Cardfight!! Vanguard Comprehensive Rules ver. 4.27a
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Rules

Section 1. Overview 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 by any number of players other than two.

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 fulfils any losing conditions during a check timing (11.6.1), then that player loses the game by rule action (Section 13. Rule Action).
    1.2.2.1. If a player has six or more cards in their damage zone, then he or she fulfills a losing condition.
    1.2.2.2. If a player has no cards in their deck, then he or she fulfills a losing condition.
    1.2.2.3. If a player has no vanguards on their vanguard circle, and has no cards in their soul, 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 declare their concession at any time. The player who declared their concession immediately loses without proceeding to the check timing (11.6.1), 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. There are cards with effects that have a player win or lose the game. In these cases, that player wins or loses while resolving the effect without proceeding to the check timing (11.6.1), and the game ends.
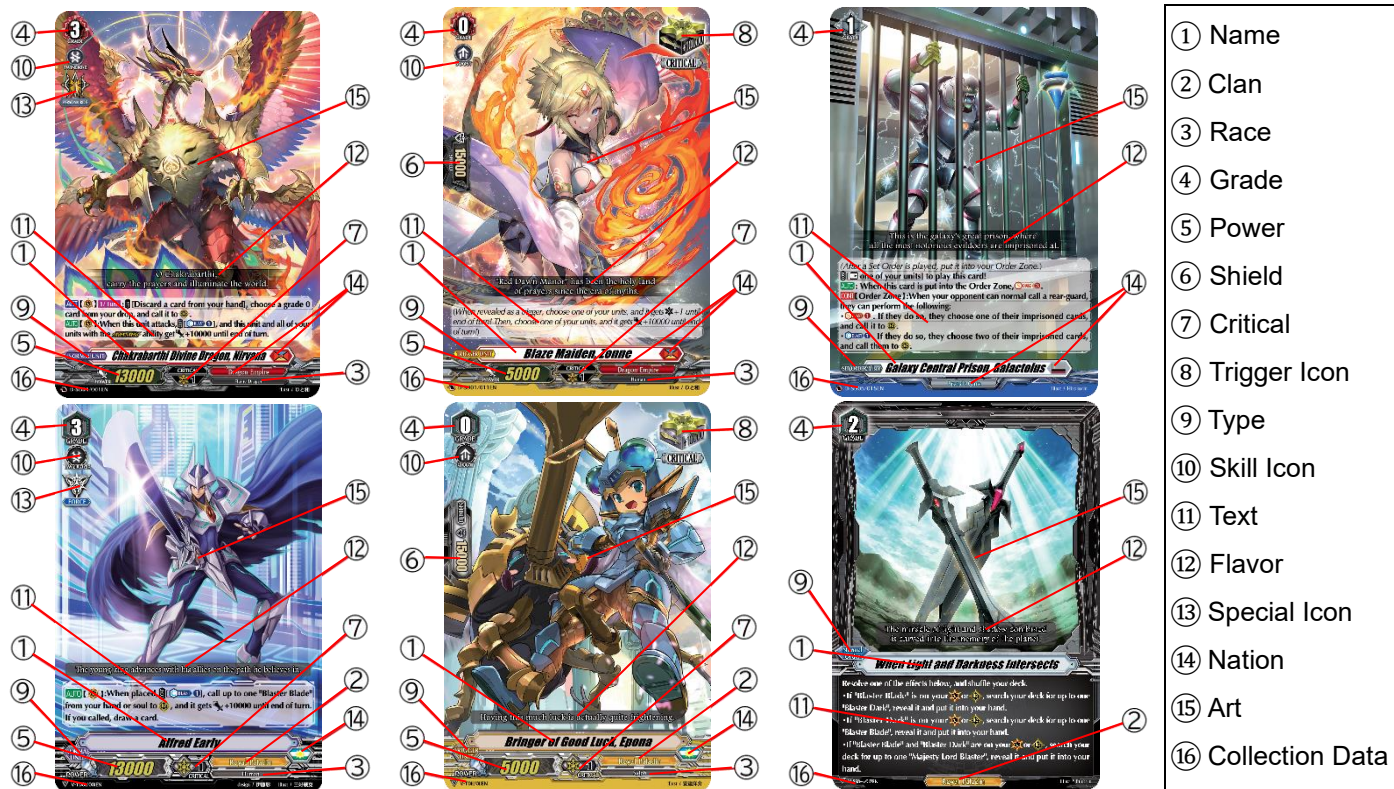
1.3. Golden Rules of the Game
  1.3.1. If the comprehensive rules and the text of a card contradict with each other, then the text takes precedence.
  1.3.2. If anything attempts to make a player do something he or she cannot perform, then nothing happens. If anything attempts to make a player do something 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.
    1.3.2.4. When performing an action, if there is an instruction to perform a process a specified number of times "(as much) as possible", the number of times the player performing the process chooses to perform the process needs to be as close to the specified number as possible.
      1.3.2.4.1. If an effect has an instruction to perform a process a specified number of times "(as much) as possible", and it cannot be performed the specified number of times because of a card's information that is hidden from any player, that card's information must be revealed to all players.
        - For example, if there is an instruction to perform a "call a card from your hand to a rear-guard circle as much as possible" effect, if there are cards in your hand that can be called to rear-guard circles, and cards that cannot be called, you need to choose a card that can be called. On the other hand, if all the cards in your hand cannot be called, you need to reveal them.
  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 player to make a choice at the same time, then the turn player makes the choice first. The non-turn player will

make their choice after knowing the decision made by the turn player.

    1.3.4.1. If more than one player is to make a choice of cards in a hidden zone at the same time, the turn player first chooses the required number of cards without checking their information, followed by the non-turn player choosing the required number of cards. If the chosen cards are to be revealed, it is done after both players have made their choices.

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.

    1.3.5.1. If a number is specified for the upper limit in a form such as "up to X", unless a number is specified for the lower limit, you can choose zero.

