. The zone where you place your characters.

3.5.2. This zone has five 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 individual zones where each player places their own character cards respectively. Each player has 5 stage positions.

3.6.2. Stage positions are public zone. The cards in these zones are face up, and all information is open to all players. In principle, there can only be 1 card on each stage position.

3.6.3. Each stage position is named. The 3 stage positions in the front are collectively called the "Center Stage" while the 2 stage positions at the rear are collectively called the "Back Stage". Of the 3 stage positions in the center stage, from left to right, they are called "left position of the center stage", "middle position of the center stage" and "right position of the center stage" respectively. Of the 2 stage positions in the back stage, from left to right, they are called the "left position of the back stage", and "right position of the back stage" respectively.

3.6.4. The left position of the back stage and the left position of the center stage, the left position of the back stage and the middle position of the center stage, the right position of the back stage and the middle position of the center stage, the right position of the back stage and the right position of the center stage, 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. The player's left position on the center stage and the opponent's right position on the center stage, the player's middle position on the center stage and the opponent's middle position on the center stage, the player's right position on the center stage and the opponent's left position on the center stage,

are related by facing each other. From the respective player's center stage position to the corresponding opponent's center stage position are "facing" each other.

3.7. Marker Area

3.7.1. A zone where cards are placed by special effects during the process of a game. Each player has 5 marker areas, and each marker is treated according to their respective stage positions.

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

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

3.7.2. The marker area is a hidden zone. Cards in this zone are stacked face down, and the information of cards are hidden to all players, and the order of the markers cannot be changed. When you put a card into this zone, put it on top of the already existing ones. Should cards be removed from the marker zone, cards are removed from the top of the zone.

3.7.3. If the card is moved to another zone, and there are markers in the marker area under the card, the respective markers will be moved according to the following cases.

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 as 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 as 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 that is not another stage position, at the same time, place all markers under the card that was in that stage position into the waiting room.

3.7.4. When referencing a character on a stage position with markers, that character is called a "character with marker".

3.8. Clock Area

3.8.1. The zone where you will put cards in as the game progresses. Generally, you will put cards in this zone during the clock phase or by any other reason when the player is dealt damage.

3.8.2. The clock area is a public zone. Cards in this zone are stacked face up, and all information is open to all players. Players may not change the order of cards in your clock area. When you put a card into this zone, put it on top of the existing ones.

3.8.3. If you have seven or more cards in your clock area, you will choose 1 card from within the 7 cards in your clock area, and put it to the level area. Place the remaining cards to the waiting room in any order you wish. See "Rule Action" for more details.

3.9. Level Area

3.9.1. The zone where you will put cards in as the game progresses. Generally, you will put cards in this zone when there are 7 cards in your clock area, and from those 7 cards, choose 1 card and put it to this zone.

3.9.2. The level area is a public zone. Cards in this zone are stacked face up, and all information is open to all players. Players may not change the order of cards in your level area. When you put a card into this zone, put it on top of the existing ones.

3.9.3. If you have four or more cards in your level area, you have met a losing condition.

3.10. Stock Area

3.10.1. The zone where you will put cards in as the game progresses. Generally, you will put cards in this zone when you perform a trigger check during your character cards' attacks (explained later).

3.10.2. The stock area is a hidden zone. Cards in this zone are stacked face down, and all information is hidden to all players. Players may not change the order of cards in your stock area. When you put a card into this zone, put it on top of the existing ones. Should cards be removed from the stock area, cards are removed from the top of the zone.

3.11. Climax Area

3.11.1. The zone where you will put cards in as the game progresses.

3.11.2. The climax area is a public zone. Cards in this zone are placed face up. In principle, there can only be 1 card on the climax area.

3.12. Memory Area

3.12.1. The zone where you will put cards in only when specified as the game progresses. When cards are placed in the memory area, it is called "Put (a card) to memory".

3.12.2. In principle, the memory area is a public zone. However, there are cards that are exceptions.

3.12.2.1. If there are no specific indications, the cards placed in your memory are face up. Information on cards that are face up in your memory zone can be referenced freely by either player, and the player can arrange cards in his or her own memory zone in any order.

3.12.2.2. You may freely reference the content on cards in your memory zone that are face down unless specified by an ability. You may not view the content of a face down card in your opponent's memory zone. If there are multiple cards that are

placed face down in your memory zone, they must be placed so that the order of each card effect is known.

3.12.2.3. Due to effects, when cards in memory are put face down, they will be treated as blank cards that have no abilities. However, in the case that the card ability activates when it is placed face down in your memory, the card's ability will still activate.

3.12.2.4. If cards that are face down in your memory are moved into a different zone, you must move the card face up or face down according to the zone to which you are moving the card. If the zone you are moving it to is a hidden zone, you may not reveal the contents of the card being moved.

3.12.3. In text and rules, the cards in the memory area are written as cards in "memory".

3.13. Resolution Zone

3.13.1. The zone where you will momentarily put cards during damage processes or effects as the game progresses.

3.13.1.1. A played event card is put into the resolution zone and then into the owner's waiting room after the effect is resolved.

3.13.1.2. A triggered card is put into the resolution zone and then into the owner's stock area in a face down position after the effect of the revealed card is resolved.

3.13.1.3. Cards revealed during the damage process are put into the resolution zone. If a damage cancellation takes place, the cards are put into the owner's waiting room. If it does not take place, the cards are put into the owner's clock area.

3.13.1.3.1. When multiple cards are put into the clock at the same time, all cards are then put into the top of the clock area in the same order that they are put into the resolution zone.

3.13.1.4. When cards are put into the resolution zone by a Brainstorm ability (refer to section 10.7), they are put into the resolution zone temporarily before they are put into the owner's waiting room.

3.13.2. The resolution zone is a public zone.

Cards in this zone are stacked face up, and all information is open to all players. Players may not change the order of cards in your resolution zone. When you put a card into this zone, put it on top of the existing ones.

4. Basic Concept

4.1. Ability and Effect

4.1.1. An ability is an instruction generated by a card's text or an effect.

4.1.1.1. Abilities are divided into three categories: continuous ability, activated ability, and automatic ability. See "Play and Resolve Cards and Abilities" for further details.

4.1.2. An effect is the contents of an instruction

given by an ability.

4.1.2.1. Effects are divided into three categories: one shot effect, continuous effect, and replacement effect. See "Play and Resolve Cards and Abilities" for further 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 to whom 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 grants 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 grants that ability.

