

CARDFIGHT!! **Vanguard**

Starter's Guide

**Read this guide before
you start to cardfight!**

**If there is something you do
not understand after actually
playing, check the "Play Book"!**

Toshiki Kai

Aichi Sendou

Let's Start Cardfight!! Vanguard!

Your card collection will become your avatar in battle. That's "Cardfight!! Vanguard"!

In a cardfight, you will make a deck (army) from your collection of cards, and using those cards you will fight your opponent. A vanguard is your avatar to lead your army. The card placed on the vanguard circle will become the vanguard. By stacking higher grade cards on the vanguard, it will become more powerful. With the aid of your army, defeat your opponent!

Stand Up!!

Stand & Draw!!

Call!!! Attack!!

If you deal 6 points of damage to the opposing vanguard, or if your opponent's deck runs out, you win!

If your attacker's power is higher than or equal to the opponent's vanguard, you can deal damage. The fighter to deal 6 points of damage faster wins. You can also win if your opponent's deck runs out.

The rules for cardfight are simple, so you will be able to catch on quickly even if you are a beginner. More so if you have seen the animation or comic. Let's imagine!

Guard!!

Damage Check!!

Drive Check!!

Turn End!!

Ride a stronger avatar to lead the battle!!!

To cardfight, you and your opponent will each need a deck of 50 cards!

In a cardfight, each fighter will take turns attacking and defending. Before you begin, place a play mat on each side. If both fighters have their 50 card deck ready, you are set to go.

Break your limits with Limit Break!!



The new power "Limit Break" lets you exceed your limitations. This ability becomes active when you have 4 or more cards in your damage zone and your back against the wall. Can you go beyond your limits and awake the powers that lie within?

Details of the Play Mat

The play mat is where the cardfight takes place. Cards played here become units for battle.

Remember the 3 circles!

Guardian Circle

When you are attacked, this is where you can call guardians to defend. The amount of shield gets added to your unit being attacked.

Vanguard Circle

The card placed here is your avatar (i.e. your vanguard). Ride a powerful unit to fight your opponent.

Rear-guard Circle

This is where you place units that fight alongside your vanguard. Align your units in an optimal formation by moving or exchanging their positions.



Damage Zone

Cards placed here indicate the amount of damage you have received. Once you have 6 cards here, you lose the cardfight.

Drop Zone

Rear-guards and guardians retired during battle and cards you discard go here.

Trigger Zone

Cards you reveal during a drive/damage check are placed here.

Bind zone

Cards that have been bound are placed outside the play mat.

Soul

The pile of cards put under your vanguard during the cardfight.

deck

Put your deck here face down. Draw a card at the beginning of your turn.

Details of a Card

Unit cards are the only type of card in "Cardfight!! Vanguard", so this page is all you need to read a card.

Remember the 3 numbers!

Grade

This number represents the card's level of power. It gives restrictions to what cards you can ride and call.

Power

This number is the card's strength in battle. If the power is higher than or equal to the opposing unit, the attack will hit. The higher the power, the more advantage you will have in battle.

Shield

This number is the card's strength when used as a guardian. Units with a higher shield have a higher defense capability. Some units do not have a shield.

Skill Icon

All units have some sort of icon here according to their grade. It represents the type of skill that unit has.

Ability Text

Special abilities will be written here, as well as costs and conditions to use them.

Card Type

Units are either "normal units" or "trigger units" which have a trigger.

Critical

This number shows how much damage this unit will deal when its attack hits an opponent's vanguard.

Trigger Icon

The icon here indicates the effect that activates when this card triggers during a drive/damage check.

Card Name

The name of the card. You can only have up to 4 cards with the same name in a deck.

Clan

The group that this unit belongs to. Some abilities and effects will check a unit's clan.

Race

The unit's race is written here. Some abilities and effects will check a unit's race.



The Type of Icons

Many types of icons will appear on cards, and they hold the key in a cardfight. Remember the different types of icons to get an advantage.