1.3.6. When a numerical value is changed to be greater than its current value by a rule or effect, that value is considered to have increased. Similarly, if a value is changed to be less than its current value, that value is considered to have decreased.

    1.3.6.1. When there is an instruction to "increase" a value, and the resulting value after carrying out that instruction is less than before the effect was applied, that value is considered to have decreased instead of increasing, and similarly for the reverse.

1.3.7. When an object such as a player or a card starts an action, the following events occur in according to the content of that action.

    1.3.7.1. If an object A performs a single action X, an "A did X" event occurs.

    1.3.7.2. If an object A starts an action X that is continuously performed, an "A did X" event occurs, and an "A is doing X" state is maintained while X is being performed.

-    For example, when a rear-guard attacks, the "rear-guard attacks" event occurs, and the "rear-guard is attacking" state is maintained until the end of that battle.

    1.3.7.3. If an object A starts an action X that is continuously performed on object B, the "A did X to B" and "X was done to B by A" events occur, and the "A is doing X to B" and "X is being done to B by A" states are maintained while X is being performed.

-    For example, when a vanguard attacks a rear-guard, the "vanguard attacks a rear-guard" and "rear-guard is attacked by a vanguard" events occur, and the "vanguard is attacking a rear-guard" and "rear-guard is being attacked by a vanguard" states are maintained until the end of that battle.

    1.3.7.4. With regards to 1.3.7.2 and 1.3.7.3, even if the action that was continuously being performed has ended, the "did" event that occurred at its start is not canceled.

-    For example, if a rear-guard in the back row boosts a vanguard in the front row, even if that rear-guard is later moved to another circle during that battle and loses its "is boosting" state, the "this unit boosted" event is not canceled.

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

Section 2. Card Information

2.1. Name
2.1.1. The inherent 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 may be expressed as "(card name)" or "(part of a card name)", depending on the context.
2.1.2. There are some cards with a "This card is also regarded as "(card name)" continuous ability that does not specify a zone. This ability is active in all zones (11.4), and is referenced as a card with each of those names when constructing a deck (8.1.5.2).

2.2. Clan
2.2.1. The name of the clan a card belongs to.
2.2.2. The clan is referred to by some abilities and effects.
2.2.3. In text, the name of a clan may be expressed as <<(clan name)>>.
   2.2.3.1. "This card is also a <<(clan name)>>" is an effect that adds a clan to the card with the ability.
2.2.4. <<Cray Elemental>> cards belong to all clans and nations.
2.2.5. Order cards without any clan or nation belong to all clans and nations.

2.3. Race
2.3.1. The name of the race of a card.
2.3.2. The race is referred to by some abilities and effects.
2.3.3. In text, the name of a race may be expressed as <(race name)>.
2.3.4. There are cards that have multiple races. In such cases, the names of each race are demarcated by "/".

2.4. Grade
2.4.1. The numeric value that is referred to when you ride or call a card.
2.4.2. The grade can limit the playing of a card.

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.
2.5.2. In text, the word "power" may be indicated by a 🏹 icon.
2.5.3. Some cards have a "+" after the numerical value. It has no meaning in terms of rules.

2.6. Shield
2.6.1. The numeric value that expresses this card's combat strength as a guardian (10.5.1.2.2). The higher this value is, the better it is at defending your units.
2.6.2. In text, the shield may be indicated by a 🛡 icon.
2.6.3. Some units do not have a shield.

2.7. Critical
2.7.1. The numeric value that determines how much damage this card deals to the opponent's vanguard in battle.

2.7.2. In text, the critical may be indicated by a ✳ icon.

2.8. Trigger Icon
    2.8.1. The icon that indicates the trigger ability (11.10.1) to be played when instructed by cards or rules to put a card in the trigger zone.

2.9. Type
    2.9.1. The information about the type of a card.
    2.9.2. Cards can have 3 different type information: main type, subtype, and special type.
        2.9.2.1. Generally, all cards have a main type and a subtype.
        2.9.2.2. There are some pseudo-cards (15.1) that have a special type.
    2.9.3. Cards have one out of the "unit", "order", "heart", or "originalDress" main types.
        2.9.3.1. "Unit" is a general term for cards that are placed on the field and battle with the opponent or support such battles.
            2.9.3.1.1. When rules, abilities, and effects refer to a "unit" without specifying a zone, they are referring to a card on the field (4.8) with the main type "unit".
        2.9.3.2. "Order" is a general term for cards that only have abilities that support units or players.
        2.9.3.3. "Heart" is the main type cards in the heart state (6.5.2.2) have.
        2.9.3.4. "originalDress" is the main type cards in the "originalDress" state (6.7.2.1) have.
    2.9.4. Cards may have subtypes according to their main type.
        2.9.4.1. Cards with the "heart" and "originalDress" main types maintain their original subtype.
    2.9.5. There are some cards and pseudo-cards (15.1.2.4) that have a special type.
        2.9.5.1. Special types are different from and independent of types. Effects that add, remove, or change types do not affect special types, and vice versa.
        2.9.5.2. There are some special types with accompanying rules.
    2.9.6. Card types are written as a combination of the subtype and main type.
      -   For example, the type of a card with main type "unit" and subtype "trigger" is written as "trigger unit".

2.10. Skill Icon
    2.10.1. An icon that indicates one of the abilities that card has.
        2.10.1.1. Cards with the ⇪ icon have "Boost" (14.5).
        2.10.1.2. Cards with the 𝄃 icon have "Intercept" (14.4).
        2.10.1.3. Cards with the ⚎ icon have "Twin Drive!!" (14.3.3).
        2.10.1.4. Cards with the ⚏ icon have "Triple Drive!!!" (14.3.4).

2.11. Card Text
    2.11.1. The information about a card's inherent abilities.
        2.11.1.1. The content within the frame may be 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 ( ) (brackets) to indicate an explanation of an ability. This is called reminder text. Reminder text is part of the text, but as it is only for explanatory purposes, it does not affect the game.

