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## Rules

### Section 1. Outline of the Game

#### 1.1. Number of Players

- 1.1.1. This game is played by two players. These comprehensive rules do not apply to games played outside of two 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 during a check timing (3.5), then that player loses the game by rule action (Section 9. Rule Action).
  - 1.2.2.1. During a game, if a player has six or more cards in his or her damage zone, then he or she fulfills a losing condition.
  - 1.2.2.2. During a game, if a player has no cards in his or her deck, then he or she fulfills a losing condition.
- 1.2.3. If all 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 before 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 anything attempts to make a player do something he or she cannot perform, then nothing happens. If anything attempts to make a player do something he or she can only partially perform, then the player only performs the part that he or she can.

- 1.3.2.1. If anything attempts to turn a game state into a state that it is already in, then it does not become the state again, and that action never happens.

- 1.3.2.2. If anything attempts to perform a certain action zero or a negative number of times, then nothing happens. No reverse action will take place even if it is a negative number of times.

- 1.3.2.3. **If anything attempts to perform actions that are being done as part of the cost of a card, ability, or effect, zero or a negative number of times, you can choose to do those actions as part of the cost, and that part of the cost is considered to be performed without anything being performed as a result.**

- 1.3.3. If an effect from a card attempts to do something, and at the same time an effect from a card restricts the action from taking place, then the effect that restricts the action takes precedence.

- 1.3.4. If anything asks more than one players to make a choice 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 anything asks a player to choose a number, then you must choose zero or a positive integer, if not specified. You cannot choose any fractions or negative numbers.

## Section 2. Card Information



- |                |                       |
|----------------|-----------------------|
| ① Name         | ⑨ Type                |
| ② Clan         | ⑩ Skill Icon          |
| ③ Race         | ⑪ Text                |
| ④ Grade        | ⑫ Flavor              |
| ⑤ Power        | ⑬ Art                 |
| ⑥ Shield       | ⑭ Collection Data     |
| ⑦ Critical     | ⑮ Nation              |
| ⑧ Trigger Icon | ⑯ Imaginary Gift Icon |

### 2.1. Name

#### 2.1.1. The proper name to identify a 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. In text, the name of a card is expressed as “(card name)”.

### 2.2. Clan

#### 2.2.1. The name of the clan a card belongs to.

- 2.2.1.1. The clan is referred to during drive checks (7.6.1.2) and damage checks (**Error! Reference source not found.**).

#### 2.2.2. The clan is referred to by some abilities and effects.

#### 2.2.3. In text, the name of a clan is expressed as <<(clan name)>>.

#### 2.2.4. “This card is also a <<(clan name)>>” is an effect that adds a clan to the card with the ability.

#### 2.2.5. <<Cray Elemental>> cards are from all clans and nations.

### 2.3. Race

#### 2.3.1. The name of the race of a card.

#### 2.3.1.1. The race is referred to by some abilities and effects.

#### 2.3.1.2. In text, the name of a race is expressed as <(race name)>.

### 2.4. Grade

#### 2.4.1. It is the numeric value that is referred to when you normal ride or normal call a card. See “Play and Resolve Cards and Abilities” (8.5) for how to ride and call.

#### 2.4.2. The grade can give limitations when playing a card. See “Play and Resolve Cards and Abilities” (8.5) for further details.

### 2.5. Power

#### 2.5.1. The numeric value that expresses the combat strength of a card. The higher this value is, the better it is in battle. See “Attack and Battle” (Section 7. Attack and Battle) for further details.

#### 2.5.2. In card text, the power is indicated by a icon.

#### 2.5.3. Some cards have a “+” after the numerical value. It has no meaning in terms of rules.

#### 2.5.4. If a unit’s power becomes larger than its current value, its power is “increased”, and if becomes smaller, its power is “decreased”.

#### 2.5.4.1. If the value of the increase or decrease is 0, no increase or decrease will occur.

#### 2.5.4.2. If the value of the increase in power refers to some value, and the value referred to is negative, the power decreases.

### 2.6. Shield

#### 2.6.1. The numeric value that expresses the combat strength while a card is used as a guardian (3.11). The higher this value is, the better it is able to defend your units. See “Attack and Battle” (Section 7. Attack and Battle) for further details.


#### 2.6.2. In card text, the shield is indicated by a icon.

#### 2.6.3. Some cards do not have a shield.

### 2.7. Critical

#### 2.7.1. The numeric value that determines how much damage this card deals to a vanguard (3.9). See

“Attack and Battle” (Section 7. Attack and Battle) for further details.


2.7.2. In card text, the critical is indicated by a  icon.



## 2.8. Trigger Icon


2.8.1. The icon that indicates what to do for a card's effect when that card with the icon is placed in the trigger zone during a drive check or a trigger check. See “Attack and Battle” (Section 7. Attack and Battle) and “Damage Process” (9.6) for further details.



2.8.1.1. Each icon means, and has the following effects:


2.8.1.1.1. No icon: Nothing happens.

2.8.1.1.2.  (Critical Trigger): Choose one of your units and give it +1 critical until the end of this turn. Choose one of your units, and it gets power according to the trigger icon until the end of this turn (2.8.3). You can choose different units for each effect.


2.8.1.1.2.1. In card text, the critical trigger is indicated by a  or  icon.



2.8.1.1.3.  (Draw Trigger): You draw a card. Choose one of your units, and it gets power according to the trigger icon until the end of this turn (2.8.3).


2.8.1.1.3.1. In card text, the draw trigger is indicated by a  or  icon.

2.8.1.1.4.  (Stand Trigger): Choose one of your units, and if it is a rear-guard, stand it. Choose one of your units, and it gets power according to the trigger icon until the end of this turn (2.8.3). You can choose different units for each effect.

2.8.1.1.4.1. In card text, the stand trigger is indicated by a  icon.

2.8.1.1.5.  (Heal Trigger): If you have equal or more number of cards in your damage zone than your opponent's damage zone, then choose one of your cards in your damage zone and heal it (i.e. put it into your drop zone). Choose one of your units, and it gets power according to the trigger icon until the end of this turn (2.8.3).

2.8.1.1.5.1. In card text, the heal trigger is indicated by a  or  icon.

2.8.1.1.6.  (Front Trigger): All of the units on your front row circles get power according to the trigger icon until the end of this turn (2.8.3).

2.8.1.1.6.1. In card text, the front trigger is indicated by a  icon.

2.8.1.1.7. **The processing of the triggers listed above, and the resulting continuous effects, are called “trigger effects”.**

2.8.1.1.7.1. **If an effect gives the trigger effect given to a unit to another unit, the given effect is also a trigger effect.**

2.8.2. If a trigger asks you to do more than one action, you can choose the order in which to do them.

2.8.3. When a unit gets power according to the trigger icon, the designated unit gains power equal to the number written at the bottom of the trigger icon.

## 2.9. Type

2.9.1. The type of this card. The type is written on the left of the name.

2.9.2. For types, there are G units, trigger units, normal units, and token units.


2.9.3. There are some cards and pseudo-cards (12.12) with a special type.


2.9.3.1. Special types are different and independent of types. Effects that add, remove, or change types do not affect special types, and vice versa.


2.9.3.2. There are some special types with accompanying rules.


## 2.10. Skill Icon

2.10.1. It shows the common abilities that many cards have. Each icon shows which ability the card has:

2.10.1.1.  indicates the card has “Twin Drive!!” (11.2.3).

2.10.1.2.  indicates the card has “Intercept” (11.3).

2.10.1.3.  indicates the card has “Boost” (11.4).

2.10.1.4.  indicates the card has “Triple Drive!!!” (11.2.4).

## 2.11. Text Frame

2.11.1. The set of abilities a card has is written inside the text frame. The contents within the frame is referred to as “text”.

2.11.2. Some text is colored differently to put an emphasis on it. The difference in colors has no meaning in terms of rules.

2.11.3. Some cards have text in ( ) to show the description of a keyword or a keyword ability. This is called reminder text. Reminder text is part of the text, but it is just for explanatory purposes, and does not affect the game.

## 2.12. Flavor

2.12.1. The descriptive text of this card.

2.12.2. The flavor is not part of the information of a card and has no meaning in terms of rules.

## 2.13. Art

2.13.1. The image of this card.

2.13.2. The art is not part of the information of a card and has no meaning in terms of rules.

## 2.14. Collection Data

2.14.1. The location where the collection ID, rarity, artist's name, and other data of this card can be found.

2.14.2. The collection data is not part of the information of this card and has no meaning in terms of rules.

## 2.15. Nation

2.15.1. The name of the nation a card belongs to.

2.15.2. The nation is referred to by some abilities and effects.

2.15.3. There are 6 nations, and their respective icons are listed below.

United Sanctuary	
Dragon Empire	
Star Gate	
Dark Zone	
Magallanica	
Zoo	

2.15.3.1. Cards with icons that are not any of the 6 listed above, do not belong to any nation, and do not have any nation information.

2.15.3.2. There are cards without the nation icon. If they belong to a clan, they belong to the following nations.

2.15.3.3. Cards without a nation icon, and cards that do not belong to any of the following clans in the table below, nor <<Cray Elemental>>, do not belong to any nation.


2.15.3.4. Cards with a nation icon, but do not belong to any specific clan, are regarded as belonging to all of the clans of the respective nation stated in the table below.


Royal Paladin	United Sanctuary
Oracle Think Tank	
Angel Feather	
Shadow Paladin	
Gold Paladin	
Genesis	Dragon Empire
Kagero	
Nubatama	
Tachikaze	
Murakumo	
Narukami	Star Gate
Nova Grappler	
Dimension Police	
Etranger	
Link Joker	Dark Zone
Spike Brothers	
Dark Irregulars	
Pale Moon	
Gear Chronicle	Magallanica
Granblue	
Bermuda Triangle	
Aqua Force	Zoo
Megacolony	
Great Nature	
Neo Nectar	


## 2.16. Imaginary Gift Icon

2.16.1. If this icon is on the card, this card has an imaginary gift (10.6.3).

2.16.2. This card has the imaginary gift of the following clan types (12.15.1.1), according to the type of icon it has.

2.16.2.1. Cards with  have the Imaginary Gift of clan type "Force".

2.16.2.2. Cards with  have the Imaginary Gift of clan type "Accel".

2.16.2.3. Cards with  have the Imaginary Gift of clan type "Protect".

## 2.17. Drive




2.17.1. The numeric value that determines the number of drive checks resolved during the battle that a card attacks, if it is a vanguard, or if it is in a legion state, if it is a Legion Leader.

2.17.2. The drive is not indicated on a card, and the default value for all cards is 1. It can be increased or modified by effects or abilities such as Twin Drive!!.



## Section 3. Basic Concepts

### 3.1. Abilities and Effects

- 3.1.1. An ability is an instruction generated by a card's text or an effect.
  - 3.1.1.1. Abilities are divided into three categories: continuous ability, activated ability, and automatic ability. See "Play and Resolve Cards and Abilities" (Section 8. Play and Resolve Cards and Abilities) for further details.
  - 3.1.1.2. The card text after 【(zone name)】 is active only if the card is in that zone. See "Zones of the Game" (Section 4. Zones of the Game) for further descriptions.
    - 3.1.1.2.1. The card text after 【】 is active only while the card is on a vanguard circle.
    - 3.1.1.2.2. The card text after 【】 is active only while the card is on a rear-guard circle.
    - 3.1.1.2.3. The card text after 【】 is active only while the card is on a guardian circle.
    - 3.1.1.2.4. Card text without a zone specified is active while the card is in any zone.
  - 3.1.1.3. Some card text have 【(zone 1)/(zone2)】 as the active zone. This text is active while this card is in either of those zones.
  - 3.1.1.4. The actions written within [ ] are the cost. Regarding the cost, please refer to "Play and Resolve Cards and Abilities" (Section 8. Play and Resolve Cards and Abilities).
    - 3.1.1.4.1. If there are multiple costs that need to be performed at the same time, the costs are divided by a "&".
- 3.1.2. An effect is the instruction given by an ability.
  - 3.1.2.1. Effects are divided into three categories; one shot effect, continuous effect, and replacement effect. See "Play and Resolve Cards and Abilities" (Section 8. Play and Resolve Cards and Abilities) for further details.

### 3.2. Player

- 3.2.1. The player (or "fighter") is a person playing the game.

### 3.3. Owner

- 3.3.1. The owner is the player who owns the card.
- 3.3.2. The owner of a card is the player who had it in his or her deck at the beginning of the game.
- 3.3.3. At the end of each game, each player retrieves each card that he or she owns.

### 3.4. Master

- 3.4.1. The master is the player who is currently using a card, ability, or effects.
- 3.4.2. The master of a card in a zone (Section 4. Zones of the Game) is the player whom the zone belongs to.
- 3.4.3. The master of an effect is the master of the ability that generated that effect.
- 3.4.4. The master of an activated ability is the player who played it.
- 3.4.5. The master of an automatic ability is the master of the card that has that ability, or the master of an effect that created that ability.

- 3.4.6. The master of a continuous ability is the master of the card that has that ability, or the master of an effect that created that ability.

### 3.5. Check Timing

- 3.5.1. The check timing is the time that is used to resolve rule actions (Section 9. Rule Action) or play automatic abilities (8.6).
- 3.5.2. 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" (8.4) for further details.

### 3.6. Play Timing

- 3.6.1. The play timing is the time that a player can perform an action.
- 3.6.2. 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.
- 3.6.3. 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.
  - 3.6.3.1. If he or she chooses an action, after it resolves and if it is not specified, then that player gets a play timing again.
  - 3.6.3.2. If he or she chooses to pass, and if there are no rule actions (Section 9. Rule Action) or automatic abilities (8.6) left to resolve, then the game progresses.

### 3.7. Information and status

- 3.7.1. Information is any value, phrase, or icon that has any meaning or is referred to during a game. Information can be modified by some effects. See "Card Information" (Section 2. Card) to find out what is considered information.
  - 3.7.1.1. Information can be modified by some effects. If a card has multiple copies of the same information that are not an abilities, the overlapping ones are ignored. E.g. If an effect that says "This card is also a <<Royal Paladin>>" is applied to a unit that is already a <<Royal Paladin>>, then the second one is ignored, because it is multiple copies of the same information.
  - 3.7.1.2. If the text states "original", refer to the information written on the card.
- 3.7.2. A status is a state of a card that can be referred to during a game.
  - 3.7.2.1. Owner or master, orientation, and position of a card fall under status.

### 3.8. Unit

- 3.8.1. Units are cards put on the field (4.5) excluding locked cards.
  - 3.8.1.1. When the type (2.9) is being referred to by card effects, they can be referred to as units. For types, there are G units, trigger units, normal units, and token units, broadly referred to as "units" at times.



- 3.8.2. Units are categorized into vanguards, rear-guards, and guardians.
- 3.9. Vanguard
- 3.9.1. A vanguard is a unit on a vanguard circle (4.6.4).
- 3.9.1.1. A vanguard is a special unit and each player can have only one vanguard. However, if the vanguard is in a legion state (10.24), a single vanguard circle can have two vanguards, the Legion Leader and the Legion Mate.
- 3.9.2. Each vanguard has a value called "vanguard damage". It is the amount of damage dealt to that vanguard that has yet to undergo the "Damage Process" (9.6).
- 3.10. Rear-guard
- 3.10.1. A rear-guard is a unit on a rear-guard circle (4.6.6).
- 3.10.1.1. Each player can have up to one rear-guard on each of his or her rear-guard circles.
- 3.11. Guardian
- 3.11.1. A guardian is a unit on a guardian circle (4.6.5).
- 3.11.2. If a unit without a shield value is placed on a guardian circle, it is considered to have a shield value of 0.
- 3.11.3. When guardian(s) is/are put on the guardian circle, increase the power of the chosen unit being attacked by the total amount of shield of the guardian(s) (7.5.1.2).
- 3.11.4. There is no limit to how many guardians you may have.
- 3.12. Drawing, and moving cards
- 3.12.1. "Draw (cards)" is an action that moves cards from your deck to your hand.
- 3.12.2. If an effect says "draw a card", the designated player moves the top card of his or her deck to his or her hand without revealing it.
- 3.12.3. If an effect says "draw [number] cards", repeat "draw a card" that number of times.
- 3.12.4. If an effect says "draw up to [number] cards", if [number] is 0, nothing happens. If [number] is 1 or more, perform the following.
- 3.12.4.1. The player can choose to end this set of actions.
- 3.12.4.2. The player draws a card.
- 3.12.4.3. If the number of times 3.12.4.2 has been performed in this set of actions has reached [number] of times, end this set of actions. Otherwise, return to 3.12.4.1.
- 3.12.5. Unless otherwise stated, for moves like "put it into your drop zone" and "bind", moving the top card of your deck to another zone shall be performed as usual.
- 3.13. Looking at Cards from the Deck
- 3.13.1. "Looking at cards from the top of the deck" is an action that checks the information of cards in the deck.
- 3.13.2. If an effect says "look at [number] cards from the top of [player's] deck", if [number] is 0, nothing happens. If [number] is 1 or more, the player checks the information of the top [number] cards of [player's] deck.
- 3.13.3. If an effect says "look at up to [number] cards from the top of [player's] deck", if [number] is 0, nothing happens. If [number] is 1 or more, perform the following.
- 3.13.3.1. The player can choose to end this set of actions.
- 3.13.3.2. The player adds 1 to the number of times 3.13.3.3 has been reached in this set of actions to get N, and looks at the Nth card from the top of [player's] deck.
- 3.13.3.3. If the number of times 3.13.3.2 has been performed in this set of actions has reached [number] of times, end this set of actions. Otherwise, return to 3.13.3.1.
- 3.13.4. **If a continuous ability allows a player to look at the cards in a portion of the deck without designating a specific time, the player can check the information of those cards at any time.**
- 3.13.4.1. **When checking the information of a card with such an ability, as long as the position of that card within the deck does not change, regardless of the number of times that information is checked, the "look" action is considered to have only been performed once.**
- 3.14. Source
- 3.14.1. Some effects will see where another effect came from. This is called the "source of an effect", and is defined as below:
- 3.14.1.1. If an ability generated the effect, then the card that has that ability is the source of the effect.
- 3.14.1.2. Rule actions (Section 9. Rule Action) are not effects, and have no sources.
- 3.14.2. Some effects will see where damage came from. This is called the "source of damage", and is defined as below:
- 3.14.2.1. During the damage step, if a unit deals another unit under the rules of battle, then that damage is called "battle damage". Source of battle damage is the card that dealt that damage.
- 3.14.2.2. If an effect from an ability on a card deals damage, then that damage is called "skill damage". Source of skill damage, if not specified by that effect, is the source of the effect that generated the damage.
- 3.14.2.2.1. Even if the text can be read as if the source of damage is a player, the source is still that card itself.
- 3.14.2.3. **Some processes will see which units effects came from. This is called the "source of effect", and is defined as below.**
- 3.14.2.3.1. **If an effect is generated by a unit's ability, that unit is the source of the effect.**
- 3.14.2.3.2. **If an effect with a unit as the source creates a timed trigger (8.6.6), the source of**

the effects of that timed trigger is the source of the effect that created that timed trigger.