4.4. Check Timing

4.4.1. The check timing is 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 resolve, play and resolve an automatic ability that had been triggered. See "Check Timing/Play Timing, abilities, and effects" for further details.

4.5. Play Timing

4.5.1. The play timing is 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 pass and do nothing.

4.5.3.1. If he or she chooses an action, after it resolves and if it is not specified, then that player gets a play timing again.

4.5.3.2. If he or she chooses to pass, then the game progresses.

4.6. Card Orientation

4.6.1. Each character card on the stage has one of three orientation status.

4.6.1.1. Standing: cards placed vertically and upright from your perspective. Changing the orientation of a card into a standing

state is called “to stand (a card)”.

4.6.1.1.1. In card text, the word “stand” or “standing” is indicated by a  icon.

4.6.1.1.2. Resting: cards placed horizontally.

Changing the orientation of a card into a resting state is called “to rest (a card)”.

4.6.1.1.2.1. In card text, the word “rest” or “resting” is indicated by a  icon.

4.6.1.1.3. Reversing: cards placed vertically and upside-down from your perspective.

Changing the orientation of a card into a resting state is called “to reverse (a card)”.

4.6.1.1.4. In card text, the word “reverse” or “reversing” is indicated by a  icon.

4.7. Drawing

4.7.1. “Draw (card)” is an action that moves cards from a player’s deck to his or her hand.

4.7.2. If an effect says “draw a card”, the specified player will move a card from the top of his or her deck to his or her hand without revealing it to other players.

4.7.3. If an effect says “draw [number] cards”, if [number] is 0, no action is performed. If [number] is 1 or above, the specified player repeats “draw a card” the specified number of times.

4.7.4. If an effect says “draw up to [number] cards”, the specified player performs the following actions.

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, should you perform 4.7.4.2 [number] times, this action ends. If not, return to 4.7.4.

4.8. Looking at the Top of the Deck

4.8.1. “Look at (cards) from the top of (player’s) deck” is an action for a player to look at the information of his or her card(s) from the top of his or her deck.

4.8.2. If an effect says “Look at [number] cards from the top of (player’s) deck”, if [number] is 0, no action is performed. If [number] is 1 or higher, the specified player must look at [number] cards from the top of his or her deck. In the case that the player looks at one card, it is written as “Look at the top card of (player’s) deck”.

4.8.3. If an effect says “look at up to [number] cards from the top of your deck, if [number] is 0, no action is performed. If [number] is 1 or more, the specified player will perform the following actions.

4.8.3.1. The specified player can end the process.

4.8.3.2. Within this action, the specified player may look at 1 additional card until the number of times indicated in 4.8.3.3 is reached.

4.8.3.3. Within this action, when 4.8.3.2 is repeated until [number] of times is reached, this action ends. If not, return to 4.8.3.1.

4.9. Revealing the Top of the Deck

4.9.1. “Reveal from the top of (your) deck” is an action that discloses the information of the cards in your deck.

4.9.2. If an effect says “reveal [number] of cards from the top of your deck”, if [number] is 0, no action is performed. If [number] is 1 or more, the specified player may reveal the information of [number] of cards starting from the top card of his or her deck.

4.9.3. If an effect says “reveal up to [number] of cards from the top of your deck”. If [number] is 0, no action is performed. If [number] is 1 or more, the specified player performs the following actions.

4.9.3.1. The specified player may end the process.

4.9.3.2. Within this action, the specified player may disclose 1 additional card until the number of times indicated in 4.9.3.3 is reached.

4.9.3.3. Within this action, when 4.9.3.2 is repeated until [number] of times is reached, this action ends. If not, return to 4.9.3.1.

4.10. Damage Process

4.10.1. The damage process is the action 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 into his or her resolution zone, face up.

4.10.1.2. If a climax card is moved to the resolution zone, resolve this damage by putting all the cards in the resolution zone into the waiting room and conclude the damage process. This is called “Damage Cancel”.

4.10.1.2.1. The event of damage being canceled is equivalent to “damage is canceled” on the text of a card.

4.10.1.3. If [number] cards are moved to the resolution zone, put all cards from the resolution area to the clock area without changing the order, and conclude the damage process. If not, return to 4.9.1.1.

4.10.2. If a card or cards are moved to the clock area from other zones, not by the process of “deal damage”, it is not a damage process. Therefore, damage cancellation 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 below:

4.11.1.1. During the damage step of an attack phase, if a character card deals damage to another player under the rules of battle (refer to Section 7.5.1.2), then that attacking character card is the source of damage

4.11.1.2. If an event or an effect from an ability on a card deals damage, under normal circumstances, then the source of damage is that card.

4.11.1.2.1. Even if the text can be read as if the source of damage is a player, the source is still the card itself.

4.12. Trigger

4.12.1. Each trigger icon will have a set of actions specific to the icon. Normally, this is performed by the turn player during the trigger step (7.3), but there are exceptions when there are effects by “perform the effect of (trigger icon)”, where the master of the specified effect will perform the actions.

4.12.2. Each icon and their specified set of actions are as follows:

4.12.2.1. No Icon (☐): No action is performed.

4.12.2.2. Soul Icon (☯): During this turn, the character card attacking gets +1 soul. The increment is compulsory.

4.12.2.3. Return Icon (🔄): **The player executing the action** may choose 1 of his or her opponent's character cards on his or her stage and return it to the owner's hand.

4.12.2.4. Pool Icon (💰): **The player executing the action** may choose the top card of his deck and put it to his stock.

4.12.2.5. Come-Back Icon (🏠): **The player executing the action** may choose 1 character card from his or her waiting room and return it to the owner's hand.

4.12.2.6. Draw Icon (📖): **The player executing the action** may draw 1 card.

4.12.2.7. Shot Icon (🔥): An automatic ability that activates: “**Auto** During this turn, when the next damage dealt by the **current** attacking character that triggered this card is canceled, deal one damage to your opponent.”

4.12.2.7.1. After the automatic ability of this card activates, if by any reason damage is dealt before the damage of the attacking character is dealt (7.5.1.2), when that damage is canceled, this ability will be triggered. Then, regardless of whether the damage is cancelled or not, this ability will not occur in damage step.

4.12.2.7.2. The conditions for this automatic ability is not limited to only when dealing your opponent damage. In the case that the player deals himself or herself damage, and that damage is canceled, this automatic ability will also trigger.

4.12.2.7.3. If for any reason, in the case that your next character deals damage to multiple players at the same time, if the damage to either player is canceled, this automatic ability will trigger. Also, if multiple players cancel multiple damage, this automatic ability activates only once

4.12.2.8. Treasure Icon (💰): Put the card with this icon to the hand of the owner. The turn player can choose the top card of his deck and put it to his stock.