2.12. Flavor
    2.12.1. The descriptive text of this card.
    2.12.2. The flavor has no meaning in terms of rules.

2.13. Special Icon
    2.13.1. Cards with specific icons in this position have an ability that corresponds with the icon.
    2.13.2. If this card has one of the following icons, it has an imaginary gift (16.1).
        2.13.2.1. This card has the imaginary gift of the following clan types (16.2.1.1) that corresponds with the icon.
        2.13.2.2. Cards with the icon to the right have the clan type "Force" imaginary gift.
        2.13.2.3. Cards with the icon to the right have the clan type "Accel" imaginary gift.
        2.13.2.4. Cards with the icon to the right have the clan type "Protect" imaginary gift.
    2.13.3. If this card has the icon to the right, it means that this card can perform Persona Ride (6.3.8).

2.14. Nation
    2.14.1. The name of the nation a card belongs to.
    2.14.2. The nation is referred to by some abilities and effects.
    2.14.3. Nations are represented by nation names and their nation icons.
        2.14.3.1. When nations are only represented by their nation icon, they have the following meaning.

Icon	Nation
	United Sanctuary
	Dragon Empire
	Star Gate
	Dark Zone

Magallanica

Zoo

2.14.4. Some specific nations are also considered to be other specified nations. In addition, cards with nation names or icons that have no indication of belonging to any specific clan in their card information are considered to belong to all the clans that correspond to that nation.

2.14.4.1. Please refer to supplement B at the end of this document for a list of nations and their corresponding clans.

2.15. Art

2.15.1. The descriptive image of this card.

2.15.2. The art has no meaning in terms of rules.

2.16. Collection Data

2.16.1. The card's collection number, artist's name, copyright, and other contents of the card with no direct relation to game that have not been mentioned thus far are collectively called the "collection data".

2.16.2. The collection data is not part of the information of this card and generally have no meaning in terms of rules.

2.16.2.1. There are some effects that refer to the collection number during deck construction (8.1.9).

2.17. Drive

2.17.1. The numeric value that determines the number of drive checks resolved during the battle that a card attacked.

2.17.2. The drive is not indicated on a card, and the original value for all cards is 1.

2.17.2.1. Cards with the "Twin Drive!!" or "Triple Drive!!!" skill icons have the value of their drive changed by those abilities.

Section 3. Owner and Master

3.1. Player

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

3.1.2. Each player has a "vanguard damage" value that is incurred when their vanguard receives damage.

3.2. Owner and Master

3.2.1. The owner is the player who owns the card. The owner of a card is the player who had it in their deck at the beginning of the game. At the end of each game, each player retrieves each card that he or she owns.

3.2.2. The master is the player who is currently using a card, ability, or effects. The master of a card in a zone is the player whom the zone belongs to.

3.2.2.1. 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.

3.2.2.2. The master of an activated ability is the player who played it.

3.2.2.3. 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.

3.2.2.4. The master of an order ability is the master of the order card with that ability.

3.2.2.5. The master of an effect is the master of the ability that generated that effect.

3.2.2.5.1. If an effect instructs for any actions to be performed without specifying a player, the master of that effect carries out those instructions.

Section 4. Zones
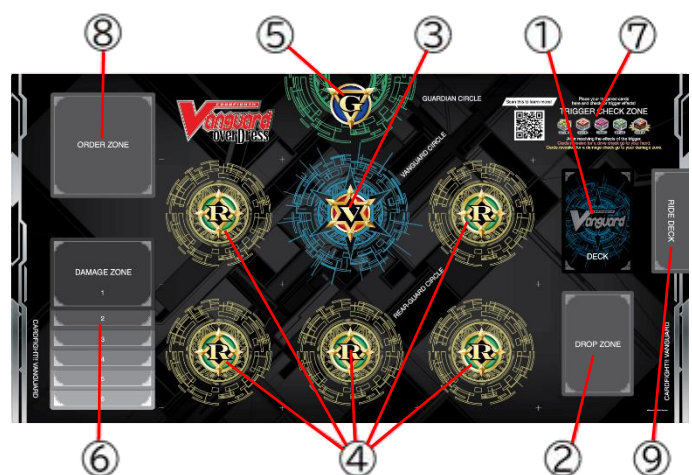
①	Deck Zone	⑥	Damage Zone
②	Drop Zone	⑦	Trigger Zone
③	Vanguard Circle	⑧	Order Zone
④	Rear-guard Circle	⑨	Ride Deck Zone
⑤	Guardian Circle		

4.1. Zone Basics

4.1.1. For each zone, each player has their own one if not specified.

4.1.2. There are zones where all players may see the information of the cards in that zone, and zones where they may not. Zones in which information of the cards in that zone may be seen are "public zones", and zones in which they may not are called "hidden zones".

4.1.3. When a card is placed in a public zone, it is placed in the public state (4.2.2). When a card is placed in a hidden zone, it is placed in the hidden state (4.2.3).

4.1.4. All players may check the number of cards in any zone at any time, regardless of whether the zone is public or hidden.

4.1.5. Generally, even when a card in a public zone is turned face down by a rule or card's effect, all players may see the information of that card. Generally, while a card in a hidden zone is

revealed, all players may see the information of that card.

4.1.6. When a card would move from a hidden zone to a public zone or change state within the zone, if any effect restricts the moving or changing of state of that card due to that card's information, that card is revealed.

4.1.7. There are zones where the order cards are placed in the zone is controlled. If the order is controlled, the order the cards are stacked on each other is controlled. Unless otherwise specified, players cannot change the order of cards in a zone where the order is controlled.

4.1.7.1. When a card is moved to a zone where the order is not controlled, after indicating that that card is moving to that zone, that card can be moved to any position in that zone.

4.1.8. When a card moves from a circle to another circle, it is considered as the same card as the original card, and the effects that applied to the original card continue to apply. However, when performing a move from a circle to a zone other than a circle, unless otherwise specified, it is considered as a new card in the new zone. Effects that applied in the previous zone do not continue to apply.

4.1.8.1. When a single card effect moves a card to another zone and performs an action on the card in the zone it moved to, that effect tracks the card after it has moved, and performs the action.