### 3.15. At Random

- 3.15.1. To choose something “at random” means to choose from among the choices with even probability and with no intentions.
- 3.15.2. When choosing at random, you choose from among the specified cards or abilities with no intention.

### 3.16. Card Orientation

- 3.16.1. Each unit on the field (4.5) has one of two orientation statuses.
    - 3.16.1.1. Standing: cards placed vertically.  
Changing orientation of a card into a standing state is called “to stand (a card)”.
      - 3.16.1.1.1. In card text, the word “stand” or “standing” is indicated by a  icon.
    - 3.16.1.2. Resting: cards placed horizontally.  
Changing orientation of a card into a resting state is called “to rest (a card)”.
      - 3.16.1.2.1. In card text, the word “rest” or “resting” is indicated by a  icon.
  - 3.16.2. If a player is asked to stand standing cards or rest resting cards, then the player does nothing.
  - 3.16.3. Each card on the field, in a damage zone or in the G zone is in one of the two following states.
    - 3.16.3.1. Face up: cards placed with art side up.  
Changing a card into face up is called “to turn face up”.
    - 3.16.3.2. Face down: cards placed with back side up. Changing a card into face down is called “to turn face down”.
  - 3.16.4. If a player is asked to turn a face up card face up or turn a face down card face down, then the player does nothing.
- ### 3.17. Types of Circles
- 3.17.1. Circles on the field can be classified as having 1 of the following 4 types, namely “Vanguard”, “Rear-guard”, “Guardian”, “Lock”.
  - 3.17.2. A circle that is classified will have the name of “(Type) circle”. E.g.: A circle that is classified under vanguard type is called vanguard circle.

a new card in a new zone. All effects applied in previous zones do not apply in the new zone.

- 4.1.5. When multiple cards move from a zone to another zone at the same time, unless otherwise specified, the order of the cards to be moved to the new zone is decided by the owner of those cards, and those cards are moved to the new zone simultaneously.

- 4.1.5.1. **When multiple cards move to a hidden zone at the same time, or when the order of cards within a hidden zone would be changed,** if the owner of those cards, or the master of the effect that caused the move in the case of movement due to card effects, can decide the order in which to place them, players other than that player cannot know the order of those cards in the new zone.

- 4.1.5.1.1. **When cards are moved to a specific position in a hidden zone, the number of cards moved to that position is known to all players.**

- 4.1.6. 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.
- 4.1.7. If cards in a public zone are face down for some reason, then all players may see the information of the cards. While cards are revealed in a hidden zone, all players may generally see the information of the cards.
- 4.1.8. When the effect of a single card moves a card to another zone, if any action would be performed on the card that was moved, that ability follows the card that was moved, and performs the action on it.
- 4.1.9. **When cards would move from a hidden zone to a public zone, if any effect restricts the movement of those cards due to the information of those cards, the information of those cards is revealed.**
- 4.1.10. **If a card would move to a zone belonging to a player that is not that card's owner, that move is not performed.**

## Section 4. Zones of the Game

### 4.1. General

- 4.1.1. For each zone, each player has his or her own one if not specified.
- 4.1.2. The number of cards in each zone is public to all players and can be verified at any time.
- 4.1.3. Whether information of cards are public or hidden will depend on the zone it is in. Zones with public information are called “public zones” and zones with hidden information are called “hidden zones”.
- 4.1.4. If a card moves from a zone to another zone, if it's not “from a circle to another circle” movement, then the card is considered as



- 1) Deck Zone
- 2) Hand
- 3) Drop Zone
- 4) Field
- 5) Circle
- 6) Soul
- 7) Damage Zone
- 8) Bind Zone
- 9) Trigger Zone
- G Zone
- Gauge Zone

#### 4.2. Deck Zone

- 4.2.1. The zone you put your main deck in at the beginning of a game.
- 4.2.2. The deck zone is a hidden zone. All cards in this zone are put face down, and no player can see the information or order of these cards, and cannot change the order.
- 4.2.3. When multiple cards move from the deck zone to another zone at the same time, move cards one by one.

#### 4.3. Hand

- 4.3.1. The zone where you put the cards that you draw.
- 4.3.2. The hand is a hidden zone, but you can see information of cards in your own hand. You may not see information of cards in your opponent's hand. You may change the order of your cards in your hand.

#### 4.4. Drop Zone

- 4.4.1. The zone you put cards that have left the field or have been discarded from hand if not specified.
- 4.4.2. The drop zone is a public zone. Cards in this zone are stacked face up, and the information of cards are open to all players. You can change the order of cards in your drop zone. When you put a card into this zone, put it on top of the already existing ones.

#### 4.5. Field

- 4.5.1. The zone to put all your units on.
- 4.5.2. In general, this zone has seven circles. A Card on a circle is also regarded as being on the field that the circle belongs to.
- 4.5.3. The field is a public zone.

#### 4.6. Circle

- 4.6.1. The zone to put your unit on individually. Each player has 7 circles: left front, center front, right front, left back, center back, right back, and center far front.
- 4.6.2. Each pair of circles, left front and left back, center front and center back, and right front and right back, is called a column.
  - 4.6.2.1. Your opponent's column directly across your own column is the same column. Specifically, your left column and your opponent's right column, your center column and your opponent's center column, your right column and your opponent's left column, are the same columns.
- 4.6.3. **All of the circles in the front row, and all of the circles in the back row, are each called a row.**
  - 4.6.3.1. **Circles in the front row, and circles in the back row, are each circles in the same row for that row.**
- 4.6.4. The type of the center front circle at the beginning of the game is a vanguard type.
  - 4.6.4.1. When a card is moved to the vanguard circle from anywhere other than by striding, including a rear-guard circle, it is put there in the stand state.
- 4.6.5. The type of the center far front circle at the beginning of the game is a guardian type.
  - 4.6.5.1. When a card is placed on this zone, unless otherwise specified, it is placed in the rest state.
- 4.6.6. The type of each circle, other than the center front and center far front circles, at the beginning of the game is a rear-guard type. If there are no cards or a face up card on those circles, they are rear-guard types.
  - 4.6.6.1. When a card is moved to a rear-guard circle from anywhere other than another rear-guard circle, including a vanguard circle, it is put there in the stand state.
  - 4.6.6.2. When a card is moved to a rear-guard circle from another rear-guard circle, it is put there in the same orientation as the previous circle.



- 4.6.7. The type of circle with a locked card on it is a lock circle.
- 4.6.8. Circles are public zones. The cards in these zones are face up, and all information is open to all players.
- 4.6.8.1. Cards that are face down on a circle due to effects or costs are still in a public zone. The information is open to all players.
- 4.6.8.2. Generally, only one card can be put on each vanguard, rear-guard, and lock circles. Multiple cards can be put on a guardian circle.
- 4.6.9. Other than moving G units not in the G zone between rear-guard circles, when a G unit that is not in the G zone moves to another area, after moving, or after finishing a chain of moving, that G unit is put back into the owner's G zone in a face up state.
- 4.7. Soul
- 4.7.1. Some cards will go into this zone during a game. The soul is not a part of the field.
- 4.7.2. Cards in the soul are stacked under the vanguard. If the vanguard is in a legion state (10.24), they are stacked under the Legion Leader.
- 4.7.3. The soul is a public zone. Cards in this zone are stacked face up, and all information is open to all players. You can change the order of cards in your soul.
- 4.8. Damage Zone
- 4.8.1. The zone you will put cards in as the game progresses. Generally, you will put cards in this zone when your vanguard is dealt damage.
- 4.8.2. The damage zone is a public zone. Cards in this zone are stacked face up, and all information is open to all players. You can change the order of cards in your damage zone. When you put a card into this zone, put it on top of the existing ones.
- 4.8.2.1. Even if an effect or cost turns cards in a damage zone face down, they are still public information. Each player may see the face of the cards.
- 4.8.2.2. Cards that are face down in the damage zone do not have any card information and cannot be given any information.
- 4.8.3. If you have six or more cards in your damage zone, you lose the game by rule action. See "Rule Action" (Section 9. Rule Action) for more details.
- 4.9. Bind Zone
- 4.9.1. The zone that you put cards that have been bound.
- 4.9.2. The bind zone is a public zone. All players may see the information of face up cards in this zone.
- 4.9.2.1. Due to an effect, cards in the bind zone that are face up can be turned face down, and cards in other zones can be move to the bind zone face down. Only the owner of the face down cards in a bind zone may see the face.
- Other players may not see the face of these cards.
- 4.9.2.2. Bound cards that are faced down do not have any card information and cannot be given any information.
- 4.9.3. Bound cards or cards referring to bound cards may sometimes affect the game. As such, players are required to split the pile of bound cards so that they can be distinguished which effect they were bound by. You may change the order of your bound cards within the same pile.
- 4.10. Trigger Zone
- 4.10.1. The zone where cards are put in temporarily during the game.
- 4.10.2. Cards revealed by a drive check (7.6.1.2.3) are placed in the trigger zone. After resolving the effects of icons on it, the card moves to the owner's hand.
- 4.10.3. Cards revealed by a damage check (9.6.3) are placed in the trigger zone. After resolving the effects of icons on it, the card moves to the owner's damage zone.
- 4.10.4. The trigger zone is a public zone. All the cards in this zone are placed face up, and any player may see the information or order of these cards, but may not change the order. When you put a card into this zone, put it on top of the existing cards.
- 4.11. G Zone
- 4.11.1. The zone you put your G deck in at the beginning of a game.
- 4.11.2. The G zone is a hidden zone, but you can see the information of, and change the order of cards in your G zone. The face down cards in this zone are stacked, and other players cannot see the information of the face down cards.
- 4.11.3. When cards in this zone are put to face up, they are placed separately from the face down cards, and only stacked with face up cards. All players can see the information of, and change the order of face up cards in the G zone.
- 4.11.4. At the beginning of a game, all cards in the G deck are placed face down on the G zone in a hidden state.
- 4.12. Gauge Zone
- 4.12.1. The zone where cards that are put as a gauge are placed.
- 4.12.2. The gauge zone is a hidden zone, but you can see the information of cards in your gauge zone. You may not see the information of cards in your opponent's gauge zone. You may change the order of cards in your gauge zone, as long as it is clear which cards they are associated with.
- 4.12.2.1. When cards put into a gauge zone from a hidden zone, the owner of that gauge zone may look at the information of that card after all the cards have been put into the gauge zone.
- 4.12.3. There are cards in the gauge zone that are associated with other cards.



- 4.12.3.1. When a reference is made to a card's "gauge", it refers to the cards in the gauge zone that are associated that card.
- 4.12.3.2. When a unit is moved between circles, the cards in the gauge zone associated with that unit maintain the association.
- 4.12.3.3. When a unit is moved from a circle to a non-circle zone, or when a unit is locked (10.21), the cards in the gauge zone that are associated with that unit are placed into the drop zone by rule action (9.9.1).
  - 4.12.3.3.1. The cards in a gauge zone that are associated with a unit can be referenced as part of the final information (8.8) of that unit, as long as they remain in the gauge zone.
  - 4.12.3.3.2. When cards in the gauge zone that are associated with unit A become associated with a different unit B, their association with unit A is canceled.
- 4.12.4. There are cards in the gauge zone with name information.
  - 4.12.4.1. When referring to "(name) gauge", it refers to cards in the gauge zone with (name) in their name information.
  - 4.12.4.2. Cards in the gauge zone with no particular name specified do not have name information.

## Section 5. Setting Up the Game

### 5.1. Preparing the Decks

- 5.1.1. Each player prepares his or her own main deck and up to 1 G deck before the game.
- 5.1.2. Continuous abilities regarding deck construction of the main deck and G deck, are applied as a replacement effect that changes the rules below (Section 8. Play and Resolve Cards and Abilities).

### 5.2. Preparing the Main Deck

- 5.2.1. Each player prepares his or her own main deck before the game.
- 5.2.2. Constructed main deck
  - 5.2.2.1. A main deck must contain exactly fifty cards.
  - 5.2.2.2. Each deck can only contain up to four copies of cards with the same name. You can put up to four copies of cards with the same name in your main deck and G deck each.
    - 5.2.2.2.1. Even if any other information is different, if two cards have the same name, your main deck can only have up to four cards in total among them.
  - 5.2.2.3. A main deck must contain exactly sixteen cards with a trigger. These cards must follow the "up to four" rule at the same time.
  - 5.2.2.4. A main deck can only contain up to four cards with a  or  (heal) trigger.
  - 5.2.2.5. A main deck can only contain up to four cards with the "Sentinel" ability.
  - 5.2.2.6. A main deck must be constructed of normal units and trigger units.

### 5.3. Preparing the G Deck

- 5.3.1. Each player prepares his or her own G deck before the game.
- 5.3.2. A G deck must be constructed of 0 to 16 cards.
  - 5.3.2.1. Each deck can only contain up to four copies of cards with the same name. You can put up to four copies of cards with the same name in your main deck and G deck each.
- 5.3.3. A G deck must be constructed only of G units.

### 5.4. Preparing the Game

- 5.4.1. Before the start of each game, prepare for the game in the following steps:
- 5.4.2. Present the main deck and G deck you will use for this game to your opponent. The main deck and G deck will need to fulfill rule 5.1.1 and 5.3 at this time.
- 5.4.3. Choose a grade 0 card from your main deck, and put it face down on your vanguard circle. This card is not revealed until you begin the game. This unit is called your "first vanguard".
  - 5.4.3.1. Each player places all the cards in his or her G deck in his or her G zone face down in a stack, and shuffles his or her main deck. Then, each player may shuffle his or her opponent's main deck. Each player puts his or her main deck face down on his or her deck zone afterwards.
  - 5.4.3.2. Randomly determine which player goes first.
    - 5.4.3.2.1. You may not determine who goes first in any other way, and you may not use a random method to decide who gets to choose who goes first.
  - 5.4.3.3. Each vanguard's vanguard damage is set to 0.
  - 5.4.3.4. Each player draws five cards from his or her deck and makes the initial hand. Then, from the player going first, each player chooses any number of cards in his or her hand and puts them on the bottom of his or her deck, then draws the same number of cards as he or she returned to the deck, and players that returned one or more cards shuffle their deck.

## Section 6. Game Procedure

### 6.1. Stand Up

- 6.1.1. At the beginning of the game, each player turns his or her vanguard face up. This is called "Stand Up".

### 6.2. Turn Procedure

- 6.2.1. 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.

6.2.2. Usually, the phases and steps of each phase will proceed in the order below.

- ▶ Stand Phase
- ▶ Draw Phase
  - ▷ Draw Step
  - ▷ G Assist Step
- ▶ Ride Phase
  - ▷ Ride Step
  - ▷ Stride Step
- ▶ Main Phase
- ▶ Battle Phase
  - ▷ Attack Sub Phase
    - Start Step
    - Attack Step
    - Guard Step
    - Drive Step
    - Damage Step
    - Close Step
- ▶ End Phase

### 6.3. Stand Phase

6.3.1. The phase in which the turn player stands units that he or she is a master of. This phase is done in the following order:

- 6.3.1.1. Each active automatic ability with the timing “at the beginning of turn” or “at the beginning of stand phase” becomes stand by. Resolve a check timing.
- 6.3.1.2. The turn player stands all of his or her units on the field.
- 6.3.1.3. Resolve a check timing. After completing all actions in the check timing, advance to the next phase.

### 6.4. Draw Phase

6.4.1. The phase in which the turn player draws a card from his or her deck. This phase is done in the following order:

- 6.4.1.1. Draw Step
  - 6.4.1.1.1. Each active automatic ability with the timing “at the beginning of draw phase” becomes stand by. Resolve a check timing.
  - 6.4.1.1.2. The turn player draws a card.
  - 6.4.1.1.3. Resolve a check timing. After completing all actions in the check timing, advance to the G assist step.
- 6.4.1.2. G Assist Step
  - 6.4.1.2.1. The step in which the turn player can search his or her deck for a card.
    - 6.4.1.2.1.1. Each active automatic ability with the timing “at the beginning of G assist step” becomes stand by. Resolve a check timing.
    - 6.4.1.2.1.2. The turn player can search his or her deck for a card. This is called “G Assist”, and is done according to the steps below.
    - 6.4.1.2.1.3. If the turn player does not search his or her deck for a card, proceed to 6.4.1.3.
  - 6.4.1.2.2. If you search your deck for a card, the following 2 conditions must be fulfilled.

6.4.1.2.2.1. Your vanguard is not grade 3 or greater.

6.4.1.2.2.2. Your hand does not have any card that is 1 grade greater than your vanguard.

6.4.1.2.3. If any of the above conditions are not fulfilled, proceed to 6.4.1.3.

6.4.1.2.4. The turn player reveals his or her hand, and after his or her opponent confirms that the conditions in 6.4.1.2.2 are fulfilled, the revealed hand returns to being a hidden zone.

6.4.1.2.5. The turn player looks at 5 cards from the top of his or her deck, chooses up to 1 card that is 1 grade greater than his or her vanguard from among them, shows it to his or her opponent, and puts it in his or her hand. If the turn player put a card in his or her hand, the turn player chooses 2 cards from his or her hand, and removes them from the game. Even if no card was put into his or her hand, shuffle the deck.

6.4.1.3. Resolve a check timing. After completing all actions in the check timing, advance to the next phase.

### 6.5. Ride Phase

6.5.1. The phase in which the turn player can normal ride (8.5.1.1) or normal stride (8.5.1.3) his or her vanguard. This phase is done in the following order:

- 6.5.1.1. Ride Step
  - 6.5.1.1.1. Each active automatic ability with the timing “at the beginning of ride phase” becomes stand by. Resolve a check timing.
  - 6.5.1.1.2. The turn player can ride a card from his or her hand on the vanguard, or vanguard in a legion state, that he or she is the master of. This is a normal ride (8.5.1.1). This can only be performed once per turn.
    - 6.5.1.1.2.1. The only circle that you can play a card on during the ride step is the vanguard circle.
  - 6.5.1.1.3. Resolve a check timing. After completing all actions in the check timing, advance to the stride step.
- 6.5.1.2. Stride Step
  - 6.5.1.2.1. Each active automatic ability with the timing “at the beginning of stride step” becomes stand by. Resolve a check timing.
  - 6.5.1.2.2. The turn player can normal stride (8.5.1.3) a G unit with a stride condition of “stride step” on the vanguard, or vanguard in a legion state, that he or she is the master of. This can only be performed once per turn.
  - 6.5.1.2.3. The only circle that you can play a card on during the stride step is the vanguard circle.
- 6.5.1.3. Resolve a check timing. After completing all actions in the check timing, advance to the next phase.