4.12.2.9. Gate Icon (🚪): **The player executing**

the action may choose 1 climax card from his or her waiting room and return it to the owner's hand.

4.12.2.10. Standby Icon (👤): **The player executing the action** may choose a character from his or her waiting room whose level is lower than the player's level + 1, and put it on an empty position on his or her stage at rest position

4.12.2.10.1. If you wish, you may place the character on a stage position that already has a character on it. In that case, the character that is being replaced will be treated as according to **Resolving Overloaded Characters (9.6)** and be placed in the waiting room.

5. Setting Up the Game

5.1. Constructing a Deck

5.1.1. Each player prepares his or her own deck before the game.

5.1.2. Constructed deck

5.1.2.1. A deck must contain exactly fifty cards.

5.1.2.2. You can put up to four copies of each cards with the same card name in a deck.

5.1.2.2.1. Even if any other information is different, if two or more cards have the same card name, you can only have up to four cards total among them.

5.1.2.3. A deck must contain eight or less climax cards. These cards must follow the “up to four” rules at the same time.

5.1.2.4. If a card has a continuous ability regarding deck construction, then it is applied as a replacement effect that changes the rules above (see “Play and Resolve Cards and Abilities”).)

5.2. Preparing the game

5.2.1. Before the start of each game, prepare for the game with the following steps:

5.2.1.1. Present the deck you will use for this game to your opponent. The deck will only need to fulfill rule 5.1 at this time.

5.2.1.2. Each player shuffles his or her deck. Then, each player may shuffle his or her opponent's deck. Each player puts his or her deck face down on his or her deck zone afterwards.

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 cannot decide who will be the starting or goes second.

5.2.1.4. Each player draws five cards from his or her deck, which forms the initial hand. Then, from the player going first, each player chooses any number of cards in his or her hand and put them into his or her own waiting room, then draws the same number of cards as what he or she has put into his waiting room once.

- 5.2.1.5. Both players proceed to set 0 as their refresh point. This number is used during refresh resolution (explained later), and does not directly affect the game.
- 5.2.1.6. The player that goes first becomes the turn player, and the game begins.

6. Game Procedure

6.1. Turn Procedure

- 6.1.1. During a game, players take turns progressing the game by becoming the turn player. The turn player performs actions in the following order of phases. This sequence of phases is called a turn.

6.2. Stand Phase

- 6.2.1. The phase in which the turn player stands character cards that he or she is master of. This phase is done in the following order:
 - 6.2.1.1. Each automatic ability with the timing “at the beginning of turn” or “at the beginning of stand phase” becomes stand-by. Resolve a check timing.
 - 6.2.1.2. The turn player stands all of his or her character cards on the field.
 - 6.2.1.3. Resolve a check timing. After completing all actions in the 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 done in the following order:
 - 6.3.1.1. Each automatic ability with the timing “at the beginning of draw phase” becomes stand-by. Resolve a check timing.
 - 6.3.1.2. The turn player draws a card.
 - 6.3.1.3. Resolve a check timing. After completing all actions in the check timing, advance to clock phase.

6.4. Clock Phase

- 6.4.1. The phase in which the turn player can add cards to his or her own clock area. This phase is done in the following order:
 - 6.4.1.1. Each automatic ability with the timing “at the beginning of clock phase” becomes stand-by. Resolve a check timing.
 - 6.4.1.2. The turn player can choose a card from his or her hand and place it to his or her clock area. Should he or she do so, draw 2 cards.
 - 6.4.1.3. Resolve a check timing. After completing all actions in the check timing, advance to main phase.

6.5. Main Phase

- 6.5.1. The phase in which the turn player can perform several actions. This phase is done in the following order:
 - 6.5.1.1. Each automatic ability with the timing “at the beginning of main phase” becomes stand-by.
 - 6.5.1.2. The turn player gets a play timing

(should the player choose to play anything, resolve a check timing first). In this play timing, the turn player can do any of the actions 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 card in his or her hand and one of stage positions, and plays it. The character card is placed on to the chosen stage position.
- 6.5.1.2.2. The turn player chooses an event card in his or her hand and play it. The event card is put into its owner’s waiting room from the resolution zone after the effect activates.
- 6.5.1.2.3. The turn player can play any of the activated abilities stated on his or her cards that are on his or her stage positions.
- 6.5.1.2.4. If two stage positions are both occupied by character cards, the turn player can exchange the cards in those stage positions. If both of those stage positions have a card on it, then put both of them on the other stage positions simultaneously. If only one of those stage position has a card, then put it on the other stage position. If there are no cards in either of the stage positions, then nothing happens.
- 6.5.1.3. When the turn player chooses to do nothing, 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 done in the following order:
 - 6.6.1.1. Each automatic ability with the timing “at the beginning of climax phase” becomes stand-by. Resolve a check timing.
 - 6.6.1.2. The turn player gets a play timing (should the player choose to play anything, resolve a check timing first).
 - 6.6.1.2.1. At this time, the only card the turn player can play from his or her hand are climax cards.
 - 6.6.1.2.2. Should the player take any action during this play timing, he or she will not be given another play timing. The number of climax cards the player can play during this step is only 1 card.
 - 6.6.1.3. Resolve a check timing. After completing all actions in the check timing, advance to attack phase.

6.7. Attack Phase

- 6.7.1. The phase in which the turn player can attack his or her opponent’s characters with characters that he or she is the master of. See “Attack and Battle” for the description of this phase.

6.8. End Phase

- 6.8.1. The phase in which several actions are

resolved at the end of a turn. This phase is done in the following order:

- 6.8.1.1. For the trigger condition of “At the end of the turn”, the trigger conditions of the auto ability that were inactive during the turn is fulfilled. The check timing occurs afterward.
- 6.8.1.2. Should the turn player exceed the limit to the number of cards in hand, that player must choose and place cards equal to the exceeded number of cards in his or her hand into his or her waiting room.
- 6.8.1.3. The turn player puts a climax card in his or her own climax area into his or her own waiting room.
- 6.8.1.4. Resolve a checking timing. After completing all the actions in the check timing, all effects with “until end of this turn” will cease to exist.
- 6.8.1.5. At this point, if the turn player does not exceed the limit to the number of cards in hand; there are no automatic abilities standing by after 6.8.1.4, no rule actions to resolve, and no active automatic abilities with “at the beginning of end phase” and “at the end of turn” that have not become stand-by during this end phase, the opponent of the current turn player becomes the new turn player and the game advances to the next turn's stand phase. This turn ends. Otherwise, go back to the beginning of end phase.