4.1.9. When multiple cards are placed in a zone at the same time, unless otherwise specified, the order they are placed in the new zone is decided by the owner of that zone.

4.1.10. When multiple cards are placed from a public zone into a hidden zone at the same time, and the master of those cards can determine the order those cards are placed, no player other than the master may know the order those cards are placed.

4.1.11. 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.

4.1.12. When instructed to move a card would move to a zone whose master is not specified, unless otherwise specified, move it to the specified zone of that card's owner.

4.1.13. When a card would be moved to the zone of a player other than that card's owner, that move is not performed.

4.2. Zone Visibility State

4.2.1. Cards in zones have either the public state or hidden state.

4.2.2. All players may see the information of cards in the public state.

4.2.3. Some or all players may not see the information of cards in the hidden state.

4.3. Card Placement State

4.3.1. It is possible for the card placement state to be specified in some zones. The placement states are the orientation state, and the facing state.

4.3.2. The orientation state can either be the "stand state" or the "rest state". Cards can only have one of the two orientation states, and cannot be in both or neither of the states.

4.3.2.1. Cards in the stand state are placed vertically upright from its master's viewpoint. In card text, "stand" may be indicated by a ▯ icon.

4.3.2.2. Cards in the rest state are placed horizontally from its master's viewpoint. In card text, "rest" may be indicated by a ▭ icon.

4.3.2.3. When a card is placed in a zone where it is possible for the placement state to be specified, unless otherwise specified, it is placed in the stand state.

4.3.3. The facing state can either be "face up" or "face down". A card can only have one of the two facing states, and cannot be in both or neither of the states.

4.3.3.1. Cards in the face up state are placed such that the face with the card information is visible. Generally, all players may check the information of face up cards.

4.3.3.2. Cards in the face down state are placed such that the face with the card information is not visible. Generally, no player may check the information of face down cards.

4.3.3.3. Generally, cards placed face up are in the public state, and cards placed in the public state are placed face up. Similarly, cards placed face down are in the hidden state, and cards placed in the hidden state are placed face down.

4.4. Card Types and Movement to Zones

4.4.1. There are inherent rules regarding the moving of cards with specific main types or subtypes to specific zones.

4.4.2. When a card with the subtype "G" performs a move between zones that is not a movement from striding (6.5.1), or a movement from a rear-guard circle or vanguard circle to a rear-guard circle, in the following situations, that card moves to the G zone.

4.4.2.1. If that card is the vanguard, and would move to another zone, it is placed face up in the G zone instead of performing that move.

4.4.2.2. If that card is a rear-guard, after performing that move, it is immediately placed in the G zone face up from the zone it had moved to without waiting for the check timing.

4.4.3. When a card with the main type "order" would move to any circle, it is placed in the drop zone instead of performing that move.

4.5. Deck Zone

4.5.1. The zone you put your deck in at the beginning of a game.

4.5.2. The deck zone is a hidden zone, and the order of the cards is controlled. Players can only change the order of the cards in the deck, or check the information of those cards, if an effect or rule instructs them to.
4.5.3. When multiple cards move from the deck zone to another zone at the same time, move cards one by one.

4.6. Hand
4.6.1. The zone where each player places their unused cards without letting the opponent see them.
4.6.2. The hand is a hidden zone, but you can see information of cards in your hand. You may not see information of cards in your opponent's hand. The order of the cards in the hand is not controlled.

4.7. Drop Zone
4.7.1. The zone where each player places cards that have been used.
4.7.2. 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. The order of the cards in the drop zone is not controlled.
4.7.3. When text refers to "drop", it refers to the drop zone.

4.8. Field
4.8.1. The zone to put all your units on.
4.8.2. 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.
4.8.3. The field is a public zone.

4.9. Circle
4.9.1. 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.
4.9.1.1. Each pair of circles, left front and left back, center front and center back, and right front and right back, is called a column.
4.9.1.2. 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.
4.9.1.3. All the circles in a player's front row, and all the circles in a player's back row, are each called a row.
4.9.2. Circles on the field have 1 of the following types, namely "Vanguard", "Rear-guard", "Guardian", "Lock", "Astral Plane", or "Stage".
4.9.2.1. A circle with a type will have the name of "(type) circle".
- For example, a circle with the Vanguard type is called a "Vanguard circle".
4.9.2.2. Cards placed on circles have an orientation state.

4.9.2.3. The type of the center front circle at the beginning of the game is a vanguard type.
4.9.2.3.1. When a card is put on the vanguard circle from anywhere other than by striding (6.5.1), including a rear-guard circle, it is put there in the stand state.
4.9.2.4. The type of the center far front circle at the beginning of the game is a guardian type.
4.9.2.4.1. When a card is placed on this zone, unless otherwise specified, it is placed in the rest state.
4.9.2.5. 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.
4.9.2.5.1. 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.
4.9.2.5.2. When a card is moved to a rear-guard circle from another rear-guard circle, it is put there in the same orientation state as the previous circle.
4.9.2.6. When rules and text references a "vanguard", "rear-guard" or "guardian", it refers to the unit on a circle of that type.
4.9.2.7. The type of circle with a locked card (7.30.1) on it is a lock circle.
4.9.3. Circles are public zones. The cards in these zones are face up, and all information is open to all players.
4.9.3.1. 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.
4.9.4. Generally, only one card can be put on each vanguard, rear-guard, and lock circles. Multiple cards can be put on a guardian circle.
4.9.5. 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.
4.9.6. Circles can be classified as having the "Astral Plane" (17.3) type in addition to their other types.

4.10. Soul
4.10.1. Some cards will go into this zone during a game. The soul is not a part of the field.
4.10.1.1. Cards placed in the soul indicated as being in the soul by being stacked under the vanguard.
4.10.2. The soul is a public zone. Cards in this zone are stacked face up, and all information is open to all players. The order of the cards in the soul is not controlled.