## 6.6. Main Phase

- 6.6.1. The phase in which the turn player can perform several actions. This phase is done in the following order:
  - 6.6.1.1. Each active automatic ability with the timing “at the beginning of main phase” becomes stand by.
  - 6.6.1.2. The turn player gets a play timing. In this play timing, the turn player can do any of the actions below, in any order and any number of times.
    - 6.6.1.2.1. The turn player can designate one of his or her rear-guard circles, and call a card from his or her hand. This is a normal call (8.5.1.2). The normal called card is placed on the chosen circle.
      - 6.6.1.2.1.1. The only circle you can play a card on during the main phase is the rear-guard circle.
    - 6.6.1.2.2. The turn player can play any of the activated abilities (8.5) on his or her cards.
    - 6.6.1.2.3. If two circles in the same column are both rear-guard circles, the turn player can exchange the cards in those circles. If both of those circles have a card on it, then put both of them on the other circles simultaneously. If only one of those circles has a card, then put it on the other circle. If there are no cards in either of the circles, then nothing happens.
  - 6.6.1.3. When the turn player chooses to do nothing, advance to the next phase.

## 6.7. Battle Phase

- 6.7.1. The phase in which the turn player can attack his or her opponent's units with units that he or she is the master of. See “Attack and Battle” (Section 7. 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. The turn player performs the following in the order shown.
    - 6.8.1.1.1. Put all G units on the vanguard and rear-guard circles to the G zone in a face up state.
    - 6.8.1.1.2. Return all locked cards and deleted units on that player's field to a normal state by turning the cards face up.
  - 6.8.1.2. Each active automatic ability with the timing “when a card is unlocked”, “when a card is put to face up”, and “when put to G zone” triggers are put to stand by. Then, resolve a check timing.
  - 6.8.1.3. Each active automatic ability with the timing “At the beginning of end phase” and “at the end of turn” that have not become stand by in this end phase becomes stand by.
  - 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 there are no automatic abilities standing by, no rule actions (Section 9. Rule Action) to resolve, and no cards in public zones or hidden zones that both players are able to check the information of with automatic abilities that have “at the beginning of end phase” or “at the end of turn” trigger conditions and 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 6.8.1.2.

## Section 7. Attack and Battle

### 7.1. Basics

- 7.1.1. In each battle phase, the turn player can attack with his or her standing units in the front row against his or her opponent's units. During a battle phase, the turn player performs a progression of steps beginning with the start step.
- 7.1.2. The series of steps from the start step to the close step is called the “Attack Sub Phase”. The process from 7.4.1.1 to 7.8.1.4 is called the “Battle”.
  - 7.1.2.1. A battle is counted as one battle from the moment a battle begins. Even if the process of a battle is cut off midway and proceeds to the close step, it is still counted as one battle.
  - 7.1.2.2. If the unit chosen in 7.4.1.6 for a battle includes a vanguard, it is referred to as “a battle where (this unit) attacked (is attacking) a vanguard” and “a battle where a vanguard is attacked (being attacked)” till the close step. If the unit chosen includes a rear-guard, it is referred to as “a battle where this unit attacked (is attacking) a rear-guard” and “a battle where a rear-guard is attacked (being attacked)” till the close step.
  - 7.1.2.3. If an effect causes all of the “units being attacked” in “a battle where (this unit) attacked (is attacking) a vanguard” or “a battle where a vanguard is attacked (being attacked)” to change from a vanguard to a rear-guard after 7.4.1.6, that battle is no longer “a battle where (this unit) attacked (is attacking) a vanguard” or “a battle where a vanguard is attacked (being attacked)”, and becomes “a battle where this unit attacked (is attacking) a rear-guard” and “a battle where a rear-guard is attacked (being attacked)”. Similarly, when all of the “units being attacked” in “a battle where this unit attacked (is attacking) a rear-guard” or “a battle where a rear-guard is attacked (being attacked)” are changed from a rear-guard to a vanguard, that battle is no longer “a battle where this unit attacked (is attacking) a rear-guard” or “a battle where a rear-guard is attacked (being attacked)”, and becomes “a battle where (this unit) attacked (is attacking) a



vanguard" and "a battle where a vanguard is attacked (being attacked)". If the unit chosen in 7.4.1.6 for a battle includes a vanguard, it is referred to as "a battle where a vanguard is being attacked" till the close step. If the unit chosen includes a rear-guard, it is referred to as "a battle where a rear-guard is being attacked" till the close step.

- 7.1.2.4. Following 7.4.1.6, should the "unit being attacked" be changed from vanguard to rear-guard, abilities with "the battle that your vanguard was attacked" will not occur, and abilities with "the battle that your rear-guard was attacked" will occur. Likewise, should the "unit being attacked" be changed from rear-guard to vanguard, abilities with "the battle that your rear-guard was attacked" will not occur, and abilities with "the battle that your vanguard was attacked" will occur.

## 7.2. Attack Resolution

- 7.2.1. The resolution of the steps from the attack step to the close step is known as the attack resolution, and is referred to as the specific action "To Attack" (10.33).
- 7.2.2. For an attack, both the attacking unit and the unit being attacked must exist, and they are either specified units or non-specified units.
- 7.2.2.1. If the units being attacked includes a unit that cannot be designated due to an effect, that unit does not battle. The reverse is also true.

## 7.3. Start Step

- 7.3.1. The step in which the turn player chooses whether to attack or not. This step is done in the following order:
- 7.3.1.1. In the situation where this step is the first start step of this Battle Phase, Each active automatic ability with the timing "at the beginning of start step" and "at the beginning of your battle phase" becomes stand by. Resolve a check timing.
- 7.3.1.2. The turn player chooses whether to attack or not.
- 7.3.1.2.1. If he or she chooses to attack, then resolve a check timing. After completing all the actions in the check timing, both the specified attacking unit and the specified unit being attacked are no longer specified, and advance to the attack step.
- 7.3.1.2.2. If he or she chooses not to attack, then advance to the next phase.
- 7.3.1.3. If this is the very first turn of the game or there are units 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. It is automatically regarded that the turn player chose not to attack.

## 7.4. Attack Step

- 7.4.1. The step in which the turn player chooses which unit he or she will attack with or not to attack. This step is done in the following order:
- 7.4.1.1. The battle begins.
- 7.4.1.2. Each active automatic ability with the timing "at the beginning of attack step" becomes stand by. Resolve a check timing.
- 7.4.1.3. If the specified attacking unit is unspecified, the turn player chooses one of his or her standing units, that is not restricted by rules nor effects, on a vanguard or rear-guard circle in the front row (or if the vanguard is in a legion state (10.24), both units on a vanguard circle) as the unit to attack with for this battle, and the unit chosen becomes the specified attacking unit.
- 7.4.1.4. Confirm if the specified attacking unit may attack.
- 7.4.1.4.1. If the specified attacking unit is unspecified, or rested, or unable to attack due to any effect, proceed to the close step.
- 7.4.1.5. Rest the attacking unit.
- 7.4.1.5.1. From here onwards until the end of the close step, the specified attacking unit is referred to as the "attacking unit".
- 7.4.1.5.2. From here onwards until the end of battle, if the specified attacking unit becomes unable to attack, the process of the battle still proceeds.
- 7.4.1.6. If the specified unit being attacked is unspecified, the turn player chooses one of his or her opponent's units on a vanguard circle that is not a Legion Mate, or on a rear-guard circle in the front row, that is not restricted by rules nor effects, as the unit being attacked for this battle, and it becomes the specified unit being attacked.
- 7.4.1.7. Confirm if the specified unit being attacked may be attacked.
- 7.4.1.7.1. If the specified unit being attacked becomes unspecified, or the attacking unit becomes unable to attack due to some combination of rules or effects, proceed to the close step immediately.
- 7.4.1.8. From here onwards until the end of the close step, the specified unit being attacked is referred to as the "unit being attacked".
- 7.4.1.8.1. During the battle, if the unit being attacked changes, or ceases to exist, the process of the battle still proceeds.
- 7.4.1.8.2. The "attacking unit" and the "unit being attacked" will only continue to be the "attacking unit" and the "unit being attacked" if they are in their present circles. Should the "attacking unit" leaves its current position, it will cease to be an "attacking unit", while a "unit being attacked" will cease to be a "unit being attacked" should it leave its current position.
- 7.4.1.8.2.1. Even if the "attacking unit" or the "unit being attacked" cease to exist, they

will continue to be referred to as the “attacking unit” and the “unit being attacked” during the attack sub phase.


7.4.1.8.3. For the attacking unit, the unit being attacked becomes the “battle opponent”. At the same time, for the unit being attacked, the attacking unit becomes the “battle opponent”.

7.4.1.8.4. If a “this unit (may) battle(s)” effect increases the number of units chosen for the attack, or changes the method of choosing the unit for the attack, those effects are applied.

7.4.1.8.5. If there are multiple units being attacked, all of those units are referred to as “units that are being attacked”, and proceed with the battle phase.

7.4.1.8.6. A Legion Mate cannot be forced to be attacked by an effect.

7.4.1.9. Between 7.4.1.3 and the close step, if another unit is placed on a circle with a unit that is being attacked, that unit does not become a unit that is being attacked.

7.4.1.10. The turn player may choose a unit with  in the back circle of the same column as the attacking unit, and rest it to make it boost the attacking unit (if it is a vanguard in a legion state, it boosts either of those units).

7.4.1.10.1. From the time it is chosen until the end of the close step, the unit chosen in this step becomes a “boosting unit” and the attacking unit becomes a “boosted unit”.

7.4.1.10.1.1. These two units shall continue to be the “boosting unit” and “boosted unit” in their respective circles. If one of these 2 units moves out of its original circle, the remaining unit will no longer be the “boosting unit” or “boosted unit”.

7.4.1.11. Until the end of the close step, as long as both units stay the respective “boosting unit” and “boosted unit”, the power of the “boosting unit” will continuously be added to the power of the “boosted unit”. At the same time, if a vanguard in a legion state is “attacking”, the power of the Legion Mate will continuously be added to the power of the Legion Leader.

7.4.1.12. Resolve a check timing. Automatic abilities with the timing “when unit attacks” and “when unit boosts” resolve during this timing.

7.4.1.13. Resolve a check timing. After finishing all actions in the check timing, advance to the guard step.

## 7.5. Guard Step

7.5.1. The step in which the non-turn player can call guardians to prevent the attack. This step is done in the following order:

7.5.1.1. Each active automatic ability with the timing “at the beginning of guard step” becomes stand by.



7.5.1.2. The non-turn player gets one play timing (and a check timing before it). During this play


timing, the non-turn player performs 1 of the following 4 actions from 7.5.1.2.1. to 7.5.1.2.4.

7.5.1.2.1. The non-turn player may choose to pass. If pass was chosen, proceed to the drive step **if a unit that performs drive checks** is attacking, and proceed to damage step if a rear-guard is attacking.

7.5.1.2.1.1. If the non-turn player is **restricted from calling or intercepting, or the unit being attacked no longer exist**, the non-turn player is automatically considered to have chosen to pass.

7.5.1.2.2. The non-turn player may choose **one or more** cards from his or her hand, and call them to his or her guardian circle. This is a normal call (8.5.2.2). At this time, the non-turn player chooses which unit it will guard among the units being attacked.

7.5.1.2.3. The non-turn player may, if both players' vanguards are grade 3 or greater, and if the number of face up cards in the non-turn player's G zone with  is 3 or less, and there is a card with  among the face down cards in his or her G zone, choose **one or more** of those face down cards, pay the cost specified by that card's G Guardian ability, and superior call it to his or her guardian circle as face up. At this time, the non-turn player chooses which unit it will guard among the units being attacked.

7.5.1.2.4. The non-turn player may choose **one or more** units with  on his or her front rear-guard circles that are not being attacked during this battle, and put it into his or her guardian circle in the rest state. At this time, the non-turn player chooses which unit each of them will guard among the units being attacked.

7.5.1.2.4.1. **Automatic abilities with the timing “when unit intercepts” become stand by when that unit is chosen to perform an intercept, but if that unit does not move to the guardian circle for any reason, the stand by state is cancelled.**

7.5.1.2.5. Resolve a check timing. After finishing all actions in the check timing, return to 7.5.1.2.

## 7.6. Drive Step

7.6.1. The step to check for additional effects during the attack by a unit. This step is done in the following order:


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

7.6.1.2. If the attacking unit is a vanguard, or a rear-guard that gained drive, the turn player checks for additional effects for the attack. This action is called a “drive check” and resolves in the following order from 7.6.1.2.1 to 7.6.1.3.

- 7.6.1.2.1. The attacking vanguard, or Legion Leader in legion, or unit that gained drive due to effects, is referred to as a drive unit.
- 7.6.1.2.2. If the drive of the drive unit is 0 or less, proceed to 7.6.1.4. If it is not, proceed to 7.6.1.2.3.
- 7.6.1.2.3. The turn player puts the top card of his or her deck into the trigger zone face up.
- 7.6.1.2.4. If the card is the same clan as one of the units in the turn player's vanguard circle or rear-guard circle, then resolve the actions indicated by the trigger icon on the card.
- 7.6.1.2.5. Resolve a check timing.
- 7.6.1.2.6. If the card is still in the trigger zone, then the turn player puts the cards into his or her hand regardless of whether it has a trigger or not.
- 7.6.1.3. Resolve a check timing. If the number of drive checks resolved during this battle's drive step is less than the drive of the drive unit, go back to 7.6.1.2. Otherwise, proceed to 7.6.1.4.
- 7.6.1.4. Resolve a check timing. After completing all actions in the check timing, advance to the damage step.

## 7.7. Damage Step

- 7.7.1. The step to resolve the damage to the attacked unit. This step is done in the following order:
  - 7.7.1.1. Each active automatic ability with the timing "at the beginning of damage step" becomes stand by. Resolve a check timing.
  - 7.7.1.2. Compare the power of the attacking unit (the combined power for a vanguard in a legion state (10.24)) with the power of the attacked unit. If the attacked unit's power is less than or equal to the attacking unit, then the attack hits.
  - 7.7.1.3. If the attacking unit or the attacked unit had left the field, or if the master of any of these unit changed, or if any of these units moved to another circle, then the powers are not compared, and the attack does not hit.
  - 7.7.1.4. Resolve a check timing. Abilities with the timing "when attack hits" and "when attack did not hit" do not become stand by at this point. They will become stand by in 7.7.1.7.
  - 7.7.1.5. If the attack hits, and the attacked unit is a vanguard, then the attacking unit deals damage equal to its critical (if it is a vanguard in a legion state (10.24), it deals damage equal to the Legion Leader's critical).
    - 7.7.1.5.1. If the attacking unit's critical (if it is a vanguard in a legion state (10.24), the critical of the Legion Leader) is 0 or less, then it does not deal damage. Zero or negative damage will not be dealt.
    - 7.7.1.5.2. If the attacking unit had left the field, or if the master of the attacking unit changed, or if the attacking unit moved to another circle, then the attacking unit does not deal damage.
  - 7.7.1.6. Resolve a check timing.

- 7.7.1.7. With regards to the unit, the event of whether the attack "hits" or "does not hit" occurs at this time.
  - 7.7.1.7.1. A "when attack hits (specified unit)" event for the attacking unit occurs if the unit being attacked at this point is the specified unit, and this attack hit.
  - 7.7.1.7.2. A "when it attacks (specified unit) and hits" event for the attacking unit occurs if the unit being attacked specified at 7.4.1.8 is the specified unit, and this attack hit.
  - 7.7.1.7.3. If the attacking unit did not hit, a "did not hit" event occurs for that unit. This includes cases where the attacking unit ceases to be an attacking unit during the battle for any reason.
  - 7.7.1.7.4. If a "when attack hits" effect activates even if the attack did not hit" effect exists for this battle, and there exists an automatic ability with the timing "when the attacking unit hits in the current battle", that automatic ability is put into stand by once.
- 7.7.1.8. Resolve a check timing.
- 7.7.1.9. Retire all , then retire all guardians, then retire all rear-guards that were hit.
- 7.7.1.10. Resolve a check timing. After completing all actions in the check timing, advance to the close step.

## 7.8. Close Step

- 7.8.1. The step to resolve all actions that happen at the end of an attack. This step is done in the following order:
  - 7.8.1.1. Each active automatic ability with the timing "At the beginning of close step" and "at the end of battle" that have not become stand by in this close step becomes stand by.
  - 7.8.1.2. Resolve a check timing. After completing all actions in the check timing, the battle will end, and all effects with the duration of "until the end of that battle" and "during this battle" cease to exist. At the same time, attacking units stop being "attacking units", and attacked units stop being "attacked units".
  - 7.8.1.3. At this point, if there are no automatic abilities standing by, no rule actions (Section 9. Rule Action) to resolve, and no cards in public zones or hidden zones that both players are able to check the information of with automatic abilities that have "at the beginning of close step" or "at the end of battle" trigger conditions and have not become stand by during this close step, proceed to 7.8.1.4. Otherwise, go back to 7.8.1.1.
  - 7.8.1.4. Attacking units stop being "attacking units", and attacked units stop being "attacked units".
  - 7.8.1.5. If the specified action "To Attack" is ongoing, this will complete the attack resolution. If it is not, after this, return to start step.

## Section 8. Play and Resolve Cards and Abilities

### 8.1. Categories of Abilities

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

8.1.1.1. Activated abilities are abilities that a player with a play timing can pay the cost to get the effect.

8.1.1.1.1. Activated abilities are written on cards as “**ACT** [zone]:(condition) [(cost)] (effect)”. The text within the [ ] indicates the zone in which the ability can be used, (condition) indicates the condition required to play it, (cost) 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. Some activated abilities have a requirement stated as “If (requirement),”.

8.1.1.1.2.1. For the effects “This ability cannot be used for the rest of that turn.” and “This ability cannot be used for the rest of the game.”, if the cost of the effect was paid, or if the game state has changed after the resolution of the effect, they are still applied even if the requirement was not met.

8.1.1.1.2.1.1. If there is no cost, or if the cost is changed from a cost where a card changes zones or state for the cost, to a cost where it no longer does so, the effects “This ability cannot be used for the rest of that turn.” and “This ability cannot be used for the rest of the game.” are still applied even if the requirement of the ability is not met.

8.1.1.1.2.2. The portion of an ability with a requirement that resolves only if the requirement is met, is only the text that is before the next succeeding full-stop.

8.1.1.1.2.3. There are cases where abilities with requirements indicated by “if” will refer to text prior to it as a basis for determining if the requirement is met.

8.1.1.1.2.4. There are cases where after the full stop succeeding a portion of an ability with a requirement indicated by “if”, the text starts with an “if”. If that text refers to the result of text prior to it, if the requirement of the prior text is not met, it will not resolve.

8.1.1.1.2.5. There are cases where portions of text start with “Then”. In these cases, there will be text prior to it. If the text prior to it has a requirement, if that requirement is not met, it will not resolve.

8.1.1.1.2.6. If the activated ability does not have a cost, declaring that the ability is being played will play the ability.