Skill Icons

There are 3 types of skills. Each unit will have a skill icon according to their grade.



Boost

Units with this icon can support attacks from the back row.



Intercept

Rear-guards in the front row with this icon can guard against an opponent's attack.



Twin Drive!

A vanguard with this icon will perform a drive check twice when it attacks.

Ability Icons

There are three types of abilities according to the timing that they are activated.



Activated Ability

This ability can be activated during your main phase by paying the cost.



Automatic Ability

This ability gets activated automatically when the timing written on the card is met.



Continuous Ability

If it is not specified on the card, this ability is in effect as long as the card is on the field.

Trigger Icons

If these icons are revealed during a drive/damage check, it gives a unit +5000 power and an additional effect.



Critical Trigger

Give a unit +1 critical. This effect can be given separately from the power bonus.



Draw Trigger

Draw a card from the top of your deck.



Stand Trigger

Stand one of your rear-guards in the rest state to attack again.



Heal Trigger

If the amount of damage you have is more than or equal to your opponent's, you can heal one damage.

Rules for Building a Deck

There is a set of rules for building a deck. You can build any deck as long as you follow these 4 rules.

- 1 A deck must contain exactly 50 cards.
- 2 You can only have up to 4 cards with the same name.
- 3 There must be 16 trigger units.
- 4 You can only have up to 4 heal triggers.

Use Your Unit's Abilities

Some units can activate special abilities by paying certain costs. They are all really powerful, so try to pull them off.



AUTO [Cost Icon]: At the beginning of your main phase, [Condition], and this unit gets +2000 until end of turn.
ACT [Cost Icon] / [Cost Icon]: [Condition] Choose up to three of your opponent's rear-guards, and retire them.

The cost is the action needed to activate the ability. Abilities are usually written in the order of type, [place to activate], [cost], condition or timing, and effect.

Icons that Represent Special Actions



Counter Blast

The cost paid by turning over face up cards in your damage zone. Turn over a number of cards equal to the number indicated after the icon.



Soul Blast

The cost paid by putting cards in your soul into the drop zone. Choose a number of cards equal to the number indicated after the icon.



Soul Charge

The action of putting cards from the top of your deck into your soul. Put a number of cards equal to the number indicated after the icon. The cards can be used to activate abilities with soul blast or abilities that require you to have cards in your soul.



How to Make the Starter's Guide

1

Spread it out with the blue side facing up



2

Fold it in half



3

Bring the two sides together so that the slit opens up



4

Put the pages together to form a little book



5

If you have read the blue side, spread it out with the red side facing up this time



6

Perform the same steps to shape it into a book again



If you have read the blue side, turn over to the red side.

The red side will teach you the basic flow of a cardfight.

Misaki Tokura

Kamui Katsuragi

Let's Cardfight!

Progression of the Game (Turn)



The progression of a cardfight is shown above. Many phrases should be familiar from the animation or comic. If you are not familiar, no need to worry. You will learn as you go along.

Prepare your hand and deck, and turn over your vanguard!

Stand Up!!

1 Choose a grade 0 unit from your deck, and place it face down.

3 Determine randomly who goes first.

4 Draw 5 cards from your deck, and make sure your opponent cannot see them.

5 You can exchange your hand once. Return any number of cards from your hand, shuffle your deck, then draw cards until you have 5 cards in hand.

2 Shuffle the rest of the cards, and put them face down here.

6 Say "Stand up" and turn over your first vanguard.



If your hand and deck are ready, say "Stand up", and turn over the card you have placed face down. That card will become your avatar (i.e. your vanguard). Then, let the cardfight begin with the first turn!

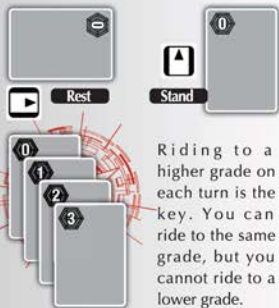
Stand your units and draw! Ride to grade up your vanguard!