4.11. Damage Zone
4.11.1. The zone you will put cards in as the game progresses to represent damage your vanguard has been dealt.

4.11.2. The damage zone is a public zone. Cards in this zone are stacked face up, and all information is open to all players. The order of the cards in the damage zone is not controlled.

4.11.2.1. 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.

4.11.3. Cards that are face down in the damage zone do not have any card information and cannot be given any information.

4.11.4. If you have six or more cards in your damage zone, you lose the game by rule action (13.2.2).

4.12. Bind Zone

4.12.1. The zone that you put cards that have been bound.

4.12.2. The bind zone is a public zone. All players may see the information of face up cards in this zone.

4.12.3. 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.

4.12.4. Bound cards that are faced down do not have any card information and cannot be given any information.

4.12.5. 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.

4.13. Trigger Zone

4.13.1. The zone where cards are put in temporarily during the game.

4.13.1.1. Cards revealed by a drive check (10.6.1.2) are placed in the trigger zone. After resolving the effects of icons on it, the card moves to the owner's hand.

4.13.1.2. Cards revealed by a damage check (13.6.4) are placed in the trigger zone. After resolving the effects of icons on it, the card moves to the owner's damage zone.

4.13.2. The trigger zone is a public zone. All the cards in this zone are placed face up, and any player may see the information of these cards. The order of the cards in the trigger zone is controlled. When you put a card into this zone, put it on top of the existing cards.

4.14. G Zone

4.14.1. The zone you put your G deck in at the beginning of a game.

4.14.2. The G zone is a hidden zone, but you can see the information 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. The order of the cards in the G zone is not controlled.

4.14.3. At the beginning of a game, all cards in the G deck are placed face down on the G zone in a hidden state.

4.14.4. 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.

4.14.5. When a process puts a card from outside of the G zone into the G zone during a game, that card is placed face up unless otherwise specified.

4.15. Gauge Zone

4.15.1. The zone where cards that are put as a gauge are placed.

4.15.2. 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, so long as it is clear which cards they are associated with.

4.15.2.1. 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.

4.15.3. There are cards in the gauge zone that are associated with other cards.

4.15.3.1. When a reference is made to a card's "gauge", it refers to the cards in the gauge zone that are associated that card.

4.15.3.2. When a unit is moved between circles, the cards in the gauge zone associated with that unit maintain the association.

4.15.3.3. When a unit is moved from a circle to a non-circle zone, or when a unit is locked (7.30), the cards in the gauge zone that are associated with that unit are placed into the drop zone by rule action (13.9.1).

4.15.3.4. The cards in a gauge zone that are associated with a unit can be referenced as part of the final information (11.13) of that unit, so long as they remain in the gauge zone.

4.15.3.5. 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.

4.15.4. There are cards in the gauge zone with name information.

4.15.4.1. References to "(name) gauge" refer to cards in the gauge zone with (name) in their name information.

4.15.4.2. Cards in the gauge zone that have not explicitly been given name information do not have any name information.

4.16. Order Area

4.16.1. The zone order cards are placed in while they are played (11.8.2.1.1).

4.16.2. The order area is a public zone. Cards are placed face up in this zone, and all players may check the information and order of those cards.

4.17. Order Zone
   4.17.1. The zone set orders are placed in (11.8.3.3).
   4.17.2. The order zone is a public zone, and all players may check the information and order of those cards.
   4.17.3. Cards placed in the order zone have an orientation state and a facing state.
      4.17.3.1. Cards that are face down in the order zone are considered to not have the information on its front side, unless otherwise specified.

4.18. Ride Deck Zone
   4.18.1. The zone that players put their ride deck (8.1.10) to differentiate it.
   4.18.2. Face down cards in this zone are placed in a stack, and you cannot check the information of face down cards in other players' ride deck zones. The order of the cards in the ride deck zone is not controlled.
   4.18.3. At the beginning of the game, put all your ride deck cards in the ride deck zone face down in the hidden state.
   4.18.4. When a card that was in the ride deck zone at the beginning of the game moves to the deck, that card is placed face up in the ride deck zone instead of the deck.
   4.18.5. Face up cards in this zone are separated from the face down cards and placed in a stack that only has face up cards. All fighters may check the information and change the order of the face up cards in their ride deck zone.

Section 5. Information and Status

5.1. Information
   5.1.1. 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.
   5.1.2. Information can be modified by some effects. If a card has multiple copies of the same information that are not abilities, the overlapping ones are ignored.
      - For example, 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.
   5.1.3. References to "original" information refer to the information after effects that modify "original" information written on the card have been applied (11.11.1.2, 11.11.1.3).
      5.1.3.1. References to the "original" information of a pseudo-card (15.1) are based on the information regulated by the effect or rule that created that pseudo-card.

5.2. State
   5.2.1. State is another detail of cards other than information that can be referred during a game.
      - For example, a card being at rest is the state of being in the 'rest state', and is not information that the card possesses.
   5.2.2. There are card effects that put some cards into a special '(name)' state.
      5.2.2.1. Cards with the card name specified by this effect are in the '(name)' state in all zones.
      5.2.2.2. Being put into this state may be referenced by other abilities and effects.
      5.2.2.3. The (name) used for this rule is one of the following.
         ◆ UnisonDress

Section 6. Units and Placing

6.1. Overview
   6.1.1. Units are placed on circles and gain special states through various methods during a game. This section defines the terms regarding the specific actions (Section 7. Specific Actions) that place units, and the rules regarding the different states of units.