8.1.1.1.2.6.1. Activated abilities without a cost are not automatically played.

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** [zone]:When (event), (effect)” or “**AUTO** [zone]:At the beginning of (phase or step), (effect)”. If the automatic ability would be triggered by the movement of the card itself, then the ability is written as “**AUTO**:When (event), (effect)”. The “event” or “phase” or “step” is called the “trigger condition”, and when the “trigger condition” is fulfilled, the automatic ability is considered to be “triggered”.

8.1.1.2.1.1. Automatic abilities that trigger in a hidden zone become stand by if their master states that they do so. If it is not stated, they do not become stand by.

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.

8.1.1.2.3. Some automatic abilities have the text “**AUTO** [zone]:When (event), if (requirement)”. These abilities will trigger if the event happens, even if the requirement is not met.

8.1.1.2.3.1. For the effects “This ability cannot be used for the rest of that turn.”, “This ability cannot be used for the rest of the game.”, and **1/Turn**, if the game state has changed after the resolution of the effect, they are still applied even if the requirement of the ability is not met.

8.1.1.2.3.1.1. When automatic abilities that fit this description are standing by, when the master of that ability plays an automatic ability, he or she can choose this ability, and have it cease to exist without playing it.

8.1.1.2.3.2. The portion of an ability with a requirement that resolves only if the requirement is met, is only the text that is before the next succeeding full-stop.

8.1.1.2.3.3. There are cases where abilities with requirements indicated by “if” will refer to text prior to it as a basis for determining if the requirement is met.

8.1.1.2.3.4. There are cases where after the full stop succeeding a portion of an ability with a requirement indicated by “if”, the text starts with an “if”. If that text refers to the result of text prior to it, if the requirement of the prior text is not met, it will not resolve.

8.1.1.2.3.5. There are cases where portions of text start with “Then”. In these cases, there will be text prior to it. If the text prior to it has a requirement, if that requirement is not met, it will not resolve.

8.1.1.2.3.5.1. If the prior text includes the paying of a cost, the paying of that cost becomes the requirement of the prior text.

8.1.1.3. Continuous abilities are abilities that affect the game as long as the ability is active.



8.1.1.4. Continuous abilities are written on cards as "**CONT** [zone]:(effect)". If it is a continuous ability that is active in all zones, it is written as "**CONT**:(effect)".

## 8.2. Category 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 "retire an opponent's grade 1 or less rear-guard", 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 abilities such as "this unit gets +2000 until end of that battle" or "this unit gets +1 until end of turn", the effect generated by those abilities are continuous effects.

8.2.1.2.1. **When a continuous effect with a duration is created, if that duration contradicts the current game state, that continuous effect will not be created.**

- For example, if a continuous effect with the duration "until end of that battle" is created during the main phase, as the game is not currently in a battle, that continuous effect will not be created.

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 a 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 a 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.

8.2.1.3.3. **Effects that change the modifications of effects that modify information are replacement effects.**

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

8.4.1. When a check timing resolves, the game proceeds in the following order:

8.4.1.1. If there are any rule actions (Section 9. Rule Action) 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.

8.4.1.2. If the turn player acquires any imaginary gift, the turn player chooses one of them, performs its imaginary gift resolution (12.15), and returns to 8.4.1.1.

8.4.1.3. If the non-turn player acquires any imaginary gift, the non-turn player chooses one of them, performs its imaginary gift resolution (12.15), and returns to 8.4.1.1.

8.4.1.4. If any automatic abilities controlled by the turn player are standing by, then the turn player chooses one of them, plays it, and resolves it. Then, go to 8.4.1.1.

8.4.1.5. 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. Then go to 8.4.1.1.

8.4.1.6. End the check timing.

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

8.4.2.1. Resolve a check timing. The player gets the play timing at this point.

8.4.2.2. 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, if not specified, then that player gets a play timing again.

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

## 8.5. Play and Resolve Cards and Abilities

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

8.5.1.1. Playing a card on to a vanguard circle is called "normal ride".

8.5.1.1.1. The status of the vanguard that rode does not depend on the status of the ridden vanguard, and is placed on that circle standing.

8.5.1.2. Playing a card on to a rear-guard circle or guardian circle is called "normal call".

8.5.1.3. Playing a G unit on to a vanguard circle is called "normal stride".

8.5.1.3.1. When a G unit is put on a vanguard circle by "normal stride", it is put in the same stand or rest state as the unit that was stridden over. Other states do not depend on the status of the unit that was stridden.

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

8.5.2.1. **If you are playing a card, choose one of your circles as appropriate.**

8.5.2.1.1. **If you are performing a ride, designate one of your vanguard circles.**

- 8.5.2.1.2. If you are performing a call, designate one of your rear-guard circles if you are calling a rear-guard, and designate the guardian circle if you are calling a guardian.
- 8.5.2.1.3. If you are playing a card from the G zone, choose your front row center vanguard circle if you are striding, and choose the guardian circle if it is a G guardian.
- 8.5.2.2. 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 the grade requirement. When you choose a card in the G zone, you can only choose and reveal a card that meets the requirement.
- 8.5.2.2.1. The grade requirement is different between a normal ride, a normal call and a normal stride.
- 8.5.2.2.1.1. When you normal ride, the grade of the card you ride needs to be the same grade as or one grade higher than your current vanguard (or if your vanguard is in a legion state, your Legion Leader).
- 8.5.2.2.1.2. When you normal call to a rear-guard circle, the grade of the card needs to be less than or equal to the grade of your current vanguard. There are no grade restrictions when you normal call to the guardian circle.
- 8.5.2.2.1.2.1. A player with no vanguard due to some situation cannot normal call.
- 8.5.2.2.1.3. When you normal stride, the grade of both players' vanguards needs to be 3 or greater, or the grade of your vanguard needs to be 3 or greater at the beginning of your turn.
- 8.5.2.2.2. When you play a stride due to an ultimate stride skill, the following conditions must be met.
- 8.5.2.2.2.1. The card with that ultimate stride skill and the unit on that master's vanguard circle must be from the same nation.
- 8.5.2.2.2.1.1. If the unit on the vanguard circle has no nation information, you can only perform ultimate stride with <<Cray Elemental>>.
- 8.5.2.2.2.2. If it is due to the ultimate stride skill (11.42) of a non-Gyze card (12.10), stride can only be performed if there are 3 or more face-up cards in the G zone of that skill's master.
- 8.5.2.2.2.3. If it is due to the ultimate stride skill of a Gyze card, stride can only be performed if that skill's master's vanguard is grade 3 or greater, and there are 5 or more types of <Zeroth Dragons> in the bind zone.
- 8.5.2.3. If you are playing an activated ability or a card other than a card from your G zone due to striding, check the cost to play it and pay all costs simultaneously. If you cannot pay a part of or the entire cost, then you may not pay any of the cost and the card or activated ability that was attempted to be played is cancelled and rewind.
- 8.5.2.3.1. If the activated ability to be played originates from a hidden zone, and the cost does not specify that the card with the ability needs to be revealed, the origin of the activated ability needs to be specified from the corresponding hidden zone by revealing that card.
- 8.5.2.4. If you are playing a card from your G zone due to striding, check the cost to play it, and if you can pay all of the costs, pay for all costs simultaneously. If payment for any part of the cost, or payment for all of the costs cannot be fulfilled, the cost cannot be paid, and the play of that card is cancelled.
- 8.5.2.5. If you are playing an activated ability, pay its cost.
- 8.5.3. Resolve the card or ability.
- 8.5.3.1. If you are riding the card, perform the ride (10.6) process.
- 8.5.3.2. If you are calling the card to your rear-guard circle, put that unit on that rear-guard circle standing.
- 8.5.3.3. If you are calling the card to your guardian circle, put that unit on the guardian circle resting.
- 8.5.3.4. If you played an activated ability or automatic ability, then perform the effects indicated in that ability.
- 8.5.3.4.1. Effects are always performed in the order written.
- 8.5.3.4.2. If part of the effect is written as a list, perform the items among them whose conditions are satisfied from the top downwards.
- 8.5.3.4.2.1. When determining which items in a list should be performed, if the condition is stipulated in the text prior to the list, whether the listed item should be performed is fixed when resolving the stipulated portion. Even if there are changes to the condition while performing an item in the list, the items in the list that should be performed does not change.
- 8.5.3.4.3. If multiple processes within an effect are separated by "/", it means to perform both what comes before and after.
- 8.5.4. If the card or ability has a text that says "choose (something)", then you make the choice when the effect resolves.
- 8.5.4.1. If the number to choose is specified, then you need to make that many number of choices as much as possible. You cannot choose to not choose while it is possible for you to choose.
- 8.5.4.1.1. If the number is specified as "up to", then you can choose any number between 0 and the number written in the text. If you choose 0, then nothing is chosen.
- 8.5.4.1.2. 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.

8.5.4.1.3. If the number to choose is specified, but cannot choose at all, then that choice is not made. Effects that rely on the choice is ignored.

8.5.4.1.4. 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.

8.5.5. The player or unit has been omitted in parts of some abilities.

8.5.5.1. When an effect would have some action performed, and the player who should perform that action is not explicitly specified, the master of that effect performs the action.

- For example, for a “draw a card” effect that does not specify a player, the master of the effect draws a card.

8.5.5.2. When an effect would have a card moved to a specified zone, and which player’s zone is not explicitly specified, move that card to its owner’s zone.

- For example, for a “put this unit into the drop zone” effect that does not specify which player’s zone, put that unit into its owner’s drop zone.

8.5.5.3. When an ability or effect refers to some unit’s information or state, or would perform some resolution or action on that unit, and that unit is not explicitly specified, refer to the information or state of the unit that is the source of that ability or effect, or perform the resolution or action on that unit.

- For example, when resolving a “when placed, it gets Power +10000” effect that does not specify a unit with “choose”, it means “when this unit is placed, this unit gets Power +10000”.

## 8.6. Resolving Automatic Abilities

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

8.6.2. If an automatic ability’s trigger condition is met, then that automatic ability becomes stand by.

8.6.2.1. If an automatic ability’s trigger condition is met multiple times, then that automatic ability becomes stand by that many times.

8.6.3. When a check timing resolves, a player that needs to play any automatic abilities chooses any automatic abilities in stand by that he or she is the master of and plays it, as long as it is not in a “cannot be used”(12.2) state. After the ability resolves, one of the chosen abilities that had been standing by ceases to exist.

8.6.3.1. You must play your automatic abilities that are standing by, and cannot 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.

8.6.4. When an automatic ability requires a cost to be paid, check the cost to play it and pay all costs simultaneously. If you cannot pay a part of or the entire cost, then you may not pay any of the cost.

8.6.4.1. **For an automatic ability that has a cost, if the action written in the cost is not performed, the actions after “you may pay the cost. If you do” or [COST] will not be performed, unless there was a fork due to a condition before the payment of the cost or the usage restriction in 8.1.1.2.3.1.**

8.6.4.1.1. **For an automatic ability with options, if an option with a “cannot activate the same effect” restriction is chosen, even if nothing was performed for that option, it can no longer be chosen.**

8.6.4.2. **When you are to pay the cost for “[COST]”, you can choose not to pay the cost.**

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

8.6.5.1. 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 manner:

8.6.5.1.1. 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.

8.6.5.1.2. 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.

8.6.5.1.3. Excluding the case mentioned in 8.6.5.1.2, 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.

8.6.5.1.4. If a unit has an automatic ability that triggers when moving itself to the soul by any type of ride, then that card has the ability as though it were a unit until that automatic ability is resolved.

8.6.5.1.5. If a unit has an automatic ability that triggers when becoming a heart by any type of stride, then that card has the ability as though it were a unit until that automatic ability is resolved.

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

8.6.6.1. Timed triggers trigger only once if not specified.

8.6.7. 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”.

8.6.7.1. 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.

8.6.8. When you play an automatic ability, even if the card with that ability had changed its zone after triggering, **or even if that ability has been nullified or no longer exists**, you still need to play that automatic ability.

## 8.7. Applying Continuous Effects

8.7.1. If any continuous effects **or rules that modify information** are applied in the game and you need to refer to any information of cards, then apply each of effect in the following order:

8.7.1.1. Information printed on the card is the base value.

8.7.1.2. **Next, apply all modifications of information from rules that are not due to effects, other than from boosts (7.4.1.10.1) or guardians (3.11.3).**

8.7.1.3. **Next, apply all gaining and losing of abilities.**

8.7.1.4. **Next, apply all modifications that do not change any numerical values.**

8.7.1.5. **Next, apply all modifications that increase or decrease a numeric value by a specific value.**

8.7.1.6. **Perform modifications from boosts (7.4.1.10.1) and guardians (3.11.3),**

8.7.1.7. **Next, apply all modifications that set a numerical value to a specific value.**

8.7.2. **If there are multiple continuous effects whose order of application is not clear from the above order, if any of those has an effect to set any information to a particular value, that effect is applied after the others.**

8.7.3. If the order in which to apply two continuous effects, effect A and effect B, cannot be decided by 8.7.1.1-8.7.1.5 at this point, and whether effect A is applied first changes what effect B applies to or how it applies, effect B depends on effect A. If an effect depends on another, that effect is applied after the effect it depends on.

8.7.3.1. If the order in which to apply multiple continuous effects cannot be decided by 8.7.1.1-8.7.1.5, apply them in the order of time stamp.

8.7.3.1.1. 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 unit on the field, the base time stamp is the time that the card came on to the field from other zones.

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

8.7.3.2. **If multiple continuous effects were generated at the same time for any reason, the turn's player's effects are considered to have been generated first if the masters of the effects are different, and the order they were**

**generated in is determined when they were generated by their master if the effects have the same master.**

8.7.4. **If a continuous effect that changes information on a card was not generated from a continuous ability, the card or player it applies to is determined when it is generated, and cannot be changed after that. Similarly, if that continuous effect refers to a specified value, that value is determined when it is resolved, and does not change after that.**

- For example, when an "all of your front row rear-guards get Power +5000 this turn" continuous effect is generated from an activated ability, the power of the rear-guards that were in the front row when that ability resolved is modified. The modification remains applied if that rear-guard is moved to the back row during that turn, and does not apply to rear-guards that are placed in the front row after the resolution of this ability.

- For example, when a "your vanguard gets Power +1000 for each of your rear-guards this turn" continuous effect is generated from an automatic ability, the number of rear-guards considered by the effect is determined when the effect resolves, and does not change even if the number of rear-guards changes after that.

8.7.4.1. **For effects that "increase or decrease" specific information to a numerical value, the value of the increase or decrease is determined by the difference when it is resolved, and does not change after that.**

- For example, when unit A's power is 10000, and your opponent's vanguard's power is 15000, if a "this unit's power increases or decreases to match one of your opponent's vanguards" process is resolved, a continuous effect for power +5000 is created. That value does not change after that during the duration.

8.7.5. Continuous effects that are applied from an ability other than a continuous ability, other than the continuous effects mentioned in 8.7.4, are continuous effects that change the rules of the game. These continuous effects will apply to cards that changed zones after the time stamp of the ability.

8.7.6. 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.

8.7.7. 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.

8.7.8. There are automatic abilities that "nullify" continuous effects even after it has already been applied. A continuous effect which



has been “nullified” will lose the effect at the point when it has been nullified.

- 8.7.8.1. A continuous effect that has been “nullified” will lose the entirety of the effect. Effects will never be partially nullified.

## 8.8. Final Information

- 8.8.1. If an ability references a specific card's information, orientation, **the circle that card was on, or any information or values that are associated with that card**, and during resolution of the ability that card had moved from the original zone to another zone, other than a circle to circle movement, the ability will reference the **state** from the zone it was originally in.

## Section 9. Rule Action





### 9.1. General


- 9.1.1. Rule actions are actions made automatically by the game when specific situations are created.
- 9.1.2. Rule actions check the situation only during check timings, and performs the action if the situation is met. If the situation is met at any other time, then rule actions are not performed at that time.
- 9.1.3. If multiple rule actions are needed to be performed, then they are done simultaneously.


### 9.2. Losing the Game


- 9.2.1. If any player fulfills any losing conditions, then that player loses the game by a rule action.
- 9.2.2. If a player has six or more cards in his or her damage zone, then he or she fulfills a losing condition.
- 9.2.3. If a player has no cards in his or her deck, then he or she fulfills a losing condition.
- 9.2.4. If a player has no vanguards on his or her vanguard circle, and has no cards in his or her soul, then he or she fulfills a losing condition.

### 9.3. Overloaded Units

- 9.3.1. If you have a Legion Mate on any  which no longer has an associated Legion Leader, move that unit to your soul.
- 9.3.2. **If you have a unit in the legion state and unit that is not in a legion state nor heart state on any , choose one of them that was placed last, and move all of the other units on that circle to your soul.**
- 9.3.2.1. **If you have multiple units that are not in a legion state nor heart state that were placed last on any , choose one of the units on that circle, and move all of the others into your soul.**
- 9.3.3. **If you did not perform any of the processes of 9.3.1-9.3.2, and if you have multiple units that are neither in a legion state nor a heart state, move all units on that circle other than the one last placed to your soul.**
- 9.3.4. If you have two or more Legion Mates on any , then move all Legion Mates other than the one last placed to your soul.

- 9.3.4.1. If you have multiple Legion Mates that were placed last on any , choose one of the Legion Mates on that circle, and move all of the others into your soul.

- 9.3.5. If you have multiple units on any , move all of the units other than the one last placed to your drop zone.

- 9.3.6. If you have multiple units that were placed last on a , choose one of them and move all of the others to your drop zone.

### 9.4. Illegal Guardians

- 9.4.1. If you have any units in your guardian circle other than during the battle phase, then move those units to your drop zone.

### 9.5. Having No Vanguard

- 9.5.1. If you have no vanguards on your vanguard circle, choose a card from your soul, and ride it.
- 9.5.1.1. If a player has no vanguards and no cards in his or her soul, that player loses the game by rule action.

### 9.6. Damage Application Process

- 9.6.1. When any vanguard's vanguard damage is 1 or greater, **and there no cards in any player's trigger zone**, carry out the damage application process for that vanguard.
- 9.6.1.1. If there are multiple vanguards whose vanguard damage is 1 or more, only carry out the damage application process for the turn player's vanguard.
- 9.6.2. Reduce that vanguard's vanguard damage by 1.
- 9.6.3. The master of that vanguard puts the top card of his or her deck into his or her trigger zone (4.10) face up.
- 9.6.4. If the master of that vanguard has a unit on his or her vanguard circle or rear-guard circle with the same clan as the card put into his or her trigger zone from this process, carry out the action indicated by the trigger icon of the card (2.8.1.1) that was put into the trigger zone. **This is called a “damage check”.**

### 9.7. Damage Resolution Process

- 9.7.1. **If a card put into the trigger zone from the damage application process is still in that trigger zone, there are no rule actions to be resolved, and there are no automatic abilities in standby, perform the damage resolution process.**
- 9.7.2. **Put the card in that trigger zone into the damage zone of the master of that trigger zone.**

### 9.8. Erasure of pseudo-cards

- 9.8.1. If a pseudo-card (12.12) is in its erase zone (12.12.1.4.2) for any reason, erase that pseudo-card (12.12.1.3).