7. Attack and Battle

7.1. Basics

- 7.1.1. In each battle phase, the turn player can attack with his or her standing character cards in the front row against his or her opponent's character cards. During a battle phase, the turn player performs a progression of steps beginning with the attack declaration step.
- 7.1.2. The series of steps from the attack declaration step to the battle step (if the battle step does not occur, proceed to the damage step) is called the “Attack Sub Phase”.

7.2. Attack Declaration Step

- 7.2.1. The step in which the turn player chooses whether to attack or not. This step is done in the following order.
 - 7.2.1.1. Should this be the first attack declaration step of the turn, each automatic ability with “at the beginning of attack phase” becomes stand-by. Resolve a check timing.
 - 7.2.1.2. Each automatic ability with the timing “at the beginning of attack declaration step” becomes stand-by. Resolve a check timing.
 - 7.2.1.3. The turn player chooses 1 of his or her character cards in stand state in his center stage and chooses whether to attack or not. If there are character cards that cannot attack or be attacked, or by some

combination which results in a situation where an attack is unable to take place, then the turn player cannot choose to attack, that attack sub phase ends, and advance to encore step.

- 7.2.1.3.1. If the current turn is the first turn of the player going first, and the player has already performed an attack sub phase that is not this attack sub phase, the player cannot choose a character card to attack.
- 7.2.1.4. The turn player chooses what type of attack for the chosen character.
 - 7.2.1.4.1. Direct Attack: When the chosen character card does not have a character card facing it, the attack automatically becomes a direct attack. The character card chosen to attack gets +1 soul until end of turn.
 - 7.2.1.4.2. Frontal Attack / Side Attack: When there is a character card facing the card chosen to attack, the turn player chooses to either perform a frontal attack or side attack. If the player chooses to side attack, the character card chosen to attack gets -1 soul until end of turn for every level above level 0 of the opponent's character card facing the character card chosen to attack.
 - 7.2.1.4.3. After the type of attack is chosen, even if the position of the card facing the chosen card to attack is changed, there will be no increase or decrease in the soul due to the type of attack. For example, a side attack is declared for the chosen card to attack, but due to certain reasons, the character card facing the chosen card to attack is returned to the owner's hand. The attack remains as a side attack, and the soul remains unchanged.
 - 7.2.1.5. After the above, between this attack sub phase, the character card chosen to attack will be referred to as the “(direct / frontal / side) attacking character”, and is currently in a state of “attack”.
 - 7.2.1.5.1. When a frontal attack is chosen, the character card facing the attacking character becomes the attacked character during this attack sub phase, and becomes a character “that is being frontal attacked”. Both the attacking character and the attacked character are called “battling characters”, and are character cards “in battle”. Both the attacking character and the attacked character also call their respective opponents a “battle opponent”.
 - 7.2.1.5.2. When a frontal or side attack is chosen, the character card facing the attacking character becomes a character card “being attacked” during this attack sub phase.
 - 7.2.1.5.3. Put the chosen card to rest state.
 - 7.2.1.6. Resolve a check timing. After

completing all actions in the check timing, advance to trigger step.

7.3. Trigger Step

7.3.1. The step to check for additional effects during the attack of an attacking character.

This step is done in the following order:

7.3.1.1. Each automatic ability with the timing “at the beginning of trigger step” becomes stand-by. Resolve a check timing.

7.3.1.2. The turn player puts the top card of his deck to the resolution zone, checks for additional effects for the attack, activates the indicated ability (4.12), and puts the card face down in his or her stock area. This action is called a “trigger check”. In the case of multiple icons, resolve all their effects.

7.3.1.3. Resolve a check timing. After completing all actions in the check timing, should the attack be a frontal attack, advance to counter step. If not, advance to damage step.

7.4. Counter Step

7.4.1. The step where the opponent of the turn player responds to a turn player’s frontal attack. This step is done in the following order:

7.4.1.1. Each automatic ability with the timing “at the beginning of counter step” becomes stand-by. Resolve a check timing.

7.4.1.2. The opponent of the turn player gets a play timing (should the player choose to play anything, resolve a check timing first).

7.4.1.2.1. The only cards or abilities that can be played by the opponent of the turn player are event cards with counter attack icons (Ⓜ) or character cards with activated abilities and counter attack icons (Ⓜ).

7.4.1.2.2. Should the player take any action during this play timing, he will not be given another play timing. The number of actions the player can perform during this step is only one.

7.4.1.3. Resolve a check timing. After completing all actions in the check timing, advance to damage step.

7.5. Damage Step

7.5.1. The step to resolve the damage dealt to the opponent of the turn player. This step is done in the following order:

7.5.1.1. Each automatic ability with the timing “at the beginning of damage step” becomes stand-by. Resolve a check timing.

7.5.1.2. Deal the same number of soul of the attacking character to the turn player’s opponent.

7.5.1.2.1. If by any reason the soul of the attacking character is 0 or below, no damage is dealt. There is no such thing as “deal 0 (or negative) damage”.

7.5.1.2.2. If the attacking character has left the stage, or if the master of the

attacking character is changed, or if the attacking character moved to another stage position, then the attacking character does not deal damage.

7.5.1.3. Resolve a check timing. After completing all actions in the check timing, should the attack be a frontal attack, advance to the battle step. If not, this attack sub phase ends, and the player goes back to the attack declaration step.

7.6. Battle Step

7.6.1. The step to resolve the battle between the character card performing a frontal attack and the attacked character. This step is done in the following order:

7.6.1.1. Each automatic ability with the timing “at the beginning of battle step” becomes stand-by. Resolve a check timing.

7.6.1.2. Compare the power of the attacking character with the power of the attacked character. Whichever card with the lower power is put into reverse state. If the attacked character’s power is the same as the attacking power of the attacking character, both cards are put into reverse state.

7.6.1.3. If the attacking character or the attacked character has left the stage, or if the master of the attacking character or attacked character is changed, or if the attacking character or attacked character moves to another stage position, then the attacking character or the attacked character does not compare power, and neither character cards change their state.

7.6.2. Resolve a check timing. After completing all actions in the check timing, this attack sub phase ends, and the player goes back to attack declaration step.

7.7. Encore Step

7.7.1. The step where players put reversed character cards to the waiting room. This step is done in the following order:

7.7.1.1. Each automatic ability with the timing “at the beginning of encore step” becomes stand-by. Resolve a check timing.