6.2. Call
   6.2.1. When a unit is placed by a call, that unit is placed on the specified rear-guard circle or guardian circle.
      6.2.1.1. To "call" a unit is specific action that represents placing that unit by a call on the specified rear-guard circle or guardian circle.
      6.2.1.2. Generally, if a unit is placed on a rear-guard circle or guardian circle, that unit is considered to have been "called" if it was not due to overDress (6.7.1).
   6.2.2. Calls are divided into "normal calls" and "superior calls".
      6.2.2.1. A normal call is the placing of a unit on a rear-guard circle or guardian circle by the turn player playing a unit from their hand without any modifications to the cost by effects, through means specified in the rules rather than by an effect.
      6.2.2.2. A superior call is the placing of a unit on a rear-guard circle or guardian circle that does not fulfill one or more of the conditions of a normal call.
   6.2.3. When cards are called, it is done according to the steps below.
      6.2.3.1. Choose the specified number of cards to call.
         6.2.3.1.1. If the cards being called are cards in a hidden zone, the information of those cards is revealed.
      6.2.3.2. For each of the cards being called, choose a circle for that card to be placed.
         6.2.3.2.1. If multiple cards are being called at the same time due to an effect, choose cards and circles for placing such that it does not conflict with that effect or the conditions of

the cards being called. When choosing, the same circle cannot be chosen as the destination to call to for multiple cards. They must be called to separate circles.

6.2.3.2.1.1. If there are not enough circles to call to for any reason, decide on a combination of units and circles that will allow as many cards as possible to be called. Cards that could not be included in that combination are not called, and remain in their original zone.

6.2.3.3. All the cards being called are placed on the circles at the same time.

6.2.3.3.1. Unless otherwise specified, called cards are placed in the stand state for rear-guard circles, and the rest state for the guardian circle.

6.2.3.4. If the circle the called unit on is a rear-guard circle, and that circle has a unit other than the unit that was called, the units on that circle other than the called unit are retired.

6.2.4. When units are called to the guardian circle, if any of those units' master's units is being attacked, that player chooses 1 of the units being attacked for each of the units called to the guardian circle.

6.2.4.1. While guardian units are on the guardian circle, the power of the unit being attacked that was chosen for those guardians is increased by the value of the shield of those guardians.

6.2.5. Cards that are called are considered as new cards in those zones. This includes when they are called from other circles, with 4.1.8 as an exception.

6.3. Ride

6.3.1. When a unit is placed by a ride, that unit is placed on the specified vanguard circle.

6.3.2. Rides are divided into "normal rides" and "superior rides".

6.3.2.1. A normal ride is the placing of a unit on a vanguard circle by the turn player playing a unit from their hand or ride deck zone without any modifications to the cost by effects, through means specified in the rules rather than by an effect.

6.3.2.2. A superior ride is the placing of a unit on a vanguard circle that does not fulfill one or more of the conditions of a normal ride.

6.3.3. When cards are ridden, it is done according to the steps below.

6.3.3.1. If the cards being ridden are in the field or G zone, that ride is not performed, and the processing of the ride ends.

6.3.3.2. Choose the specified number of cards to ride.

6.3.3.2.1. If the cards being ridden are cards in a hidden zone, the information of those cards is revealed.

6.3.3.2.2. If the cards being ridden are cards in the ride deck zone, after revealing that card in the ride deck zone, you must choose a card from your hand and discard it in

addition. If you do not do so, you cannot ride the card in the ride deck zone.

6.3.3.3. Specify the vanguard circle to ride upon.

6.3.3.3.1. Unless otherwise specified, this circle is the vanguard circle of the owner of the cards being ridden.

6.3.3.4. Place the cards being ridden on the specified vanguard circle.

6.3.3.4.1. Unless otherwise specified, rode cards are placed in the stand state.

6.3.3.5. If there is another unit on the vanguard circle other than the rode unit, put all the units on that circle, other than the rode unit, into the soul.

6.3.3.5.1. Cards that would be put into by this include cards in the heart state (6.5.2.2) and legion leader and legion mate cards in the legion state (6.4).

6.3.4. Cards that are ridden are considered as new cards in that zone. This includes when they are ridden from another circle, with 4.1.8 as an exception.

6.3.5. Automatic abilities with the trigger condition of "when rode upon" are fulfilled when that unit is the vanguard and another card is placed on that vanguard circle by riding.

6.3.5.1. If a unit with a "when rode upon" ability moves to another public zone or changes to the public state in the zone it moved to, that unit can only be referred to in that zone.

- For example, a vanguard has a "when rode upon, call this unit to a rear-guard circle" automatic ability. When this card is rode upon, if this card is put from the soul to the drop zone before this automatic ability is resolved, as the drop zone is not the zone it was put in immediately after being rode upon, this unit cannot be called from the drop zone.

6.3.6. When multiple cards with the same master are ridden at the same time, that master specifies an order for those cards, and rides one at a time in that order.

6.3.7. When you ride a card, if the card that was rode has an imaginary gift icon (2.13), perform the imaginary gift resolution (16.3) for the clan type indicated by that icon.

6.3.8. When you normal ride a card from hand, if the card currently placed on the vanguard circle has the same card name as the card being put on that circle from a ride, and both of them have the persona ride icon (2.13.3), that ride is considered a 'persona ride', and persona ride activates (7.15.1.4) as part of the ride process immediately after riding.

6.4. Legion

6.4.1. When instructed to "legion" a card with another card, it is done according to the steps below.

6.4.1.1. If that card is already in the legion state, that "legion" instruction is not performed, and the processing of the instruction ends.

6.4.1.2. Reveal the specified card in the specified zone as the card to be legioned with.

6.4.1.3. Put that card in the same zone and placement state as the card that was already present.

6.4.1.3.1. At this point, the card that was originally present and the card that was newly placed are given a "legion state" that associates them with one another.

6.4.1.3.1.1. Should either of the two units associated with one another through a legion state move to another zone or gain the heart state (6.5.2.2), the legion state of those two units ends.

6.4.1.3.1.2. Putting a new card on the vanguard circle from the processing of legion is not considered a ride (6.3).

6.4.2. Conditions that involve legion are defined as below.

6.4.2.1. "When (a card) legions" refers to when that card goes from not being in the legion state to being in the legion state.

6.4.2.2. "If (a card) is (in) legion" refers to whether that card is currently in the legion state.

6.4.2.3. "If (a card) legioned that turn" refers to whether that card went from not being in the legion state to being in the legion state during that turn.