### 9.9. Illegal Gauge

- 9.9.1. If card A in the gauge zone is associated with card B (4.12.3), and card B no longer exists, or is a unit in the locked state, if there are no rule

actions other than illegal gauge rule actions or damage process to be resolved, and there are no automatic abilities in standby (8.6.2), card A is put into its owner's drop zone.

- 9.9.2. When a card in the gauge zone becomes associated with multiple cards, choose one of the last cards to be associated, and cancel all of the associations with other units.

#### 9.10. Illegal Trigger

- 9.10.1. If there is a card remaining in the trigger zone, other than when processing a drive check (7.6.1.3) or damage check (9.6.3), put that card into its owner's drop zone.

### Section 10. Specific Actions

- 10.1. Some actions are defined as specific actions.

#### 10.2. Draw

- 10.2.1. "To draw" is a specific action to move a card from the top of your deck to your hand. See 3.12 for more details.
- 10.2.2. "When you draw by a card's ability" refers to all actions to draw cards, other than the normal draw process in a draw phase (6.4.1.1.2).
- 10.2.2.1. Drawing from draw triggers (2.8.1.1.3) and Accel II (12.15.2.4.4) is included in "when you draw by a card's ability".

#### 10.3. Discard

- 10.3.1. "To discard" is a specific action to move a card from your hand or gauge zone to your drop zone.
- 10.3.1.1. Discarding a card can happen as a cost or an effect.
- 10.3.1.2. Discarding a card includes discarding a card you chose, discarding a card your opponent chose and discarding a card at random.
- 10.3.2. When a card is put into your drop zone from your hand, that card is considered to have been discarded.

#### 10.4. Retire

- 10.4.1. "To retire" is a specific action to move a card from your field to your drop zone.
- 10.4.2. When a unit is put into your drop zone from the field, that unit is considered to have been "retired".

#### 10.5. Place

- 10.5.1. "To place on (a circle)" is a specific action to move a card from a non-circle zone to a circle zone.
- 10.5.1.1. If a unit is moved from a non-circle zone to a circle zone, then it is "placed on" that circle, regardless of whether it was played or not.

#### 10.6. Ride

- 10.6.1. "To ride" is a specific action to move a card from a non-field and non-G zone to a vanguard circle.

- 10.6.1.1. A ride played during the play timing of the ride phase (6.5.1.1.2) is called a "normal ride". Otherwise, it is called a "superior ride". See 8.5.1.1 for more details.

- 10.6.1.2. When you ride a unit, after that unit is placed on the vanguard circle, the previous vanguard is put into your soul.

- 10.6.1.2.1. The "when you ride" and "when rode upon" trigger conditions are fulfilled at the point that the new unit is placed on the vanguard circle by riding.

- 10.6.1.2.1.1. If an automatic ability with the "when rode upon" trigger condition references a unit that moved to another public zone or a unit that moved to another zone and changed to the public state immediately after the ride, it only references the unit in the zone that it had moved to.
- For example, when a vanguard has an "when rode upon, call this unit to the rear-guard circle" automatic ability, you ride on this unit, and this card is put from your soul to your drop zone before this automatic ability resolves, as the drop zone was not the zone it moved to immediately after the ride, this unit cannot be called from the drop zone.

- 10.6.1.3. If you ride over your vanguard that is in a legion state, the cards that were the Legion Leader and Legion Mate move to the soul.

- 10.6.1.4. If you ride over your vanguard when it is a G unit, the G unit does not move to soul, and is returned to the G zone.

- 10.6.1.5. When there are heart cards on the vanguard circle when you ride, the heart cards move to soul.

- 10.6.1.6. When a Legion Mate is placed on the vanguard circle due to legion, it is not a ride.

- 10.6.2. If multiple cards with the same master are to be ridden simultaneously for some reason, that master specifies an order for those cards, and rides them one at a time in that order.



- 10.6.3. When you would ride a card, if that card you are riding has an imaginary gift icon (2.16), perform the imaginary gift resolution (12.15) for the clan type indicated by that icon.

#### 10.7. Call

- 10.7.1. "To call" is a specific action to move a card from a non-field zone to a rear-guard circle or guardian circle.

- 10.7.1.1. This action is performed in the following manner:

- 10.7.1.1.1. Choose the specified number of units to call.

- 10.7.1.1.1.1. If the units being called are token units, you do not choose any units at this point.
  - 10.7.1.1.1.2. Choose the circles on which each of those units will be placed.
    - 10.7.1.1.2.1. If the units being called are token units, choose a circle for each token unit being called to be placed.
    - 10.7.1.1.2.2. If multiple units are being called simultaneously due to an effect, then the effect and the requirements for the units being called cannot contradict with each other, and you must call as many units as possible according to 1.3.2.
      - 10.7.1.1.2.2.1. If multiple units are being called simultaneously to rear-guard circles, you cannot choose the same circle. Each of them must be called to a separate circle.
  - 10.7.1.1.3. Place all units being called simultaneously.
    - 10.7.1.1.3.1. If the units being called are token units, create the specified token unit on each of those circles (12.12.3.3).
  - 10.7.1.1.4. **If there are other units on the circle the called unit is on that are not guardians, retire those units.**
  - 10.7.1.2. **Calls that can be performed in the play timing of the main phase (6.6.1.2.1) or the play timing during the guard step of the battle phase (7.5.1.2.2) are called normal calls.**
    - 10.7.1.2.1. There are two kinds of normal calls: Calls made during the main phase and calls of guardians made in a guard step during the battle phase.
  - 10.7.1.3. Calls besides normal calls are called "superior call".
    - 10.7.1.3.1. Units superior called to a guardian circle are called in the rest state. At this time, for each of these units called, the non-turn player chooses which of his attacked units it guards.
  - 10.7.1.4. The cards are called face up unless specified otherwise by an effect. Also, the information of that card become known when it is being called.
    - For example, if an ability has a text that says "call the top card of (player's) deck to a rear-guard circle" or "choose a random card from (player's) hand, and call it to a rear-guard circle", the player calling the card would know the information of the card, before choosing which rear-guard circle to call it to.
- 10.8. Heal
- 10.8.1. "To heal" is a specific action to move a card from your damage zone to your drop zone.
- 10.9. Reveal
- 10.9.1. "To reveal" is a specific action to show cards to all players for a certain time.
    - 10.9.1.1. When revealing cards as a cost, decide all costs first, and reveal the cards at the same time (8.5.2.3) that all other costs are paid.
    - 10.9.1.2. If an effect asks you to reveal cards, then show them until the end of the effect.
      - 10.9.1.2.1. Cards return to being hidden after the end of the revealing period.
    - 10.9.1.3. Revealing cards do not change the zones that they are in.
- 10.10. Search
- 10.10.1. "To search" is a specific action to look through cards in that zone to find a card.
    - 10.10.1.1. If the zone is a hidden zone, then you can choose not to find the cards even if you know that there are cards with the appropriate information.
    - 10.10.1.2. If the zone is a public zone, if you have any appropriate cards there, then you must find them.
- 10.11. Shuffle
- 10.11.1. "To shuffle" is a specific action to randomize the order of cards in a hidden zone.
    - 10.11.1.1. When a "to shuffle" instruction follows a "to search" instruction, unless otherwise specified, the card that was found is not randomized, while the rest of the cards are randomized.
    - 10.11.1.2. When shuffling, even if the cards in a hidden zone are made public or a player is able to look at it due to an effect, the information of the cards should not be revealed, or looked at while shuffling.
- 10.12. Stand/Rest
- 10.12.1. To change the orientation of cards to a stand state is called "to stand", and to change cards to a resting state is called "to rest". See 3.16 for more details. Each of them is a specific action.
- 10.13. Turn Face Up/Down
- 10.13.1. To change the state of a card to face up is called "to turn face up", and to change the state of a card to face down is called "to turn face down". Each of these actions are specific actions.
- 10.14. Drive Check
- 10.14.1. "To drive check" is a specific action to check the trigger in a drive step. See "Section 3. Basic Concepts" for more details.
- 10.15. Counter-blast
- 10.15.1. In order to activate an ability, turning over a specific number of face up cards in your damage zone face down as a cost is the action "counter-blast", and is indicated by the icon  or . This is a specific action to pay a cost.
    - 10.15.1.1. If it is written as [(counter-blast icon) (number)-(requirement)], the specified number of face up cards in the damage zone that



meets the requirement indicated after “-“ needs to be turned face down in order to pay the cost.

10.15.1.2. If it is written as “(counter-blast icon) (number)” not as a cost but as a part of an effect, the player specified by that effect, or the master of the card that was chosen, chooses a number of face up cards in his or her damage zone equal to the number specified, and turn them face down. If the number of face up cards equal to the number specified cannot be chosen, that action cannot be performed.

10.15.2. “To counter-blast” is to put face up cards in the damage zone to face down by counter-blast.

10.15.2.1. “Counter-blast (number)” is to put that number of face up cards in the damage zone to face down by counter-blast.

#### 10.16. Soul-blast



10.16.1. In order to activate an ability, moving a specific number of cards in your soul to your drop zone as a cost is called “to soul-blast”, and is indicated by the icon  or . This is a specific action to pay a cost.

10.16.1.1. If it is written as [(soul-blast icon) (number)–(requirement)], the specified number of cards in the soul that meets the requirement indicated after “-“ needs to be put into the drop zone in order to pay the cost.

10.16.2. “To soul-blast” is to put cards from the soul to the drop zone by soul-blast.

10.16.2.1. “Soul-blast (number)” is to put that number of cards from the soul to the drop zone by soul-blast.

#### 10.17. Soul-charge

10.17.1. Soul-charge is indicated by an icon like  (1)“ or “”. This means to move the specified number of cards from the top of your deck to your soul.

10.17.2. “To soul-charge” is to put cards from the top of the deck into the soul by soul-charge.

10.17.2.1. “Soul-charge (number)” is to put that number of cards from the top of the deck into the soul by soul-charge.

#### 10.18. Bind

10.18.1. “To bind” is a specific action to move cards from a specific zone to the bind zone of the owner of that card.

#### 10.19. Battle

10.19.1. “To battle” is a specific action to change the unit to be attacked in 7.4.1.6.

#### 10.20. Give/Lose/Get

10.20.1. “To give (abilities)” is a specific action that treats as though a specific text is on a specific card during a specific time.

10.20.2. “To lose (abilities)” is a specific action that treats the text as though it is not on a specific card during a specific time.

10.20.3. “To get (abilities)” is a specific action that treats the text as though it is on a specific card during a specific time.

10.20.4. When a player “gets a (specified clan type's imaginary gift)”, perform the imaginary gift resolution (12.15) for the specified clan type.

10.20.4.1. This process does not wait for the check timing, and is immediately carried out.

10.20.4.2. If the player that gets the imaginary gift from the imaginary gift resolution is not specified, the master of that effect gets the imaginary gift.

#### 10.21. Lock

10.21.1. “To lock” is a specific action to change the state of a card. By locking a card, the card changes to the locked state.

10.21.2. A locked card is turned face down, put it to stand and this card is regarded as a different card from the original one.

10.21.3. A card in the locked state is known as a “locked card”. A locked card is classified as a type of card, but loses all card information stated on the card, given to it as well as received.

10.21.4. When a locked card is to be referenced as standing or resting, it will not be referenced as it is neither standing nor resting.

10.21.5. When a locked card ceases to be in a locked state, the card is turned face up. Also, when a locked card is turned face up due to any reason, it will cease to be a locked card, and can be regarded as being unlocked (10.23), and the lock type circle shall revert back to its circle type.



10.21.6. As long as a locked card is in a circle, it shall continue to be a lock type circle.

10.21.7. If a circle ceases to be a lock type, it shall revert back to its original circle type unless otherwise stated.

10.21.8. If a G unit on a rear-guard circle is locked, right after that card is turned face down, put that card to the owner's G zone face up.

10.21.9. If the text says “put it as a locked card”, that card is put face down as a locked card and not as a unit.

10.21.9.1. When a card “is placed as a locked card” from a hidden zone such as the deck, unless the effect instructs otherwise, that card's owner checks the information of that card before deciding the circle to place it.

10.21.9.2. When a  that a unit or card is on becomes a locked circle as a result of actions like “put it as a locked card”, the unit or card that was on that  is put into the owner's drop zone.

10.21.10. A card in the locked state does not reference any other card.

#### 10.22. Declare

10.22.1. “To declare” is a specific action to point out information specified by the card.

10.22.2. If declaring information, you must provide the information of what is specified.




- For example, when “declaring” a card name, you must refer to a card that is existing and be able to point out specifically and uniquely the card you are referring to.





### 10.23. Unlock

- 10.23.1. “To unlock” is a specific action to change the state of a card. By unlocking a card, a card is put face up from a locked state.
- 10.23.2. An unlocked card is not considered as the same card as the original card.
- 10.23.3. When unlocked, the card is in stand. It is not regarded as standing from rest state, and cannot be used for abilities and effects that require units to become standing.
- 10.23.4. An unlocked card is not considered placing the card on a circle.

### 10.24. Legion

- 10.24.1. “To legion” is to put the card specified by a Seek Mate ability on the vanguard circle of a vanguard with that Seek Mate ability that is not in a legion state, in the same orientation as that vanguard, and making them in a legion state.
  - 10.24.1.1. In card text, legion may be indicated as .
  - 10.24.1.2. If vanguards that are already in a legion state and vanguards that do not have the Seek Mate ability wish to legion, it does not occur.
- 10.24.2. As long as they are in a legion state, the unit with the Seek Mate icon is referred to as the Legion Leader, the unit named by the Legion Leader's Seek Mate icon is referred to as the Legion Mate, and those units are associated with each other. If either of them should change zones, they will no longer be in a legion state.
- 10.24.3. Both the Legion Leader and the Legion Mate are vanguards.
- 10.24.4. The Legion Leader and Legion Mate are two different cards, and each have their own card information.
- 10.24.5. When a unit that is in legion attacks, rest both the Legion Leader and the Legion Mate, and both of them become the attacking unit. Neither can attack alone, nor can they be forced to attack by an effect.
  - 10.24.5.1. If either of the units that is in legion is restricted from attacking a specific unit by an effect, both the Legion Leader and the Legion Mate cannot attack that unit.
  - 10.24.5.2. If an effect allows either of the units that is in legion is to attack a specific unit, as long as the other unit is not restricted from attacking that unit by an effect, both the Legion Leader and the Legion Mate attack that unit.
- 10.24.6. The power of the Legion Leader in legion while it attacks, is equal to the sum of the power of the Legion Leader and the Legion Mate. If the sum is greater than the power of your opponent's unit, the attack only hits once, and if it hits, it deals damage equal to the critical of the Legion Leader.

- 10.24.6.1. If for any reason, a Legion Leader or Legion Mate that is attacking is unable to deal damage, the Legion Leader or Legion Mate associated with that unit will be unable to deal damage as well.

- 10.24.7. If for any reason, a unit that is in legion would be dealt damage, the vanguard damage is increased by the damage dealt.
- 10.24.8. When a unit that is in legion is attacked, the power of the Legion Leader is referred to.
- 10.24.9. During your ride phase, if your vanguard is in legion, you can only ride a card with the same grade as or one grade higher than your Legion Leader.
- 10.24.10. When a Legion Leader or Legion Mate is put to stand or rest, the state of the Legion Leader or Legion Mate associated with that unit changes to be the same.
- 10.24.11. If a Legion Leader or Legion Mate is restricted from changing its state, the Legion Leader or Legion Mate associated with that unit is also restricted from changing its state.
- 10.24.12. “When (unit) ” refers to when a unit changes from not being in legion, to being in legion.
- 10.24.13. “If (unit) is ” refers to whether that unit is in a legion state at that point of time.
- 10.24.14. “During the turn that this unit ” refers to the turn in which a unit changed from not being in legion, to being in legion.
- 10.24.15. The Legion Mate cannot attack, nor can it be forced to attack by any effect.
- 10.24.16. The Legion Mate vanguard cannot activate its Legion ability. The Legion Mate vanguard cannot  as a Legion Leader.
- 10.24.17. If referencing card A as “card that can legion”, either card A as the card specified by the seek mate ability, or the card specified by card A's seek mate ability is referenced.
- 10.24.18. If specified to become legion state while card A is in heart state (10.26) and card B is a possible legion mate, the procedure is as follows. If card A has the seek mate ability, and card B has been specified in the seek mate ability, they become in legion state with card A being the legion leader and card B being the legion mate, and both cards become associated with the current vanguard that does not have a legion mate. If not, they become in legion state with card B being the legion leader and card A being the legion mate, and both cards become associated with the current vanguard that does not have a legion mate.
  - 10.24.18.1. If card A is already in the legion state, it will not become in the legion state with other cards.

### 10.25. Delete

- 10.25.1. “To delete” is a special action to change the state of a unit. By deleting a card, the card changes to the deleted state.
- 10.25.2. When a unit changes to the deleted state, it maintains its orientation, and is turned face

down. That unit is considered to be the same unit as the original unit.

10.25.3. A unit in the deleted state is known as a “deleted unit”. A deleted unit is a type of unit, but its power is reduced by the power written on the card, and it loses the text that is written on the face up side. Skill icons and other card information are maintained. However, effects of the continuous abilities of a deleted unit that modify its power, or gives it or has it lose abilities, are not maintained.

- For example, when a “King of Knights, Alfred” vanguard that gets +2000 power from the ability of “Starlight Unicorn”, is deleted, its power becomes 2000. Also, since it has no text, it can be boosted.

10.25.4. A deleted unit has a stand/rest orientation, and battles as a unit that is not deleted would.

10.25.5. When a deleted unit ceases to be in a deleted state, the unit is turn faced up. Similarly, when a deleted unit is turned face up for any reason, it ceases to be in a deleted state.

10.25.6. All players can check the face up side of a deleted unit.

10.25.7. If a deleted unit is given or gets an ability, it is given or gets the ability as per normal.

10.25.8. If the power of a unit in the deleted state is reduced, it is reduced as per normal.

10.25.9. If a deleted unit has its information modified by any continuous effect, and ceases to be in a deleted state during the duration of that effect, that modification continues to be in effect.

10.25.10. A unit in a legion state maintains its legion state regardless of whether it is in a deleted state.

10.25.11. When a deleted unit is ridden on, that unit (and that unit’s associated Legion Mate if it exists) are put into the soul face up.

## 10.26. Becoming a Heart

10.26.1. “Becoming a heart” is a special action that changes the state of a card on the vanguard circle. By becoming a heart, a card changes to the heart state. Even when a card changes to the heart state, it does not change zones.

10.26.2. A card that changes to the heart state does not maintain its orientation, and is put in a face up standing state, but its legion state persists.