Stand
& Draw!

Ride!!

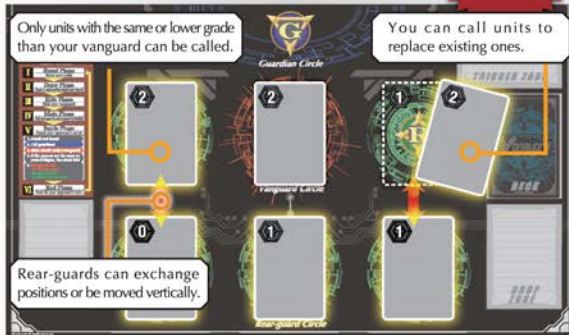


The turn starts with “stand & draw”. Turn units in the rest state (sideways) into the stand state (straight), then draw a card from your deck. Next, grade up your vanguard with “ride”. Place a unit on top of your vanguard with the same grade as or 1 grade higher than your vanguard. You can only ride once per turn. Constantly riding up to grade 3 as quickly as possible is the key to winning.



Call rear-guards and position your units to attack!

Call!!!



“Call” units to the rear-guard circle to fight alongside your vanguard. You can call any number of units as long as their grade is less than or equal to your vanguard. Rear-guards can be exchanged or moved vertically within the same column. You can also call units to replace existing ones. Call units to use activated abilities or abilities that set off when they enter the field. Align your units for battle with the total power of units in the front and back in mind.

Activated Ability



ACT [Cost] [Effect] [Trigger] This U

Activated abilities can be used before battle, and they can be used multiple times.

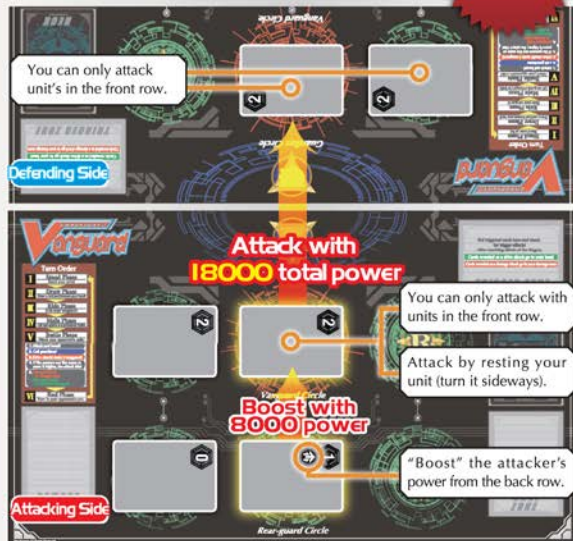
Automatic Ability



AUTO: When this unit is placed **Paladin**, and that unit gets

An ability that can be played when it enters the field by paying the cost.

Attack the opposing vanguard with your unit in the front row! **Attack!!**

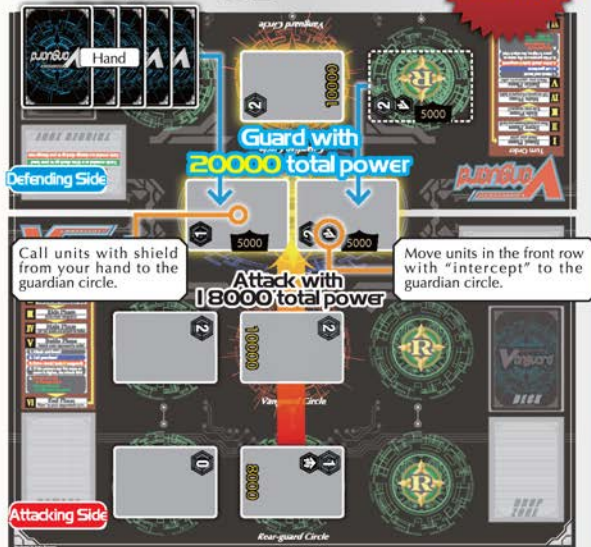


Rest your unit in the front row to attack an opponent's unit in his or her front row. If you have a unit with the "boost ability" directly behind, rest it to add power to the attacker. The fighter going first cannot attack on his or her first turn.