6.4.3. While your vanguard is two cards in the legion state, one of them is called the "Legion Leader", while the other that was newly placed is called the "Legion Mate".

6.4.3.1. The Legion Leader and Legion Mate are determined when the legion process is performed.

6.4.3.1.1. If no mention is made regarding which card is to be the Legion Leader, the card with the Seek Mate ability (14.11) that has the name of the other card is the Legion Leader, and the other card is the Legion Mate.

6.4.3.2. Both the Legion Leader and Legion Mate are vanguards.

6.4.3.2.1. When the vanguard's grade is referenced during the ride step as a condition for a normal ride, the Legion Leader's grade is referenced.

6.4.3.2.2. When a vanguard in the legion state is attacked, only the Legion Leader is attacked. The Legion Mate cannot be attacked, and instructions to attack the Legion Mate and effects that force the Legion Mate to be attacked are not performed.

6.4.4. When either of the units in the legion state stands or rests, both units change to the same placement state.

6.4.4.1. If either of the units in the legion state is restricted from changing its placement state, both units are restricted from changing to the specified placement state.

6.5. Stride and Becoming a Heart

6.5.1. When instructed to "stride" a G unit, it is done according to the steps below.

6.5.1.1. Put the specified G unit card on the front row center vanguard circle, in the face up state and the same orientation state as the current vanguard.

6.5.1.1.1. Putting a new G unit on the vanguard circle from the processing of stride is not considered a ride (6.3).

6.5.1.2. All of the vanguards that were already on the front row center vanguard circle become hearts (6.5.2), and are associated with that G unit.

6.5.1.2.1. If the unit that became a heart is a G unit with heart cards associated with it, that association persists, and those associated heart cards also become associated with the new unit that was placed on the vanguard circle. Similarly, when a card in the heart state associated with other cards in the heart state becomes a G unit on that circle, the cards in the heart state associated with that card continue to be associated with that G unit.

6.5.1.3. Specify one of the cards in the heart state whose subtype is not "G" and is associated with that G unit. If that G unit is a vanguard and the specified card is in the heart state on this circle, that G unit gains the specified card's card name, and the specified card's power is added to its power.

6.5.1.4. Stride processes arising from stride skills that are not ultimate strides are called "normal strides".

6.5.2. When a unit is instructed to "become a heart", it is done according to the steps below.

6.5.2.1. Put the specified unit to the face up stand state.

6.5.2.2. That unit gains the "heart state" status.

6.5.2.2.1. While a unit has the "heart state", that card is considered a "heart card".

6.5.2.2.2. A card in the heart state loses the "unit" main type, and gains the "heart" main type.

6.5.2.2.2.1. Effects given to a unit do not apply to a card in the heart state, unless they are stated to apply to cards in the heart state in particular.

6.5.2.2.3. A card in the heart state remains on that circle, and only retains its power and card name. All its other information can only be referenced when another card refers to that information's content.

6.5.2.2.4. When units in the legion state (6.4.1.3.1) becomes a heart, they maintain their legion state while becoming a heart. Similarly, when the heart state of two cards that are associated with each other through a legion state ends simultaneously, they maintain their legion state while their heart state ends, and return to being units.

6.5.2.2.4.1. At this point, should the unit information specified by one of the card's seek mate ability (14.11) be fulfilled by the other card, that card with the seek mate

ability becomes the legion leader, and the other card becomes the legion mate.

6.5.2.2.4.1.1. If the unit information specified by both cards' seek mate abilities is fulfilled by the other card, specify one of those cards, and that card becomes the legion leader while the other becomes the legion mate.

6.5.2.2.4.1.2. If neither of the cards has the seek mate ability, or if neither of the cards fulfills the unit information specified by the other card's seek mate ability, the legion state that associated the two cards with each other ends.

6.5.3. When a vanguard on a circle with cards in the heart state is rode (6.3) upon, all cards in the heart state are put into the soul.

6.5.4. If there is a card A that is in the heart state and a card B that was associated with A when A became a heart, and either card should move to another zone, it is done according to the steps below as appropriate for that movement.

6.5.4.1. When card B moves to another zone and card A is not associated with any other units or cards, the heart state of card A ends, put it to the same placement state as card B, and after its association with B ends, move it to card B's zone.

6.5.4.1.1. If card B is associated with multiple cards in the heart state, choose a card with the subtype "G" from among those cards if there is one and any of those cards if there isn't, and perform 6.5.4.1 with that card as card A.

6.5.4.2. When card A moves to another zone, if that card is the card specified in 6.5.1.3 when card B strode, immediately specify one of the cards in the heart state on that circle that does not have the subtype G, and consider it the card specified in 6.5.1.3. At this point, if the card in the heart state is not associated with card B, that card in the heart state becomes associated with card B.

6.6. Playing and Resolving Stride Skills

6.6.1. There are cards with the subtype G that have stride skills (14.12).

6.6.2. If it is currently the timing specified by the stride skill that is not an ultimate stride of a face down card in the G zone, and both players have a grade 3 or greater vanguard or your vanguard at the beginning of your turn was grade 3 or greater, that stride skill can be played and resolved according to the steps below.

6.6.2.1. Reveal the information of that card in the G zone.

6.6.2.2. Pay the cost specified by that stride skill.

6.6.2.3. Stride (6.5.1) that card on the vanguard in your front row center circle.

6.6.3. If it is currently the timing specified by the ultimate stride skill (14.13) of a Gyze card (17.2) or face down card in the G zone, and that card in the G zone has a nation that corresponds with the nations (2.14) of your front row center vanguard, that ultimate stride skill is played similarly to a stride skill, with the following exceptions.

6.6.3.1. If the front row center vanguard does not have nation information, you can only play the ultimate stride of units with the <Cray Elemental> race.

6.6.3.2. If the card being played is not a Gyze card (17.2), your G zone must have 3 or more face up cards to play it.

6.6.3.3. If the card being played is a Gyze card (17.2), one of your vanguards must be grade 3 or greater and your bind zone must have 5 or more different <Zeroth Dragon> to play it.