7.7.1.2. If there are character cards in reverse on the turn player’s stage, the turn player chooses 1 of them and puts it into the owner’s waiting room. Resolve a check timing, and after resolving all actions in the check timing, return to 7.7.1.2.

7.7.1.3. If there are character cards in reverse on the non-turn player’s stage, the non-turn player chooses 1 of them and puts it to the owner’s waiting room. Resolve a check timing, and after resolving all actions in the check timing, return to 7.7.1.2.

7.7.1.4. Resolve a check timing. After completing all actions in the check timing, if there are reverse characters on the stage, return to 7.7.1.2. If not, advance to the end phase.

8. Play and Resolve Cards and Abilities

8.1. Categories of Abilities

- 8.1.1. Abilities are divided into three categories: activated ability, automatic ability, and continuous ability.
 - 8.1.1.1. Activated abilities are abilities that a player with a play timing can pay the cost (8.4) to get an effect.
 - 8.1.1.1.1. Activated abilities are written on cards as “**ACT** [(cost)] (effect)”. The text within the [] indicates the cost to play it, and the text that follows is the effect that occurs by resolving the activated ability.
 - 8.1.1.1.2. “When you use an **ACT**” refers to “When your **ACT** ability resolves”.
 - 8.1.1.2. Automatic abilities are abilities that are played automatically when a certain event happens during the game.
 - 8.1.1.2.1. Automatic abilities are written on card as “**AUTO** (condition), (effect)”, “**AUTO** (At the beginning of phase or step)”, or “**AUTO** (at the end of phase or step)”. The “condition” or “phase” or “step” is called the “trigger condition”, and when the “trigger condition” is fulfilled, the automatic ability is considered to be “triggered”.
 - 8.1.1.2.2. Some automatic abilities have the text “**AUTO** [cost] (effect)” instead of “**AUTO** (effect)”. The cost here is the cost referred to and paid during resolution of the ability (8.7.3).
 - 8.1.1.3. Continuous abilities are abilities that affect the game as long as the ability is active.
 - 8.1.1.3.1. Continuous abilities are written on cards as “**CONT** (effect)”.

8.2. Categories of Effects

- 8.2.1. Effects are divided into three categories; one shot effect, continuous effect, and replacement effect.
 - 8.2.1.1. One-shot effects are effects that do the instructed actions while resolving, and ends when the resolution is finished. For example, if an ability has text that says “draw a card” or “put a character card to waiting room”, then the effect from that ability is a one-shot effect.
 - 8.2.1.2. Continuous effects are effects that are active for a specified duration (or, if it is not specified, “during this game”). For example, if an ability has text that says “characters in front of this card gets +500 power” or “that character gets +1 soul until end of turn” then the effect from that ability is a continuous effect.
 - 8.2.1.3. Replacement effects are effects that replace an event that is about to occur with another event instead.
 - 8.2.1.3.1. If an ability has text that says “If you would do A, instead do B”, then the

effect from that ability is a replacement effect.

- 8.2.1.3.2. If an ability has text that says “If you would do A, then you may (choose an option) instead. If you do, do B”, then the effect from 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”. If this happens, then follow the process below:
- 8.3.2. If a part of or the entire effect is inactive under a specific condition, then that part still exists under that condition, but simply does not do anything. If that part asks for a choice to be made, that choice is not made.
- 8.3.3. If a part of or the entire effect is active under a specific condition, then that part is inactive while the condition is not met.

8.4. Paying Cost

- 8.4.1. Some activated or automatic abilities will contain a set of actions written within [] brackets at the start of the text. Those actions are called the cost of the ability.
- 8.4.2. If “you pay the cost” refers to if “you have proceeded with the actions stated in the cost”.
 - 8.4.2.1. Should there be multiple actions stated, perform them by the order they are written from the front of the text. However, between the start until the end of paying for the cost of an ability, reshuffle (9.2) or level up (9.3) will not resolve.
 - 8.4.2.2. If you are unable to pay the full cost, paying a portion of the cost is not an option.
- 8.4.3. From the text of cards, the cost is indicated with a number enclosed within a circle, and it means “Place the number of cards equivalent to the number indicated from the stock area of the master of this card or ability to his or her waiting room”. Similarly, when a number enclosed within a circle is indicated as payment, it also means “The specific player, places the stated number of cards from his or her own stock area, to his or her waiting room”.

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

- 8.5.1. When a check timing resolves, the game proceeds in the following order:
 - 8.5.1.1. If there are any rule actions that need to be resolved, then resolve them simultaneously. Next, if there are other rule actions to be resolved, then repeat this step until there are no rule actions left to be resolved.
 - 8.5.1.2. If any automatic abilities controlled by the turn player are on stand-by, then the turn player chooses one of them, plays it, and resolves it. If he or she does, go to 8.5.1.1..
 - 8.5.1.3. If any automatic abilities controlled by the non-turn player are standing by, then the non-turn player chooses one of them,

plays it, and resolve it. If he or she does, go to 8.5.1.1..

8.5.1.4. End the check timing.

8.5.2. When a play timing is given to a player, the game proceeds in the following order:

8.5.2.1. Resolve a check timing.

8.5.2.2. The player gets the play timing at this point. The player chooses to do an action that can be done at that time, or chooses to do nothing. If he or she chose an action, unless specified, then that player gets a play timing again after that play timing ends.

8.5.2.3. If he or she chose to do nothing, then that play timing ends, and the phase or step advances.

8.6. Play and Resolve Cards and Abilities

8.6.1. Activated abilities, automatic abilities, and cards in hand need to be played and resolved to get their effects. Continuous abilities are not played, and the effect is always in effect.

8.6.2. When you play a card or an ability, process it in the following steps:

8.6.2.1. Choose an ability or a card in your hand. When you choose a card in your hand this way, you can only choose and reveal a card that meets both the color and level requirement.

8.6.2.1.1. The color requirement requires the player's clock or level areas to contain cards of the same color as this card. A card cannot be played if the color requirement is not met.

8.6.2.1.1.1 Level 0 character cards and level 0 event cards do not need to meet color requirements to play.

8.6.2.1.2. The level requirement, requires the player to have at least that number of cards in his level area. A card cannot be played if the level requirement is not met.

8.6.2.1.2.1 Climax cards do not need to meet level requirements to play.

8.6.2.2. If the card or ability requires you to make any choices, then you need to make them.

8.6.2.2.1. If you play a character card from your hand, then choose one of your stage positions.

8.6.2.3. In the case that there is a cost to pay to play, the cost is set, and the entire cost must be paid.

8.6.2.3.1. If a card or an activated ability is played, pay the stated cost.

8.6.2.3.2. If you are unable to pay the entire cost, you may not play the card or ability. You may not pay only part of the cost.