10.26.3. A card in the heart state is known as a “heart card”. A heart card is a type of card, but it is not a unit, and only has its card name and power. However, when being referred to as a card, all the information written/given/gained on its front can be referred to.

10.26.4. When cards in the legion state changes to the heart state, both cards become heart cards. When the heart cards lose their heart state, they become a vanguard in the legion state. However, this is not considered as “to legion”.

10.26.5. Cards that change to the heart state are associated with a new vanguard which is a vanguard that is not a Legion Mate.


10.26.5.1. Choose 1 of the associated cards in a heart state that is not a G unit. The vanguard gains the card name of the chosen card, and the power written on the chosen card is added to the vanguard’s power.

10.26.5.2. If an associated card in the heart state is moved from the vanguard circle, if it was a card that was chosen in 10.26.5.1 or 10.27.2.2, the vanguard loses the card name and power it had gained. After that, if there are other cards in the heart state that are not G units, choose 1 card from among them, and the vanguard gains the card name of that card, and the power written on the chosen card is added to the vanguard’s power. Also, if that card is not associated with the G unit it becomes associated with it.

10.26.6. When a card in the heart state loses that state, it is not considered as “being placed on”.

10.26.7. **If a card in the heart state moves anywhere other than the vanguard circle, it loses its heart state, and loses its association with the vanguard.**

## 10.27. Stride

10.27.1. “To stride” is a special action puts a face down G unit from your G zone on your vanguard circle. It is may be indicated as  in card text.

10.27.2. Stride is done with the following steps.

10.27.2.1. Place the G unit in the G zone being stridden on the **front row middle** vanguard circle as the vanguard.

10.27.2.1.1. When a G unit is placed on the vanguard circle by stride, it is placed in the same stand or rest orientation as the stridden unit. All other orientations do not persist.

10.27.2.2. All of the vanguards that were originally on the vanguard circle become a heart. The cards that change to a heart state are associated with the G unit that became the new vanguard.

10.27.2.3. Choose 1 of the associated cards in a heart state that is not a G unit. The G unit that was placed on the vanguard circle gains the card name of the chosen card, and the power written on the chosen card is added to the G unit that was placed on the vanguard circle.

10.27.3. When a G unit is to be placed in the G zone, all of the cards in a heart state associated with it change to no longer in a heart state, and to be in the same orientation as the G unit. After that, the G unit is placed in the G zone.

10.27.4. To stride is not a ride or call.



10.27.5. When a G unit that was placed on the vanguard circle by ultimate stride is returned to the G zone, after returning it to the G zone, remove all of the cards from that G zone.

## 10.28. Losing cost

10.28.1. “To lose its cost” is a specific action where for the specified duration, when the cost for the

applicable ability is to be paid, the actions indicated by the cost are not performed.

## 10.29. Counter-charge

10.29.1. Counter-charge is indicated by an icon like “(1)” or “”. This means to choose a specific number of cards in your damage zone, and turn them face up.

10.29.2. **“To counter-charge” is to put face down cards in the damage zone to face up by counter-charge.**

10.29.2.1. **“Counter-charge (number)” is to put that number of face down cards in the damage zone to face up by counter-charge.**

10.29.3.

## 10.30. Time Leap

10.30.1. “To time leap” is a special action.

10.30.2. “To time leap” is to bind the chosen rear-guard if a rear-guard is chosen, or that unit itself if that is the case. If it was bound, for each card that was bound, search your deck for up to one card with a grade that is 1 grade greater than the card that was bound and call it, and shuffle your deck. At the end of that turn, put the unit that was called on the bottom of its owner's deck. If it was put this way, the owner of the card that was bound by time leap calls it.

## 10.31. To Move

10.31.1. When “move” or “put a unit on a circle” is written in text, it refers to a unit placed within the field being placed on another circle within the field.

10.31.2. When intercepting or exchanging the position of cards placed on circles, with regards to the text, the cards are considered as being moved.

10.31.3. With regards to the text, riding and calling units are not considered as moving.

10.31.4. When other units are moved to a vanguard circle with a G unit, the original G unit is not put into the soul, and is returned to the G zone.

## 10.32. Dealing Damage

10.32.1. When a rule or text says “deal (number) damage” to a vanguard, increase that vanguard's vanguard damage by the specified number.

10.32.2. The damage process for damage dealt here, is carried out in the damage process within the rule action.

## 10.33. To Attack

10.33.1. If “(unit A) attacks (unit B)” is directed by the text, after the resolution of the effect currently being processed, and after the check timing specified in the rules, it is resolved in the following manner.

10.33.1.1. Unit A is a specified attacking unit in the standing state that is not restricted from attacking by effects, and unit B is a specified unit being attacked that is not restricted from

being attacked by effects. If this combination cannot be specified, the action to attack concludes.

10.33.1.2. Attack resolution (7.2) occurs. You cannot specify a boosting unit (7.4.1.10) for this attack resolution. Then, return to 10.33.1.1.

10.33.1.3. After the battle begins, if there is text during that battle that states “attack a unit”, after the ongoing battle ends, the resolution for that “attack a unit” occurs.

10.33.2. **If there is an instruction for multiple units to attack, the master of those units chooses 1 from among them and carries out the direction to attack, and repeats this until there are no more units directed to attack.**

10.33.3. **If there are processes following the direction to attack that reference “that attack”, it refers to the battle from the attack process performed from that direction to attack.**

## 10.34. To Dominate

10.34.1. If “dominate” a unit is specified in the text, the master of the effect that contains those text will become the master of that unit and can use that unit temporarily.

10.34.1.1. During this period while the master is changed, with regards to the master of that effect, that unit becomes in “dominated state”, and that master is now regarded as the “dominating player” of that unit. The master of that unit before it became dominated is regarded as the “original master”.

10.34.1.1.1. While in dominated state, the unit in dominated state is not referenced as a rear-guard of the original master.

10.34.1.1.2. A unit in dominated state cannot further become in dominate state.

10.34.1.2. If the duration of domination is not specified, that card is in dominated state only during the resolution of the effect that contains the “dominate” action.

10.34.1.3. If the master of a unit in dominated state is referenced at specified points of time from then on, the master of that unit at those points in time will be confirmed, and referenced. As a result, players other than the dominating player may be referenced as the master at those points of time.

- For example, if a rear-guard in the dominated state uses a “You do not stand on your next stand phase” effect, and it is no longer in dominated state after that effect, the original master of that rear-guard cannot stand it during the next stand phase.

10.34.1.4. If a legion leader or legion mate in the legion state becomes in dominated state, the associated unit becomes in dominated state as well.

10.34.2. When referencing units whose master is a dominating player, the units in dominated state are included. At the same time, when referencing

the master of a unit in dominated state or related information, the dominating player and those related information are referenced.

- 10.34.2.1. When referencing the number of units whose master is a dominating player, the units in dominated state are included.
- 10.34.2.2. Effects applied by the units whose master is a dominating player can be applied by the units in dominated state.
- 10.34.2.3. The dominating player can use the abilities of the units in dominated state as though he or she is the master.
  - 10.34.2.3.1. If a unit in dominated state activates an automatic ability with a specific event (8.6.6), and the conditions are fulfilled, the dominating player at the time that automatic ability is activated can play the ability.
- 10.34.2.4. When a unit in dominated state is locked, it is no longer in dominated state.
- 10.34.2.5. When the dominating player's deck is to be shuffled during an effect of a unit where the master is a dominating player after moving cards to the dominating player's deck and other decks, all players will shuffle their decks.
- 10.34.3. The position of units in dominated state will reference the dominating player as a standard.
  - 10.34.3.1. If the rear-guard on the opponent's right column is dominated, it becomes a rear-guard on the left column of the dominating player, and is considered to be in the same column as the other rear-guards of the dominating player in his or her left column. Vice versa for the opponent's left column.
  - 10.34.3.2. Even when different circles with the same master are circles of the same row, they do not consider each other to be in another front or back row.
- 10.34.4. If a unit in dominated state is moved to other areas due to rule or effect, the rules are as follows.
  - 10.34.4.1. If it is moving to an area that is not a circle, it will move to that area of its owner.
  - 10.34.4.2. If it is moving to another rear-guard circle or the vanguard circle, and the master of that circle is different from the owner of that unit, that move cannot occur.
  - 10.34.4.3. All other movements aside from the above will be resolved according to the usual ruling.
- 10.34.5. The master of the circle that the unit in dominated state is in does not change.
  - 10.34.5.1. If riding or calling a rear-guard whose owner is different from the master of the circle that the unit in dominated state is on, it does not occur.
- 10.34.6. A rear-guard in dominated state cannot boost nor intercept.
- 10.34.7. If a vanguard in dominated state is attacking, the dominating player reveals cards from his or her deck onto his or her trigger zone during the drive check of the drive step.

10.34.8. If a dominated unit is on a circle designated by any Imaginary gift resolution, the changes applied to that circle are not applied.

#### 10.35. To Remove

10.35.1. When the text requires you "to remove" cards, those cards will be removed from the game.

10.35.1.1. All players may see the information of removed cards.

#### 10.36. Flip over

10.36.1. If a Gyze card (12.10.1) needs to "flip over" according to the text, change active side of the Gyze card (12.10.3) to the non-active side.

10.36.2. It is different from the action to turn a card face down (10.13).

10.36.3. If a card that is not the Gyze card is to be flipped over due to any reason, nothing will be performed.

#### 10.37. Switch

10.37.1. When the text requires you to "switch" cards A and B, card A moves to card B's zone, and card B moves to card A's zone at the same time.

10.37.1.1. If any card is no longer in the specified zone when this effect resolves for any reason, or if it cannot be moved out of the zone, the "switch" action will not be performed.

10.37.2. **When the text requires you to "switch" zones A and B, the cards in zone A and the cards in zone B move to each other's zones at the same time.**

#### 10.38. Put as gauge / **Move gauge**

10.38.1. If a card is "put as gauge" from card text, move that card to its owner's gauge zone (4.12).

10.38.1.1. If card A is "put as gauge" of card B, on top of putting card A as gauge, that card is associated with card B (4.12.3).

10.38.1.1.1. **If card and card B have different owners, the "put as gauge" action is not performed.**

10.38.1.2. If a card is "put as (name) gauge" from card text, on top of putting that card as gauge, that card gains (name) as name information (4.12.4).

10.38.1.3. If multiple gauges are put in a single action, choose the number to be put if there is a choice of quantity, and move the specified or chosen number of cards to the gauge zone.

- For example, When resolving a single action "put up to three cards from the top of your deck as gauge" with "two cards", move 2 cards from the deck as "two cards" was decided. You may not look at the information of the first card before deciding whether to put a second card.

10.38.2. **If a "move gauge" action is performed on a card that is a gauge, that card's association with the card it is currently associated with is cancelled, and that card becomes associated with the card specified as the target of the move.**



- 10.38.2.1. Gauge cards do not change zones from the move gauge process.
- 10.38.2.2. If the card specified as the target of the move and the gauge card being moved have different owners or masters, that "move gauge" action is not performed.
- 10.39. Increase / Decrease
- 10.39.1. If the numerical value of actions denoted by an icon, such as counter-blast, are "increased" or "reduced", it means that the numerical value for the action denoted by the icon is increased or reduced by the specified value when performed.
- 10.39.2. If a process states that the numerical value for the "next time" of a process is increased or reduced, when it is performed, it means that numerical value is increased or reduced for the next instance the process is performed. It does not matter whether other processes are performed before that process.
- 10.39.2.1. If there are multiple processes that increase or reduce the numerical value for the "next time" a process is performed, they are added together.
- 10.40. To Activate
- 10.40.1. If a card text says that an ability will activate, then the meaning will depend on which category the ability is in.
- 10.40.1.1. "To activate" a continuous ability is to put the ability into effect.
- 10.40.1.2. "To activate" an activated ability is to play the ability.
- 10.40.1.3. "To activate" an automatic ability means that the ability was triggered by an event, and becomes "stand by".
- 10.40.1.3.1. "To activate (a specific) automatic ability (number) of times" means that when the automatic ability is played, its state of standing by is not cancelled until that state of standing by of that automatic ability is replayed the specified number of times.
- 10.40.1.4. "To activate" a process that is not an ability means to perform that process.
- 10.40.1.5. If "abilities do not activate" from a specific state, it means that automatic abilities with the specified state as a trigger will not become stand by from that specified state.
- 10.41. (Trigger Unit) is Revealed
- 10.41.1. "When (trigger unit) is revealed" means that trigger unit's card is placed in the trigger zone from a drive check (7.6.1.2) or damage check (9.6.3).

## Section 11. Keywords

- 11.1. Some actions are defined as keyword abilities.
- 11.2. Drive Abilities
- 11.2.1. A collective term for abilities that increase a unit's drive, and are indicated with skill icons.

- 11.2.2. If a unit has multiple drive abilities, only the drive ability with the largest increase to drive is in effect. If there are multiple drive abilities with the largest increase, only the drive ability that was most recently obtained is in effect.
- 11.2.3. Twin Drive!! (🌀)
- 11.2.3.1. "Twin Drive!!" is a drive ability. "Twin Drive!!" gives the unit with the ability +1 drive.
- 11.2.4. Triple Drive!!! (🌀)
- 11.2.4.1. "Triple Drive!!!" is a drive ability. "Triple Drive!!!" gives the unit with the ability +2 drive.
- 11.3. Intercept (👊)
- 11.3.1. "Intercept" is an ability. During your opponent's guard step, if your unit with "Intercept" is in a front rear-guard circle, the unit is not being attacked, and another of your units is being attacked, then you can move the card with intercept to your guardian circle. You can intercept with a unit even if it is resting.
- 11.4. Boost (👑)
- 11.4.1. "Boost" is an ability. If your unit attacks in a battle phase, you can rest your unit with "Boost" in the same column and boost the attacking unit. The power of the boosted unit increases by the power of the boosting unit. See 7.4.1.10 for more details.
- 11.5. Restraint
- 11.5.1. "Restraint" is an ability. Units with restraint cannot be chosen as an attacking unit in an attack step.
- 11.6. Limit Break
- 11.6.1. Limit break is a collective term for abilities with the limit break icon directly following **CONT**, **AUTO**, **ACT**, or **[(zone)]**. The limit break icon is indicated as **LB 4** or **LB 5**. The ability with limit break becomes active when the specified number or more cards are in the master's damage zone.
- 11.6.2. Units that have the ability with the icon defined in 11.6.1 are defined as units "with **LB 4**" or "with **LB 5**".
- 11.6.3. Limit break can be divided into the following 3 categories according to the type of ability.
- 11.6.3.1. If it is written as "**CONT** LB (number):", then it means "**CONT** As long as you have (number) or more cards in your damage zone".
- 11.6.3.1.1. Limit break on continuous abilities check the number of cards in your damage zone continuously.
- 11.6.3.2. If it is written as "**AUTO** LB (number):", then it means "**AUTO** This ability is active while you have (number) or more cards in your damage zone."
- 11.6.3.2.1. If the condition of an automatic ability is met but the number of cards in your damage zone is less than then specified number, then that ability will not trigger. If it triggers, then it will resolve even if the

number of cards in your damage zone changes after that point.

11.6.3.3. If it is written as “**ACT** LB (number):”, then it means “**ACT** You can activate this ability while you have (number) or more cards in your damage zone.”.

11.6.3.3.1. It checks the number of cards in your damage zone when it is played. If it is played, then it resolves even if the number of cards in your damage zone changes after that.

#### 11.7. Forerunner

11.7.1. “Forerunner” is an automatic ability.

11.7.2. “Forerunner” means “when a unit of the same clan rides on this unit, you may call this unit to your rear-guard circle.”.

#### 11.8. Lord




11.8.1. “Lord” is an ability. If a player has a unit with “Lord” and another unit without a same clan as the unit with “Lord”, the unit with “Lord” cannot attack.

#### 11.9. Sentinel




11.9.1. “Sentinel” is an ability. A deck can only contain up to four cards with the “Sentinel” ability.

11.9.2. Cards with the sentinel ability are referred to as “Sentinels”.


#### 11.10. Seek Mate

11.10.1. “Seek Mate” is a collective term for abilities with the Seek Mate icon directly after a “:”. The Seek Mate icon is indicated with icons similar to  and , with the “Legion” word and a number, and one or more [card information] directly after it. As there are multiple types of Seek Mate icons, within this document, it will be represented by .

11.10.1.1. The [card information] written directly after a Seek Mate icon is the card name of the card that the unit with the Seek Mate icon can legion with, or the limits on the cards that can be searched by that Seek Mate ability.


11.10.2. “**ACT**   [card information]” has the meaning of “If this unit has never been in a legion state, and your opponent's vanguard is grade 3 or greater, “**ACT** :[Choose four cards from your drop zone, and put them on the top of your deck in any order] Search your deck for up to one card that matches [card information], legion, and shuffle your deck. This ability cannot be used for the rest of that game.”.




11.10.2.1. Multiple [card information] and ‘or’ may be written directly after the Seek Mate icon in the form of “[card information] or [card information]”. You can only Legion with, or search for with Seek Mate, one card that matches one or more of the [card information] written.

- For example, if a unit has the ability “ “Blaster Blade” or “Blaster Blade




Seeker””, it can legion with, or search for with seek mate, either “Blaster Blade” or “Blaster Blade Seeker”.



#### 11.11. Stride Skill

11.11.1. Stride Skill is a collective term for abilities that begin with . It specifies the timing and cost for that card to normal stride, as well as provide a simple explanation of how to stride.

11.11.2. The stride skill is written as “ (Released when both players' vanguards are grade 3 or greater!)-(timing)-(cost)  this card on your  from face down”.


#### 11.12. Generation Break


11.12.1. Generation break is a collective term for abilities with the generation break icon directly following **CONT**, **AUTO**, **ACT**, or “[ (zone) ]”. The generation break icon is indicated as  or . The ability with generation break becomes active when the total number of face up G units on the master's  and G zone is equal to or more than the specified number.


11.12.2. Units that have the ability with the icon defined in 11.12.1 are defined as units “with ” or “with .


11.12.3. Generation break can be divided into the following 3 categories according to the type of ability.


11.12.3.1. If it is written as “**CONT** GB(number):”, then it means “**CONT** As long as you have (number) or more face up G units on your and G zone”.

11.12.3.1.1. Generation break on continuous abilities check the number of face up G units on your  and G zone continuously.

11.12.3.2. If it is written as “**AUTO** GB(number)”, then it means “**AUTO** This ability is active while you have (number) or more face up G units on your  and G zone”.

11.12.3.2.1. If the condition of an automatic ability is met but the number of face up G units on your  and G zone is less than the specified number, then that ability will not trigger. If it triggers, then it will resolve even if the number of face up G units in your and G zone changes after that point.


11.12.3.3. If it is written as “**ACT** GB(number)”, then it means “**ACT** You can activate this ability while you have (number) or more face up G units in your  and G zone”.

11.12.3.3.1. It checks the number of face up G units in your  and G zone when it is played. If it is played, then it resolves even if the number of face up G units in your and G zone changes after that point.