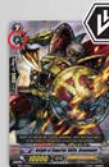


Increase the power by "boosting" from the back row. By resting a unit with "boost" in the back row, you can add its power to the attacker. Grade 0 and 1 units have this ability.

Defend your units from an opponent's attack by calling guardians! **Guard!!**



The defending fighter can defend by calling units with shield from hand and/or moving units in the front row with "intercept" to the guardian circle. Any number of guardians can be called as long as their grade is less than or equal to the vanguard.



"Intercept" your opponent's attack. Defend by moving a unit in the front row with "intercept" to the guardian circle. Grade 2 units have this ability.

Attack with your vanguard and drive check! You can get an additional effect!!

Drive Check!!

When a vanguard attacks → A drive check activates



If you attack with a vanguard, you get to drive check. Flip over the top card of your deck, and check its top right corner. If there is a trigger icon and you have a unit in the same clan, you get the effect of the trigger. The revealed card goes to your hand. If the vanguard has "Twin Drive!!", you get to drive check twice.

Drive check twice with "Twin Drive!!"



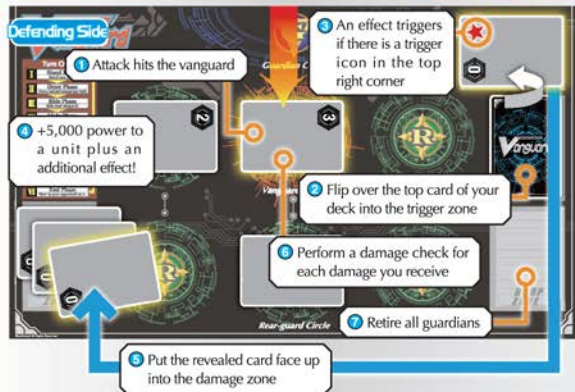
If a vanguard with "Twin Drive!!" attacks, you get to drive check twice. It is the ultimate ability that only grade 3 units have, and gives you double the chance to reveal a trigger.

If a rear-guard attacks, there is no drive check, so proceed directly to the damage check.

Even when your vanguard takes damage, you can still get the chance to damage check!

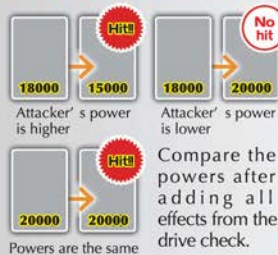
Damage Check!!

When an attack hits the vanguard → A damage check activates



Compare the total powers of the attacking and defending sides including all effects, boost from rear-guard, and shields of guardians. If the attacking side's power is greater than or equal to the defending side's, the attack will hit. If the attack hits a vanguard, the defending player will "damage check". Check for a trigger, and put the revealed card face up into the damage zone. If the attack hits a rear-guard, put it into the drop zone.

Judge the Result of Battle



You can attack again! If you don't, end the turn!

Turn
End!!



When one attack (i.e. battle) ends, the defending fighter retires all the guardians. If you want to attack more, go back to **1** and attack with another unit. If there are no more attacks, declare that you will

end your turn. Your opponent will start his or her turn from **2** "Stand & Draw". This sequence will continue until 6 points of damage is dealt or someone's deck runs out.

Tips for Winning a Cardfight

- 1 Ride each turn to reach grade 3**
Exchange your hand before the cardfight so that you have each card from grade 1 to 3, and ride on each of your turns.
- 2 Aim for a total power of 15000**
To overpower opposing guardians, call units so that you have a

combined power of 15,000 or more between units in the front and back row.

- 3 Attack the opponent's vanguard**
In order to deal 6 damage faster, concentrate your attacks on your opponent's vanguard.

Imagine victory!