8.6.2.4. Resolve the card or ability.

8.6.2.4.1. If you played a character card onto your stage position, then put that character into that stage position. If you already have a character card in that stage position, that character card is put into your waiting room by a rule action.

8.6.2.4.2. If you played an event card, put that card to the resolution zone, process the effect, and put the event card to the owner's waiting room after it resolves.

8.6.2.4.3. If you played a climax card, put that climax card to your climax area.

8.6.2.4.4. If you played an activated or automatic ability, resolve the effect stated on the text.

8.6.3. If the card or ability has text that says "choose (something)", should there be multiple steps, the timing to choose (something) will follow the order of that instruction.

8.6.3.1. If the number to choose is specified, then you need to make that many number of choices as much as possible. You may not choose to not choose while it is possible for you to choose.

8.6.3.1.1. If the number is specified as "up to", then you may choose any number between 0 and the number written in the text. If you choose 0, then nothing is chosen.

8.6.3.1.2. If the number to choose is specified, but it is impossible to make that many choices, then you will make as many choices as possible, and apply the effects on them.

8.6.3.1.3. If the number to choose is specified, but none of the choice could be chosen, then that choice is not made. Effects that rely on the choice is ignored.

8.6.3.1.4. If you need to choose any non-revealed cards in a hidden zone, and the condition to choose requires certain information of the card, then there is the possibility that the card in the hidden zone does not have that information. In this case, you can choose not to choose a card from that zone even if there are cards with the information in that zone.

8.7. Resolving Automatic Abilities

8.7.1. Automatic abilities are abilities that are played during the check timing right after a specific event happens.

8.7.2. If an automatic ability's trigger condition is met, then that automatic ability becomes stand-by.

8.7.2.1. If an automatic ability's trigger condition is met multiple times, then that automatic ability becomes stand-by that many times.

8.7.3. When a check timing resolves, a player that needs to play any automatic abilities chooses any automatic abilities that was on stand-by he or she is the master of and plays it. After the ability resolves, one of the abilities that had been standing by ceases to exist.

8.7.3.1. You must play your automatic abilities that are standing by, and may not choose not to play. However, if multiple automatic abilities that you are the master of is standing by, then you can choose the order

in which to play them.

8.7.3.1.1. If you are free to choose to pay the cost of an automatic ability, should you choose not to pay the cost, it means you do not choose to play the ability.

8.7.3.2. For any reason, should an automatic ability on stand-by cannot be played, that ability on stand-by is canceled once.

8.7.3.2.1. If you choose not to pay the cost for an ability you have an option to play, the ability on stand-by is canceled once.

8.7.4. Some automatic abilities trigger when a card moves from one zone to another. This is called “zone changing trigger”.

8.7.4.1. Some automatic abilities with zone changing triggers refer to the information of cards that triggered them. In that case, refer to the information in the following way:

8.7.4.1.1. If the card that triggered the ability moved from a public zone to a hidden zone or vice versa, then the ability refers to the information while the card is in the public zone.

8.7.4.1.2. If the card that triggered the ability moved from the field to any other zone, then the ability refers to the information while the card was on the field.

8.7.4.1.3. Excluding the case mentioned in 8.7.4.1.2., if the card that triggered the ability moved from a public zone to another public zone, then the ability refers to the information of the cards in the new zone.

8.7.5. Some effects create automatic abilities that trigger at a later point in the game. This is called a “timed trigger”.

8.7.5.1. Timed triggers trigger only once if not specified.

8.7.6. Some automatic abilities have trigger conditions that is not an event but a situation (E.g. “When you do not have any cards in your hand,”). This is called a “situation trigger”.

8.7.6.1. Situation triggers trigger only once when the game meets that situation. If the automatic ability resolves, and the game is still in that situation, then the ability triggers again.

8.7.7. When you play an automatic ability, even if the card with that ability has changed its zone after triggering, you still need to play that automatic ability. However, if that automatic ability cannot legally resolve because the card has moved, then that effect fails to resolve.

8.8. Resolving One Shot Abilities

8.8.1. When required to resolve a one-shot ability, process the actions stated in the ability once.

8.9. Applying Continuous Effects

8.9.1. If any continuous effects are applied in the game and you need to refer to any information of cards, then apply each of the effect in the following order:

8.9.1.1. Information printed on the card is the

base value.

8.9.1.2. Next, apply all effects that do not change any numeric values.

8.9.1.3. Next, apply all effects that change a numeric value.

For example: Character A (Power: 3000) has a character behind it with “**CONT Assist** All of your characters with 3000 power or less in front of this card get +500 power.” ability, the power of character A becomes 3500. The effect will apply in this way.

8.9.1.4. There will be cases where the order in which to apply two continuous effects, say effect A and B, cannot be decided by 8.9.1.1. - 8.9.1.3.. If whether applying A first changes to what or how B applies, but is not true the other way around, then it is considered that effect B depends on effect A. If an effect depends on another, then the depending effect is applied later.

For example: Character A is in the center stage with a character behind it with “**CONT Assist** All of your characters in front of this card get 《Love》.” ability and “**CONT Assist** All of your characters in front of this card with 《Love》 get “**AUTO Encore** [Put a character from your hand into your waiting room].” ability, the order of cards placed will not matter, and character A will get the trait specified as well as the **Encore** ability.

8.9.1.5. If it still cannot be decided which ability to apply first using the above order (8.9.1.1.-8.9.1.4.), then apply them in the order of time stamp.

8.9.1.5.1. If the source of a continuous effect is a continuous ability, the base time stamp is the time that the card with that ability came into the current zone. However, if the source of a continuous effect is a continuous ability of a character on the field, the base time stamp is the time that the card came on to the field from other zones.

8.9.1.5.2. All other abilities' base time stamp is the time that it was played.

For example: There is a card behind Character A (Power 3000) with “**CONT Assist** All of your characters in front of this card get +500 power.” Thus, the power of character A is at 3500. In the case when an event card with text “Choose a character, the power of this character becomes 0 during this turn.” plays and chooses character A for the effect, during this turn, the power of character A will become 0.

8.9.2. If a continuous effect that changes information on a card is applied from an ability other than a continuous ability, then the effect does not apply to cards that changed zones (except for stage position to stage position movement) after the time stamp of the ability. For example: After an event card with ability

text “All of your characters get +1000 power until end of turn.” is played, a character of power 3000 is played from your hand. The power of that card will remain at 3000.