#### 11.13. Resist

11.13.1. “Resist” is an ability. A card with “resist” cannot be chosen by your opponent's effect that says “choose”.

#### 11.14. G Guardian

11.14.1. G guardian is a continuous ability that allows the card with that ability to be called to the guardian circle under certain conditions. It is written as “**G**uardian-**Opponent Turn's Guard Step-[(Cost)]** Call this card to your  from face down.”

11.14.2. During the guard step, the non-turn player may, if the conditions specified in 7.5.1.2.2 are fulfilled, pay the cost specified for the **G**uardian ability of a face down card in his or her G zone, and call it to his or her guardian circle.

#### 11.15. Brave

11.15.1. Brave is an ability. Abilities with brave refer to the number of cards in the master's hand, and are processed according to the type of ability specified by brave when it is 3 or less. Brave can be divided into the following 3 categories according to the type of ability.

11.15.2. If it is written as “**CONT** Brave:”, then it means “**CONT** As long as you have 3 or less cards in your hand”.

11.15.2.1. Brave on continuous abilities check the number of cards in your hand continuously.

11.15.3. If it is written as “**AUTO** Brave:”, then it means “**AUTO** This ability is active when you have 3 or less cards in your hand”.

11.15.3.1. If the condition of an automatic ability is met but the number of cards in your hand is more than the specified number, then that ability will not trigger. If it triggers, then it will resolve even if the number of cards in your hand changes after that point.

11.15.4. If it is written as “**ACT** Brave:”, then it means “**ACT** You can activate this ability while you have 3 or less cards in your hand”.

11.15.4.1. It checks the number of cards in your hand when it is played. If it is played, then it will resolve even if the number of cards in your hand changes after that.

#### 11.16. Oracle

11.16.1. Oracle is an ability. Abilities with oracle refer to the number of cards in the master's hand, and are processed according to the type of ability specified by oracle when it is 5 or more. Oracle can be divided into the following 3 categories according to the type of ability.

11.16.2. If it is written as “**CONT** Oracle:”, then it means “**CONT** As long as you have 5 or more cards in your hand”.

11.16.2.1. Oracle on continuous abilities check the number of cards in your hand continuously.

11.16.3. If it is written as “**AUTO** Oracle:”, then it means “**AUTO** This ability is active when you have 5 or more cards in your hand”.

11.16.3.1. If the condition of an automatic ability is met but the number of cards in your hand is less than the specified number, then that ability will not trigger. If it triggers, then it will resolve even if the number of cards in your hand changes after that point.

11.16.4. If it is written as “**ACT** Oracle:”, then it means “**ACT** You can activate this ability while you have 5 or more cards in your hand”.

11.16.4.1. It checks the number of cards in your hand when it is played. If it is played, then it will resolve even if the number of cards in your hand changes after that.

#### 11.17. Rescue

11.17.1. Rescue is a keyword that specifies an ability where part of the effect is “Heal your damage, and deal damage to your vanguard”.

11.17.1.1. Abilities with the “Rescue (number)” keyword have effects where part of it is “Choose (number) cards from your damage zone, heal them, choose one of your vanguards, and deal (number) damage.”.

11.17.1.2. Abilities with the “Rescue (number)” keyword are considered to have the “Rescue” keyword.

#### 11.18. Ritual

11.18.1. Ritual is an ability. Abilities with ritual refer to the number of grade 1 cards in the player's drop zone, and are processed according to the type of ability specified by ritual. Ritual can be divided into the following 3 categories according to the type of ability.

11.18.2. If it is written as “**CONT** Ritual (number):”, then it means “**CONT** If there are (number) or more grade 1 cards in your drop zone”.

11.18.3. If it is written as “**AUTO** Ritual:”, then it means “**AUTO** This ability activates if there are (number) or more grade 1 cards in your drop zone”.

11.18.3.1. The auto ability of ritual triggers when a card is put into the drop zone from your field, and the card placed into the drop zone is added to the number of cards in drop zone for ritual.

11.18.3.2. When resolving the ritual ability, even if the number of grade 1 cards in your drop zone becomes insufficient to the specified number of cards, that ability resolves.

11.18.4. If it is written as “**ACT** Ritual:”, then it means “**ACT** You may activate this ability if there are (number) or more grade 1 cards in your drop zone”.

11.18.4.1. When resolving the ritual ability, even if the number of grade 1 cards in your drop zone becomes insufficient to the specified number of cards, that ability resolves.

#### 11.19. Unite

11.19.1. Unite is an ability. This ability refers to the number of cards the master of the card with this ability has called to his or her rear-guard circles or guardian circle, and is divided into the following 3 categories according to the type of ability.

11.19.1.1. If it is written as “**CONT** Unite:”, then it means “**CONT** If you have called 2 or more

cards to your rear-guard circles or guardian circle during this turn“.

11.19.1.1.1. Unite on continuous abilities check the number of cards called continuously.

11.19.1.2. If it is written as “**AUTO** Unite:“, then it means “**AUTO** This ability is active if you have called 2 or more cards to your rear-guard circles or guardian circle during this turn“.

11.19.1.3. If it is written as “**ACT** Unite:“, then it means “**ACT** You can activate this ability if you have called 2 or more cards to your rear-guard circles or guardian circle during this turn“.

## 11.20. Revelation

11.20.1. Revelation is an auto ability that is triggered when units are placed on the field.

11.20.2. “Revelation-(circle)” means “When this unit is placed on the specified circle, look at the top card of your deck, and you may put that card into your soul. If you do, choose one of your standing rear-guards, and rest it.“.

11.20.2.1. If all of the rear-guards are rested when resolving the revelation ability for any reason, the part of the revelation ability that rests a rear-guard does not occur.

11.20.3. When resolving the revelation ability, if the top card of the deck is put into soul, it is considered as a card “put into soul due to the effect of the revelation ability.“.

## 11.21. Blaze

11.21.1. Blaze is an automatic ability with the text “At the beginning of each of your attack steps, if the number of rear-guards you are the master of is greater than the number of rear-guards your opponent is the master of, your vanguard becomes blazing until end of turn.“.

11.21.2. If your vanguard is in the legion state when the blaze ability resolves, both your legion leader and legion mate become blazing.

## 11.22. Afterimage

11.22.1. Afterimage is an automatic ability with the text “When a card is put into your opponent’s hand from the bind zone, if the number of cards in your hand is six or less, you may return this unit to your hand“.

## 11.23. Dominate

11.23.1. Dominate is an ability text. It may be referenced in card text.

## 11.24. Engorge

11.24.1. Engorge is an automatic ability with the text “When this unit attacks, choose one or more of your other rear-guards, and you may retire them. If one or more were retired, this unit becomes engorged until end of turn.“.

11.24.2. The retiring of units due to engorge is an effect. Abilities that change the paying of cost, do not affect the retiring of units due to engorge.

## 11.25. Shadowstitch

11.25.1. Shadowstitch is a keyword that represents a series of abilities that have trigger conditions or resolution conditions that involve the “when an attack against a vanguard does not hit“ event.

## 11.26. Thunderstrike

11.26.1. Thunderstrike is an ability. Thunderstrike is specified by “Thunderstrike (number)“, it refers to the number of cards in your opponent’s bind zone, and is processed according to the type of ability specified by thunderstrike when it is equal to or more than the specified number.

Thunderstrike can be divided into the following 3 categories according to the type of ability.

11.26.1.1. If it is written as “**CONT** Thunderstrike:“, then it means “**CONT** As long as your opponent’s bind zone has (number) or more card Thunderstrike on continuous abilities check the number of cards in the bind zone continuously.

11.26.1.2. If it is written as “**AUTO** Thunderstrike:“, then it means “**AUTO** This ability is active when your opponent’s bind zone has (number) or more cards“.

11.26.1.2.1. If the condition of an automatic ability is met but the number of cards in the bind zone is less than the specified number, then that ability will not trigger. If it triggers, then it will resolve even if the number of cards in the bind zone changes after that point.

11.26.1.3. If it is written as “**ACT** Thunderstrike:“, then it means “**ACT** You can activate this ability while your opponent’s bind zone has (number) or more cards“.

11.26.1.3.1. It checks the number of cards in the bind zone when it is played. If it is played, then it will resolve even if the number of cards in the bind zone changes after that.


## 11.27. Rush

11.27.1. Rush is an automatic ability with the trigger “When this unit stands due to an effect from one of your cards“.

## 11.28. Burst

11.28.1. Burst is a keyword that specifies an ability where part of the effect refers to whether the power of a specified unit is above a particular amount.

## 11.29. Charge

11.29.1. Charge is an automatic ability with the text “When this unit is placed on  due to an effect, you may have this unit become charging until end of turn.“.

11.29.2. A charging unit is placed on the bottom of the deck at the end of the battle that unit participates in.

## 11.30. Darkness

11.30.1. Darkness is an ability. Abilities with darkness refer to whether cards have been put into that



master's soul other than by riding during that turn, and are processed according to the type of ability specified by darkness if there were. Darkness can be divided into the following 3 categories according to the type of ability.

11.30.1.1. If it is written as "**CONT** Darkness:", then it means "**CONT** If cards have been put into your soul this turn other than by riding".

11.30.1.2. If it is written as "**AUTO** Darkness:", then it means "**AUTO** This ability activates if cards have been put into your soul this turn other than by riding".

11.30.1.3. If it is written as "**ACT** Darkness:", then it means "**ACT** You may activate this ability if cards have been put into your soul this turn other than by riding".

11.30.2. With regards to the darkness ability's "If cards have been put into your soul other than by riding", of the cases where cards are put into the soul, the cases where "the unit on the circle is put into the soul due to ride (8.5.3.1)" and "as there is a heart card present when riding, that heart card is put into the soul (10.6)" are excluded.


### 11.31. Magia

11.31.1. Magia is a keyword that specifies a series of abilities that include "call units from your soul, and at the end of that turn, put the units called with this effect into your soul".

### 11.32. Time Leap

11.32.1. Time Leap is a keyword that specifies that an ability is one that includes the special action "to time leap". See 10.30 for more details.

### 11.33. Hollow

11.33.1. Hollow is an automatic ability with the text "When this unit is placed on , you may have this unit become hollowed until end of turn".

11.33.2. At the end of turn, if there are hollowed units, move them to the owner's drop zone. If this movement is performed, it can be counted as being retired.

### 11.34. Harmony

11.34.1. Harmony is an automatic ability with the text "when your other unit is placed in the same column, until end of turn, as long as this unit and that unit that was placed remain on the field and belong to the same master, they are associated with each other in a harmony state".

11.34.1.1. If either of the units that are to be associated leaves the field before 11.34.1 resolves, they will not be in a harmony state.

11.34.1.2. Even when either of the units that are associated with each other in a harmony state is moved to another column, those units will continue to be associated with other in a harmony state.

11.34.1.2.1. Multiple associations are possible, such as when unit A with the harmony ability and in the harmony state moves to another

column, and after that, another unit is placed in the same column as unit A. In that case, unit A will continue to be in the harmony state as long as there are units associated with unit A that have not left the field.

11.34.1.3. If an automatic ability that says "when (unit) becomes in harmony" is in stand by, even if the associated unit that became in the harmony state leaves the field, that automatic ability will resolve.

11.34.1.3.1. Even when a unit that is already in the harmony state becomes associated with yet another unit, abilities that say "when (unit) becomes in harmony" will not trigger.

### 11.35. Wave

11.35.1. Wave is an automatic ability that is "only active during the specified battles of each turn".

11.35.2. The battles that wave is active is specified by "Nth time only", or "Nth time".

### 11.36. Dark Device

11.36.1. Dark Device is an ability. Abilities with dark device refer to the opponent's units in the same column as the card with this ability, and are processed according to the type of ability specified by dark device. Dark device can be divided into the following 3 categories according to the type of ability.

11.36.1.1. If it is written as "**CONT** Dark Device:", then it means "**CONT** If your opponent has no standing units in the same column as this unit".

11.36.1.2. If it is written as "**AUTO** Dark Device:", then it means "**AUTO** This ability activates if your opponent has no standing units in the same column as this unit".

11.36.1.3. If it is written as "**ACT** Dark Device:", then it means "**ACT** You may activate this ability when your opponent has no standing units in the same column as this unit".

### 11.37. Success

11.37.1. Success is an auto ability that triggers when referring to your rear-guards' power.

11.37.2. "Success (number)" represents "When this unit is not successful, and your rear-guard's power is (number) or greater during your turn, this unit becomes successful until end of turn".

11.37.3. To trigger the success ability (8.6.7), the rule must be followed.

11.37.4. If the power of the rear-guard that triggers the success ability becomes lesser than the specified power before resolving, that unit does not become successful.






### 11.38. Bloom



11.38.1. Bloom is an automatic ability with the trigger "When your other specific unit is placed on the specified zone".



### 11.39. Shinken Hissatsu

11.39.1. "Shinken Hissatsu" is an ability. This ability refers to the number of cards in the master's

damage zone, and can be divided into the following 3 categories according to the type of ability.

- 11.39.1.1. If it is written as “**CONT** Shinken Hissatsu:”, then it means “**CONT** As long as you have 3 or more cards in your damage zoneageShinken Hissatsu on continuous abilities check the number of cards in your damage zone continuously.
- 11.39.1.2. If it is written as “**AUTO** Shinken Hissatsu:”, then it means “**AUTO** This ability is active while you have 3 or more cards in your damage zone”.
  - 11.39.1.2.1. If the condition of an automatic ability is met but the number of cards in your damage zone is less than 3, then that ability will not trigger. If it triggers, then it will resolve even if the number of cards in your damage zone changes after that point.
- 11.39.1.3. If it is written as “**ACT** Shinken Hissatsu:”, then it means “**ACT** You can activate this ability while you have 3 or more cards in your damage zone”.
  - 11.39.1.3.1. It checks the number of cards in your damage zone when it is played. If it is played, then it resolves even if the number of cards in your damage zone changes after that.
- 11.39.2. Cards with the Shinken Hissatsu ability are referred to as “with the Shinken Hissatsu ability”.
- 11.40. Homare
  - 11.40.1. Homare is an ability for which, out of all the abilities with Homare, the number of times the cost can be paid is restricted. If a player pays the cost for any Homare ability he or she is the master of in a turn, he or she cannot pay the cost for a Homare ability for the rest of that turn.
  - 11.40.2. Cards with the Homare ability are referred to as “with the Homare ability”.
- 11.41. Nitou Kaigan
  - 11.41.1. Nitou Kaigan is an auto ability that resolves when the trigger condition “When this unit is boosted by a specified unit” or “When this unit boosts a specified unit”.
    - 11.41.1.1. Cards with the Nitou Kaigan ability are referred to as “with the Nitou Kaigan ability”.
- 11.42. Ultimate Stride Skill
  - 11.42.1. Ultimate Stride Skill is an ability that is referred to by .
  - 11.42.2. The text on the ultimate stride skill of a normal card is different from that of a Gyze card (12.10.1).
    - 11.42.2.1. The text on the ultimate stride skill of a normal card is written as “-(timing)-[cost]  this card on your  from face down.”
    - 11.42.2.2. The text on the ultimate stride skill of a Gyze card is written as “-(the card name of this card's Dragon Deity of Destruction, Gyze side)-(timing)-[cost] Remove

all of your other cards from your circles, soul, and G zone, flip this card over, and  this card on your .

- 11.42.2.2.1. While resolving the ultimate stride skill of the Gyze card, follow what is stated on the text, remove all of your other cards from your G zone, circles, and soul first, then perform the stride.
- 11.42.3. Though the ultimate stride skill is regarded as a stride skill (11.11), effects that modify the cost for stride will not be applied to the cost for ultimate stride.
- 11.43. Melody
  - 11.43.1. Melody is a continuous ability that shares abilities.
    - 11.43.1.1. Melody abilities are indicated by “- (specified ability) This is shared by all of your units with .
  - 11.43.2. Units with 1 or more melody get the specified abilities specified by the melody abilities of all units with the same master as that unit (including itself).

## Section 12. Miscellaneous

- 12.1. Loop
  - 12.1.1. 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 a loop, and the cycle of actions is called a “loop action set”. If it happens, then proceed in the following manner:
    - 12.1.1.1. If nobody can stop the loop, then the game ends in draw.
    - 12.1.1.2. 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, then players cannot choose to do the loop again except if it were to be forced by automatic abilities.
    - 12.1.1.3. If both players can choose to stop the loop, then 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), then the player who chose the bigger number cannot choose to do the loop again except if it were to be forced by automatic abilities.
    - 12.1.1.4. The actions in a loop action set are not resolved individually, but are all resolved at the same time, omitting the intermediate actions.

However, even though the actions are omitted, they are considered to have been performed.

- For example, if “gains Power +1000” is infinitely looped, and is chosen to be stopped after 200 times, the master of the effect does not perform Power +1000 200 times, but just performs Power +200000.

12.1.1.5. Great discretion should be exercised in recognizing a loop. Both players should agree, or a judge’s decision should be sought.

## 12.2. Abilities that “cannot be used”

- 12.2.1. If some effect says “you cannot use the ability”, then it has the following meaning, and the following restrictions and resolutions apply:
  - 12.2.1.1. If you cannot use an activated ability, then you cannot play it.
  - 12.2.1.2. If you cannot use an automatic ability, the following resolutions apply.
    - 12.2.1.2.1. Even if the event occurs, that automatic ability does not trigger.
    - 12.2.1.2.2. If you cannot use an automatic ability that has already become stand by, then that stand by state is canceled.

## 12.3. Nullifying trigger effects

- 12.3.1. If there is an active ability which “nullifies trigger effect”, icon effects of cards that are put to trigger zone by drive check or damage check will not occur.
- 12.3.2. If there is an active ability which “nullifies trigger effect”, fulfill it to the furthest of its ability. Icons triggered during drive check or damage check cannot be partially resolved.

## 12.4. Extra Turn

- 12.4.1. When a player gets an “extra turn”, the extra turn for that player is added immediately after the current turn.
- 12.4.2. If 2 or more turns are added within the same turn, the turns will take place from the turn that was added from the text that resolved last.
  - For example, if each player resolves the text “you get an extra turn” in the order of turn player → non-turn player → turn player, the resulting order of turns would be “current turn → turn player’s extra turn → non-turn player’s extra turn → turn player’s extra turn → non- turn player’s turn”. “

## 12.5. Restriction Icons

- 12.5.1. “Restriction icons” are icons that indicate that there is a limit on the use of an ability, such as on the number of times it can be used.
  - 12.5.1.1. **1/Turn** is a usage restriction icon.
    - 12.5.1.1.1. When this icon is present right after the leading **AUTO** or **ACT** of an ability, or present right after **[(zone)]**, if there is a change in the game state after the resolution of the effect, “this ability cannot be used for the rest of that turn” is in effect.

- 12.5.1.1.2. When an automatic ability with this icon is standing by, the master of that ability can choose this automatic ability when he or she plays an automatic ability, and have it cease to exist without playing it.