8.9.3. If a continuous effect changes information on cards in a certain zone, then the effect is applied to a card the moment the card comes into the zone.

8.9.3.1. If an automatic ability’s trigger condition refers to certain information on cards that enter the zone, then the ability refers to that information after all continuous effects in that zone have been applied.

8.10. Resolving Replacement Effects

8.10.1. If any replacement effects are applied in the game and the circumstance occurs with an applicable target, then apply the effect in place of the replaced effect.

8.10.1.1. In such cases, the replaced effect is said to not occur at all.

8.10.2. When multiple replacement effects happen at the same time, the player will choose the order which the replacement effects will apply on his or her cards.

8.10.2.1. If the target of an effect is a card or an ability, the master of the card will decide on the order.

8.10.2.2. If the effect affects a game action, the master of the card that applied this effect or the player who applied this effect will make the decision.

8.10.2.3. If multiple replacement effects occur at the same time, resolve each effect only once.

8.10.3. When a replacement ability is written with text “if you would ~, you may ~ instead. If you do, ~”, if you are not able to decide on the effect, you will not be able to use this replacement effect.

8.11. Final Information

8.11.1. If an ability references a specific card’s information and/or orientation, and during resolution of the ability that card is moved from zone to zone that is not from a stage position to another stage position, the ability will reference the information and orientation from the zone it was originally in.

9. Rule Action

9.1. General

9.1.1. Rule actions are actions made automatically by the rule of the game when specific situations are created.

9.1.2. There are two types of rule actions, interrupt type rule actions and check type rule actions.

9.1.2.1. An interrupt type rule action is a rule action which will resolve when certain conditions are met, suspending all other actions and will immediately resolve at that point. Following that resolution, pending actions will continue their resolutions.

9.1.2.1.1. When there are multiple instances

of interrupt type rule actions, the master of those cards on the zones affected will decide on the order to resolve these interrupt type rule actions.

9.1.2.2. A check type rule action is a rule action which will resolve in a check timing, should the conditions be verified and fulfilled. If the conditions are fulfilled in the middle of another rule action, but not fulfilled during the check timing, this rule will not take action.

9.1.2.2.1. When there are multiple instances of check type rule actions, resolve all rules at the same time.

9.2. Resolving a Reshuffle

9.2.1. Resolving a reshuffle occurs when either player has no cards in his deck. This is an interrupt type rule action.

9.2.2. When there are no cards in a player’s deck, that player moves all cards in his or her waiting room and puts it into his or her deck and shuffles it. After doing so, the player gains 1 refresh point.

9.2.2.1. When there are no cards in the deck, should the player have no cards in his waiting room, and no climax cards within the resolution zone during the damage process, the player will lose the game. If not, end the reshuffle resolution. In this case, until your deck has no cards and there are cards in your waiting room, you may not carry out another reshuffle.

9.2.3. During the start till the end of paying cost for an ability (8.4.2), reshuffle will not resolve.

9.2.4. The resolution of a reshuffle is called “refresh” in both text and ruling.

9.3. Resolving a Level Up

9.3.1. Resolving a level up occurs when either player has 7 or more cards in his or her clock area. This is an interrupt type rule action.

9.3.2. When there are 7 or more cards in a player’s clock area, choose 1 card from among the 7 cards from the bottom of the clock. Move the card chosen to the player’s own level area, and the rest of the 6 cards into waiting room in any order.

9.3.3. During the start till the end of paying cost for an ability (8.4.2), level up will not resolve.

9.4. Resolving a Losing Condition

9.4.1. If any player fulfills any losing condition during a rule action, then that player loses the game by a rule action. This is a check type rule action.

9.4.1.1. If a player has 4 or more cards in his or her level area, this player has fulfilled a losing condition.

9.4.1.2. If a player has no cards in his deck and waiting room, the player has fulfilled a losing condition.

9.5. Resolving a Character with Insufficient Power

9.5.1. If any character has a power of 0 or below,

that character is to be put into his or her owner's waiting room. This is a check type rule action.

9.6. Resolving Overloaded Characters

- 9.6.1. If any stage position has more than 1 character, put all character cards other than the last one placed in the stage position to the owner's waiting room. This is a check type rule action.
- 9.6.2. For any reason, should a number of characters be put on the stage position at the same time as a final action, put all character cards in that stage position to the waiting room.

9.7. Resolving Overloaded Climax Cards

- 9.7.1. If any climax area has more than 1 climax card, put all climax cards other than the last one placed in the climax area to the owner's waiting room. This is a check type rule action.
- 9.7.2. For any reason, should a number of climax cards be put on the climax area at the same time as a final action, put all climax cards in that climax area to the waiting room.

9.8. Resolving a Marker with No Affiliation

- 9.8.1. For any reason, should a marker not have an affiliated character exist on the stage, put all markers in that marker zone and put it to the owner's waiting room. This is a check type rule action.

9.9. Resolving a Refresh Point

- 9.9.1. If a player has 1 or greater refresh points, that player will put 1 card from the top of his or her deck to his clock area, and reduce his or her refresh point by 1. This is a check type rule action.

10. Keywords and Keyword Abilities

10.1. Alarm

- 10.1.1. **Alarm** is a collective keyword which has the effect, "When this card is the top card of your clock, a specific ability is present, and a specific action will resolve" stated on the text of an ability. Independently, the keyword itself is not an ability, nor does it hold any special meaning for an effect.
- 10.1.2. "**CONT Alarm** (paragraph)" is how the text is worded for a continuous ability, while "**AUTO Alarm** (paragraph)" is how the text is worded for an automatic ability, all containing the keyword "Alarm".

10.2. Encore

- 10.2.1. **Encore** is a keyword ability and an automatic ability that can occur when a character is 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, return this card to its previous stage position as .)]".

10.2.3. All characters have an "**AUTO Encore** [③]" ability not written on the text.

10.3. Assist

- 10.3.1. **Assist** is a collective keyword for continuous abilities that occurs should the character be placed behind another character.
- 10.3.2. "**Assist** (paragraph)" refers to "when this card is in the back stage, (paragraph) is active".

10.4. Bond

- 10.4.1. **Bond** is a keyword ability and an automatic ability that can occur when the player plays the character on a stage position, paying the cost, to choose 1 specifically named character from the waiting room and returning it to his or her hand.
- 10.4.2. "**Bond** / 「(card name)」 [(cost)]" refers to "When this card is played and placed on stage, you may pay the cost. If you do, choose a card named "card name" in your waiting room, and return it to your hand."

10.5. Backup

- 10.5.1. **Backup** is a keyword and an activated ability that can occur and be played from hand when there is a character being attacked, during the counter step of the opponent's attack sub phase.
- 10.5.2. "**Backup** (X) Level (Y) [(Cost)]" refers to "[(cost) choose 1 character you are the master of being attacked, that character gets +X power during this turn. This ability can only be played during your opponent's counter step, when you are of level Y or above."

10.6. Great Performance

- 10.6.1. **Great performance** is a keyword ability and a continuous ability which limits the opponent's attack should the character be positioned in a specific stage position.
- 10.6.2. "**Great performance**" means "When this card is in your middle position of your center stage, if it is not in state, all characters your opponent is master of will perform a frontal attack instead to this character."

10.7. Brainstorm

- 10.7.1. **Brainstorm** is a collective keyword which has the effect, "Reveal a specific number of cards from the top of your deck, and put them in your waiting room, and refer to the specified card information". Independently, the keyword itself is not an ability, nor does it hold any special meaning for an effect.
- 10.7.2. "**Brainstorm** (effect)" is stated in event cards, while "**ACT Brainstorm** [(cost)] (effect)" is stated on activated abilities, all containing the keyword "Brainstorm".
- 10.7.3. The cards are moved from the top of the deck by an effect from a "Brainstorm" ability, should the designated cards be put into the waiting room, put them to the resolution zone in order, then put all of them to the waiting

room at the same time.

10.7.4. "When you use "**Brainstorm**" refers to "when you resolve an event card or activated ability with the keyword "Brainstorm".

10.8. Change

10.8.1. **Change** is a collective keyword which has the effect, "Move this specific card to a specified zone, put another specific card to the previous card's original position" and also "Replace this character that has this ability to a specified zone with another specific card from that zone". Independently, the keyword itself is not an ability, nor does it hold any special meaning for an effect.

10.8.2. All automatic abilities with the keyword "Change" are written in the following manner, "**AUTO Change** (effect)".

10.8.3. In the case when a specific card is replacing a card due to change, during the resolution of the ability, when the card with the ability moves to another zone from its stage position, should the specified card to replace is not in the specific zone, the replacement does not happen.

10.8.4. "When this card is placed on stage from your hand or by a "**Change**" effect" refers to "When you use an automatic ability with the keyword "**Change**" and by the effect, this card is put on the stage from a zone outside of the stage".

10.8.5. "When "**Change**" is used" refers to "When a card that you are the master of is placed on the stage by a "Change" effect."

10.9. Memory

10.9.1. **Memory** is a collective keyword for an effect which refers to the number of cards in the memory area to resolve an ability, and also a keyword used for abilities that will be active when the card with the ability is in the memory area. Independently, the keyword itself is not an ability, nor does it hold any special meaning for an effect.

10.9.2. "**CONT Memory** (paragraph)" is how the text is worded for a continuous ability, while "**AUTO Memory** (paragraph)" is how the text is worded for an automatic ability, while "**Memory** (paragraph)" is how the text is worded for an event card, all containing the keyword "Memory".

10.10. Experience

10.10.1. **Experience** is a collective keyword for an effect which refers to the information of the cards in the level area to resolve an ability, and also a keyword used for abilities that will be active when the card with the ability is in the level area. Independently, the keyword itself is not an ability, nor does it hold any special meaning for an effect.

10.10.2. "**CONT Experience** (paragraph)" is how the text is worded for a continuous ability, while "**AUTO Experience** (paragraph)" is how the text is worded for an automatic ability,

while "**Experience** (paragraph)" is how the text is worded for an event card, all containing the keyword "Experience".

10.11. Shift

10.11.1. **Shift** is a keyword ability and an automatic ability which swaps a card from the clock with this ability with a card of the same color in hand at the beginning 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 above, you may choose this card and 1 card of the same color as the card originally chosen and swap them.

10.11.3. When a card is swapped by a "Shift" ability, you would need to specifically choose the card with "Shift" ability and the card in your hand that will be swapped.

10.11.3.1. During the resolution of shift, should the ability of the card chosen be lost by any reason, the player will not be able to choose a card to swap.

10.11.3.2. During the resolution of shift, should there be no cards with the same color in hand to swap, the player will not be able to choose a card to swap.

10.11.4. "When you use "**Shift**" refers to the timing when a "Shift" ability resolves and exchanges a card in your clock and your hand.

10.12. Accelerate

10.12.1. **Accelerate** is a collective keyword for an ability which contains the cost to "put a card to clock". Independently, the keyword itself is not an ability, nor does it hold any special meaning for an effect.

10.12.2. All automatic abilities with "Accelerate" are written in the following manner, "**AUTO Accelerate** [(cost)] (effect)".

10.12.3. "When you use "**Accelerate**" refers to the timing when an "Accelerate" ability resolves.

10.13. Resonance

10.13.1. **Resonance** is a collective keyword for an ability which contains the cost to "reveal a specified card in hand". Independently, the keyword itself is not an ability, nor does it hold any special meaning for an effect.

10.13.2. All automatic abilities with "Resonance" are written in the following manner, "**Resonance** [(cost)] (effect)".

10.13.3. "When you use "**Resonance**" refers to the timing of "When the cost has been paid for a "Resonance" ability and the effect resolves".

11. Miscellaneous

11.1. Infinite Loop

11.1.1. When some effects are applied, sometimes you can do a set of actions any number of times, or you must repeat a set of actions an infinite number of times. This is called an infinite loop, and the cycle of actions is called a loop action set. If it happens, then proceed in the following manner:

- 11.1.1.1. If nobody can stop the loop, then the game ends in a draw.
- 11.1.1.2. If only one player can choose to stop the loop, then he or she chooses the number of times that loop repeats, assumes that the loop action set was performed that number of times, then chooses to stop at any action that can stop the loop. Then, if all game situations are the same as when the loop had occurred (all cards are in the same zones), players cannot choose to do the loop again except if it were to be forced by automatic abilities, etc.
- 11.1.1.3. If both players can choose to stop the loop, the turn player chooses the number of times that loop repeats, then the non-turn player chooses the number of times to repeat. The smaller number is chosen as the number of times to repeat the loop action set, and the player who chose the smaller number chooses to stop at any action that can stop the loop. Then, if all game situations are the same as when the loop had occurred (all cards in all zones are the same), the player who chose the bigger number cannot choose to do the loop again except if it were to be forced by automatic abilities.