## 12.6. For each X do Y / Do Y equal to number of X

- 12.6.1. When Y is to be done for each X / equal to number of X, Y is done X number of times.
- 12.6.2. The value of X is set before beginning to do Y, and does not change from then until all of Y has finished resolution.
- 12.6.3. While doing Y X times, if Y includes an instruction to make a choice, until all the instructions of the Xth time have ended, you cannot choose the same object.

## 12.7. Cards with the same/different card name(s)

- 12.7.1. Cards with the same card name refer to multiple cards that when compared to each other, have a card name common to all of them. At the same time, cards with different card names refer to multiple cards that when compared to each other, have card names not common to all of them
- 12.7.2. Cards may have multiple card names due to effects like stride and “also regarded as a card with the same card name”.
  - 12.7.2.1. When a card with card name A is also regarded as card with card name B, that card simultaneously has both card name A and B. The card name is not changed, such as having the names joined into the single name.
  - 12.7.2.2. When a card with more than one card name is compared to other cards, even if there is only one card name common to both of them, they are considered as cards with the same card name. If there is no common card name between the two, they are considered as cards with different card names.
    - 12.7.2.2.1. **“With different card names” means that none of the cards being compared has the same card name as another card.**

## 12.8. Enabling Keyword Abilities

- 12.8.1. When enabling a specific keyword ability, if the ability to be enabled holds more than one keyword ability, only the relevant part of the keyword ability becomes enabled.

## 12.9. Boosted

- 12.9.1. When the unit boosting a unit that attacked is moved to a different area, even if both the attacking unit and boosted unit are no longer associated (7.4.1.10.1.1) as such, the attacking unit’s “when boosted” condition during that attack sub phase is active.

## 12.10. Gyze card

- 12.10.1. There is a card with information written on both sides known as the “Gyze card”.
  - 12.10.1.1. When using Gyze card as a card in a deck, there is a need to use opaque sleeves so

it cannot be differentiated from the other cards of the deck.

- 12.10.2. There are two different sides to the Gyze card. The side with the normal unit is known as the “Neon Gyze side”, while the side with the G unit is known as the “Dragon Deity of Destruction, Gyze side”.
- 12.10.3. The state of the Gyze card in all of the areas are called the “active side”. This state is known as either the “Neon Gyze side” or the “Dragon Deity of Destruction, Gyze side”.
  - 12.10.3.1. When referring to the information of the specified Gyze card for the rule or ability or effect during the game, the information on the active side of the Gyze card is referenced.
    - 12.10.3.1.1. Other than otherwise specified, the information on the non-active side is regarded as inexistent.
  - 12.10.3.2. At the beginning of each game, the active side of all Gyze cards will be the Neon Gyze side.
  - 12.10.3.3. When the Gyze card is moved to an area that is neither a circle nor the G zone for any reason, the active side will be the Neon Gyze side. When moving to a circle or the G zone, the active side will remain the same unless otherwise specified.
  - 12.10.3.4. Even if the active side changes, it is regarded as the same card. All effects and states applied to that card will be maintained as is.
  - 12.10.3.5. The active side of the card in the sleeve during the game shall be made visible.
- 12.10.4. Gyze card has two states (3.17.3), a face up state and face down state, just like other cards.
- 12.10.5. Unlike normal cards, the face up state and face down state of Gyze's state are such that “the active side is shown” and “the side where the information is hidden by the sleeve is shown” respectively.

## 12.11. Cannot be affected

- 12.11.1. When a “cannot be affected” effect with special conditions is applied to a card, when an effect that meets that condition would be applied, that effect is not applied to that card. The effect cannot choose that card, does not change the information of that card, and if the effect would change the zone or state of that card, it is not performed. **It also cannot be used as the cost for the ability or effect that meets that condition.**
- 12.11.2. **If an effect originates from a unit, and that unit cannot be affected by certain conditions, that effect cannot be affected by those conditions as well.**

## 12.12. Pseudo-cards

- 12.12.1. There are “pseudo-cards” created in a zone during a game that are handled in a similar fashion to a card.
  - 12.12.1.1. Pseudo-cards are not cards, but are handled in a similar fashion to cards, count towards the number of cards in the zone they

are in, and are affected by effects that affect cards.

- 12.12.1.1.1. As pseudo-cards are not cards, they must be clearly differentiated from the other cards in the zone they are in.
  - 12.12.1.1.1.1. If a pseudo-card is in a hidden zone (4.1.3), that pseudo-card must be differentiated from the other cards with hidden information, and any player can see its information.
- 12.12.1.2. “Creating” a pseudo-card in a zone means that the specified pseudo-card is in the state of existence in that zone.
  - 12.12.1.2.1. The owner and master of a created pseudo-card is the player the zone that pseudo-card was created in belongs to.
  - 12.12.1.2.2. When a pseudo-card is created in a zone, it is regarded as that pseudo-card being put in that zone. If that zone is a circle, it is regarded as being placed (10.5) on that circle.
- 12.12.1.3. “Erasing” a pseudo-card means to remove that pseudo-card from its current zone, and it no longer is in the state of existence in that zone.
  - 12.12.1.3.1. When a pseudo-card is erased from a zone, it is regarded as that pseudo-card leaving that zone.
  - 12.12.1.3.2. When a pseudo-card is removed, that pseudo-card is erased from the zone it is currently in.
- 12.12.1.4. There are pseudo-cards with restrictions on the zones they can exist in.
  - 12.12.1.4.1. A pseudo-card's “effective zones” are the zones that pseudo-card can exist in.
    - 12.12.1.4.1.1. When a pseudo-card moves to a zone that among its “effective zones”, that pseudo-card moves to that zone in a similar fashion to a normal card.
  - 12.12.1.4.2. A pseudo-card's “erase zones” are zones where that pseudo-card is forcibly erased immediately after moving to that zone.
    - 12.12.1.4.2.1. When a pseudo-card moves to its erase zone, it is erased from the zone it moves to immediately after moving. This process does not wait for the check timing to take place, and if it moved as part of an effect, it is performed before the steps following the move.
      - For example, when performing a “move pseudo-card A to erase zone X, and draw a card” effect, after moving pseudo-card A to X, pseudo-card A in zone X is erased before drawing a card.
    - 12.12.1.4.2.2. When a pseudo-card is created in its erase zone, that creation is not performed.
  - 12.12.1.4.3. There are pseudo-cards that do not have information a normal card has.
    - 12.12.1.4.3.1. When a pseudo-card is created, it does not have any information other than



the information rules or effects explicitly state it has.

- For example, as rules and effects do not explicitly state that “protect” pseudo-cards have a card name, they do not have a card name.

12.12.1.4.3.2. When referring to information that a pseudo-card does not have, it is regarded as 0 if it is a numerical value, and regarded as not existing otherwise.

12.12.1.5. When using pseudo-cards in a game, please use a card-shaped object that both players agree on, that both players can clearly differentiate from a normal card.

12.12.2. “Protect” pseudo-cards have the following regulations.

12.12.2.1. “Protect” pseudo-cards have the special type “protect”, and do not have a type.

12.12.2.2. “Protect” pseudo-cards have the grade “protect”.

12.12.2.2.1. The grade “protect” cannot be increased or reduced as a numerical value.

12.12.2.3. “Protect” pseudo-cards have the “CONT Sentinel” and “AUTO[👁️]” When placed, [COST][discard a card from your hand], and one of your units cannot be hit until end of that battle.” abilities.

12.12.2.4. The effective zones of “protect” pseudo-cards are their master’s hand and guardian type circles, and all other zones are their erase zones.

12.12.2.4.1. This pseudo-card is regarded as a unit while it is on a guardian circle.

12.12.2.5. “Protect” pseudo-cards are not units, but can be called to the guardian circle as if they were units. All other call or ride processes are not performed.

12.12.2.6. When a “protect” pseudo-card is locked by an effect that locks cards in the hand, after putting it on the circle, it is erased from that circle.

12.12.2.7. When card effects reference “Imaginary Gift:Protect in (player’s) hand”, it refers to the “protect” pseudo-card in the hand.

12.12.3. “Token” pseudo-cards have the following regulations.

12.12.3.1. “Token” pseudo-cards have type, grade, power, critical, name, race, skill icon, and text, and do not have any other information.

12.12.3.1.1. The type of “token” pseudo-cards is token unit.

12.12.3.1.2. The name and race of “token” pseudo-cards are specified when that token is called (12.12.3.3).

12.12.3.1.3. All other information of “token” pseudo-cards are stipulated according to the name of that pseudo-card when it was created, and that pseudo-card possesses that information from the point it was created. Please refer to the “token information” supplement below for the actual information each “token” pseudo-card possesses.

12.12.3.2. The effective zone of “token” pseudo-cards is the field, and all other zones are their erase zones.

12.12.3.2.1. As the soul is not part of the field, when a “token” pseudo-card is moved to the soul, it is erased after moving.

12.12.3.3. When performing a call from the resolution of “call a (name) token to (circle)”, when the unit is to be placed on the circle (10.7.1.1.3.1), create a “token” pseudo-card with (name) as its name and race on (circle).

12.12.3.4. When a “token” pseudo-card is locked, after that unit is locked, it is immediately erased from that circle.

12.13. Paying of Costs

12.13.1. Costs must be simultaneously paid with resources the ability’s master is the master of.

12.13.1.1. This includes costs that are indicated in text by [ ] (3.1.1.4), as well as “may (specific action) to call” alternative costs for calling.

12.13.1.2. If an effect should remove the cost, or if there is effectively no cost, the cost can be paid by declaring it paid.

12.13.1.3. When a cost specifies “all”, even if the “all” is effectively 0, it can be paid.

- For example, even when there are 0 cards in your hand, the cost “discard all of the cards from your hand” can be paid.

12.14. Number of different cards

12.14.1. When counting the number of different cards, the number of different card names is counted unless a particular type of information to be counted is specified.

12.14.1.1. When counting the number of different card names, the number of cards is not referenced.

- For example, if a player is the master of 1 unit, and it has both the card names “Blaster Blade” and “Blaster Arrow”, that player has two different “Blaster” card names among their units.

12.14.1.2. If grade or some other information is specified, it is determined by that information.

12.15. Imaginary Gift Resolution

12.15.1. Imaginary Gifts have different clan types and gift types.

12.15.1.1. An Imaginary Gift’s clan type is specified by the effect or Imaginary Gift icon to be 1 of the 3 types “Force”, “Accel”, or “Protect”.

12.15.1.2. An Imaginary Gift’s gift type is determined in the Imaginary Gift resolution for each clan type to be either 1 or 2.

12.15.1.2.1. This value is written as roman numerals (I or II) in the rules and text.

12.15.1.3. Gift markers are created when resolving gifts, with some exceptions.

12.15.1.3.1. Gift markers are objects that are placed on circles to represent the result of the Imaginary Gift resolution. They are not

cards, and are not affected by effects that affect units or cards.

12.15.1.3.2. Gift markers have clan type, gift type, and text information.

12.15.1.3.2.1. Gift marker text is applied as a modification from rules (8.7.1.2). It is not an effect from an ability.

12.15.1.3.3. If for any reason the process of removing a gift marker is to be performed, that gift marker ceases to exist.

12.15.2. When you perform the Imaginary Gift resolution from a ride or an effect, the following steps are done.

12.15.2.1. When this Imaginary Gift resolution is being performed due to riding a unit with an Imaginary Gift icon, if that unit's master has performed the Imaginary Gift resolution due to a ride prior to this, and the clan types for that resolution and the resolution being performed are different, that Imaginary Gift resolution is not performed.

- For example, after you have ridden a card with "Imaginary Gift: Force" and resolved it, when you ride a card with "Imaginary Gift: Accel", you will not resolve "Imaginary Gift: Accel". In addition, you will not lose "Imaginary Gift: Force".

12.15.2.2. If this Imaginary Gift resolution is the first time the player specified by the unit ridden or that effect is resolving for that clan type, choose 1 gift type to use for that clan type. If that player has already chosen a gift type for that clan type, they must choose the same gift type.

12.15.2.3. For clan type "Force", perform the following.

12.15.2.3.1. Specify your vanguard circle or 1 of your rear-guard circles, and place a clan type "Force" gift marker of the chosen gift type there.

12.15.2.3.1.1. Circles that already have another clan type "Force" gift marker placed on them can be specified. In that case, the effects are cumulative.

12.15.2.3.2. For gift type I, the gift marker placed has the text "during your turn, the unit on this circle gets Power +10000."

12.15.2.3.3. For gift type II, the gift marker placed has the text "the original critical of the unit on this circle becomes 2."

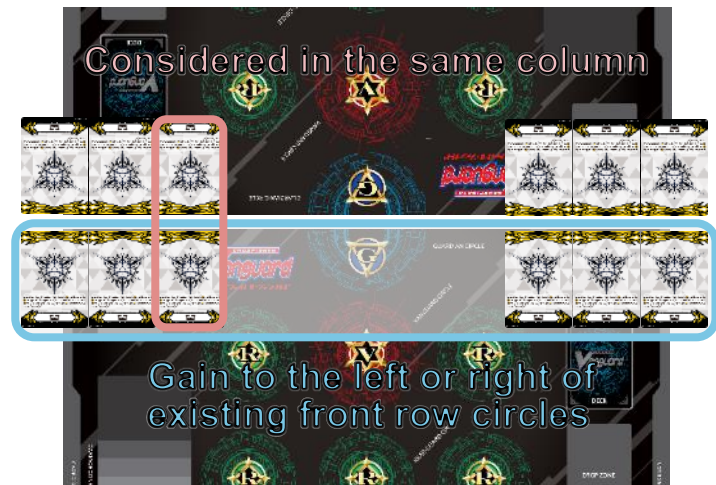
12.15.2.4. For clan type "Accel", perform the following.

12.15.2.4.1. Gain 1 rear-guard type circle (4.6.6).

12.15.2.4.1.1. That circle is considered to be in the front row.

12.15.2.4.1.2. The first time that circle is gained, it is gained to the left of the leftmost circle in the front row. The second time it is gained, it is gained to the right of the rightmost circle in the front row. It is gained in the order of left and right in a similar manner for subsequent times.

12.15.2.4.1.2.1. When both players gain circles with "Imaginary Gift: Accel", the first circle gained by one player and the second circle gained by the other player are in the same column, as are the third and the fourth, and the fifth and the sixth, and similarly so on and so forth.



12.15.2.4.2. Place a clan type "Accel" gift marker of the chosen gift marker on the gained circle.

12.15.2.4.2.1. If the clan type "Accel" gift marker is removed from the circle for any reason, the unit on that circle is retired immediately after without waiting for the check timing, and the circle disappears after that.

12.15.2.4.3. For gift type I, the gift marker placed has the text "during your turn, the unit on this circle gets Power +10000."

12.15.2.4.4. For gift type II, the fighter resolving that imaginary gift draws a card immediately after the circle is created. The gift marker placed has the text "during your turn, the unit on this circle gets Power +5000."

12.15.2.5. For clan type "Protect", perform the following.

12.15.2.5.1. For gift type I, create a "protect" pseudo-card (12.12.2) in the hand of the master of the card or ability performing this Imaginary Gift resolution.

12.15.2.5.2. For gift type II, specify 1 of your rear-guard circles, and place a gift marker with clan type "Protect", gift type II, and the text "AUTO:When this unit intercepts, this unit gets Shield +10000." on that circle.

12.16. End Turn Resolution

12.16.1. If an instruction to end the turn is to be performed for any reason during the game, perform the following.

12.16.1.1. End the durations of all continuous effects currently active, other than those with the durations "until end of turn" or "during this turn" or have durations that expire in the next turn or later.

12.16.1.2. If it is not currently the end phase, after that effect has fully finished resolving, the

game moves to the end phase without performing a check timing.

- 12.16.2. If there is any vanguard damage remaining after the end of turn resolution, perform the damage application process (9.6) as a rule action during the end phase.
- 12.16.3. The playing of automatic abilities that are standing by during the end turn resolution is performed during the check timing of the end phase.

#### Supplement: Token Information “Plant” Token



Grade: 0  
Power: 5000  
Critical: 1  
Skill Icon: Boost  
Text: None

#### “Vision” Token



Grade: 3  
Power: 13000  
Critical: 1  
Skill Icon: Twin Drive  
Text: CONT【】:Perform drive checks for the battle it attacked.

## Changelog

June 1st, 2018 – ver. 2.01 update

Updated definition of trigger icons.  
Added definition of Imaginary Gifts.  
Updated procedure for G Assist.  
Updated procedure for setting up the game.  
Updated procedure for calling to circles.  
Updated procedure for playing and resolving cards and abilities  
Added procedure for switching cards.  
Updated definition regarding restriction icons.

August 2nd, 2018 – ver. 2.1 update

Added definition of special types.  
Added definition of pseudo-cards, and updated rules regarding Imaginary Gift: Protect in line with it.  
Added rules regarding gauge.

October 19th, 2018 – ver. 2.11 update

Added definition of paying of costs.  
Updated rules regarding triggered abilities in hidden zones.  
Updated definition of triggers.  
Updated definition regarding overloaded units.  
Updated definition regarding "protect" pseudo-cards.

December 14th, 2018 – ver. 2.12 update

Added table of contents.  
Added rules regarding tokens.

September 10th, 2019 – ver. 2.19 update

Added definition that cost is still paid when action is performed 0 times.  
Added definition of trigger effects.  
Updated rules for "look" regarding effects of continuous abilities that allow a player to look at the deck at any time.  
Added definition of source of effects.  
Updated rules for moving cards to and from hidden zones.  
Updated definition of "rows".  
Updated rules regarding attacking and battling.  
Added rules regarding rear-guards performing drive checks.  
Updated rules regarding guarding and intercepting.  
Updated rules regarding "when attack hits".  
Updated rules regarding paying of costs and prior requirements for "then".  
Added rules regarding continuous effects with durations that contradict the game state.  
Added definition of effects that change modification effects.  
Updated rules regarding riding, calling, and striding.  
Updated rules regarding order effects are performed.  
Added rules regarding effects containing lists.  
Added definition of "/" in effects.  
Updated rules regarding costs and options for abilities.  
Updated rules regarding order continuous effects are applied.  
Updated definition of final information.  
Updated rules regarding legion.  
Updated rules regarding resolution of damage.

Added definition of illegal triggers.

Updated definition of "draw", "discard", "call", "to counter-blast", "to soul-blast", "to soul-charge", and "to counter-charge".

Updated definition of "switch".

Updated rules regarding putting of and moving of gauges.

Added definition of "increase/decrease".

Added definition of "to activate".

Added definition of "when trigger unit is revealed".

Added definition of melody.

Updated definition of "with different card names".

Updated rules regarding "cannot be affected".

Updated rules regarding alternative costs for calling.

Updated rules regarding imaginary gifts and imaginary gift resolution.

Added definition of end turn resolution.

Added definition of "vision" tokens.