6.6.3.4. Ultimate stride skills are considered stride skills (14.12), but effects that change the cost needed for stride do not apply to the cost for ultimate stride.

6.6.3.5. When the G unit strode on the vanguard circle from ultimate stride returns to the G zone, all cards in the G zone are removed from the game upon it being returned to the G zone.

6.7. overDress

6.7.1. overDress is an action that puts a unit on a rear-guard circle.

6.7.1.1. The act of putting a unit on a rear-guard circle through overDress is not a call.

6.7.2. When instructed to "overDress" card A on unit B in a rear-guard circle, it is done according to the steps below.

6.7.2.1. The main type of unit B changes to "originalDress".

6.7.2.2. Put card A on that rear-guard circle, and originalDress B is associated with unit A.

6.7.2.2.1. If originalDress B has originalDress cards associated with it, the association with unit B of all those associated cards is canceled, and become associated with unit A.

6.7.3. As long as a unit that was put on a rear-guard circle through overDress has originalDress associated with it, that unit is considered to be in the overDress state.

6.7.4. While a unit is associated with originalDress, that unit is considered the 'outerDress' for that originalDress.

6.7.5. When a card with originalDress cards associated with it moves to another zone, all originalDress cards associated with that card simultaneously move to that zone.

6.7.5.1. When a card with originalDress cards associated with it moves to a non-field zone, the association of all the originalDress cards associated with that card is canceled, and their main type becomes 'unit'.

6.7.5.2. When a card with originalDress cards associated with it would move to the deck, if that card or any of the originalDress cards was in the ride deck zone at the beginning of the game, the cards that were in the ride deck

zone are put face up into the ride deck zone instead of the deck (4.18.4).

6.8. XoverDress

6.8.1. XoverDress is an action that puts a unit on a rear-guard circle.

6.8.1.1. The act of putting a unit on a rear-guard circle through XoverDress is not a call.

6.8.2. The card that is to be placed on a rear-guard circle as a unit through XoverDress, and the series of rear-guards that becomes its originalDress, are specified for XoverDress.

6.8.3. When instructed to XoverDress card A on a specified rear-guard circle with cards with the specified conditions as originalDress, it is done according to the steps below.

6.8.3.1. Specify the required number of rear-guards that satisfy the conditions to become originalDress from your rear-guards.

6.8.3.2. Put all of the rear-guards specified in 6.8.3.1 on the specified circle, and their main type changes to "originalDress".

6.8.3.3. Put card A on that rear-guard circle, and all the cards that became originalDress in 6.8.3.2 become associated with card A.

6.8.3.4. If there is a unit on this circle that are not originalDress associated with card A after the previous steps, that unit is put into the drop zone in the next rule action (13.3).

6.8.3.5. This unit A and all of the originalDress associated with it behave in accordance to the rules regarding units and originalDress that associated through overDress (6.7.3, 6.7.5).

6.8.4. As long as a unit that was put on a rear-guard through XoverDress has 1 or more originalDress associated with it, that unit is considered to be in the XoverDress state.

6.8.5. Placing through XoverDress is not placing through overDress. Similarly, units in the XoverDress state are not units in the overDress state.

6.9. Attach

6.9.1. Attach is a process that put a rear-guard on a vanguard circle and gives it the special type "attached".

6.9.2. When there's an instruction to "attach (unit A) to (unit B)", perform the following steps.

6.9.2.1. If unit A is not a rear-guard, or unit B is not a vanguard, the performing of this instruction ends.

6.9.2.2. Move unit A to the circle unit B is on in the stand state, and unit A gets the special type "attached".

6.9.2.3. Unit A becomes associated with unit B.

6.9.3. While a unit has the special type "attached", the following are applicable.

6.9.3.1. An attached unit is not considered a vanguard, even though it is on the vanguard circle.

6.9.3.2. An attached unit cannot attack, and cannot become the unit being attacked.

6.9.3.3. All of the abilities of an attached unit are nullified.

6.9.3.4. The vanguard associated with an attached unit gets all of the abilities of that attached unit., and its power is increased by a value equal to the power of that attached unit.

6.9.3.4.1. This modification is a modification of information from rules that are not from effects (11.11.1.4).

6.9.3.5. The vanguard associated with an attached unit has its power increased by a value equal to the power of that attached unit (11.11.1.8).

6.9.4. Depending on the situation, the illegal attached card rule action (13.12) may be applied to an attached unit.

6.9.5. An attached card is moved to a rear-guard circle of the player's choice in the rest state at the end phase.

Section 7. Specific Actions

7.1. Overview

7.1.1. Specific actions are states or instructions of actions that have a special meaning when playing this game.

7.2. Stand/Rest

7.2.1. When instructed to "stand" or "rest" a card, change the orientation of the specified card to the stand state or rest state in accordance with the instruction.

7.3. Turn Face Up/Face Down

7.3.1. When instructed to "turn (card) face up" or "turn (card) face down", change the facing of the specified card to face up or face down in accordance with the instruction.

7.4. Put

7.4.1. When instructed to "put" a card into a specified zone, move that card to that zone.

7.4.2. When instructed to "put a (name) marker" on a circle, create a marker with name (name) on that circle.

7.5. Shuffle

7.5.1. When instructed to "shuffle" a deck, the player that deck belongs to randomizes the order of the cards in that deck.

7.5.1.1. When instructed to shuffle a deck that has 0 cards or 1 card, the order of the cards in that deck is not changed, but the shuffle is considered to have been performed.

7.6. Move Cards from the Deck/Draw

7.6.1. When instructed to move a card from the deck, the specified player moves the top card of the deck to the specified zone.

7.6.2. When instructed to "move (number) cards" from the deck, the specified player repeats the moving of one card (number) times.

7.6.3. When instructed to "move up to (number) cards" from the deck, the specified player performs the following steps.

7.6.3.1. If (number) is 0 or less, nothing is done and the performing of that instruction ends.

7.6.3.2. The specified player can end the performing of this instruction.

7.6.3.3. The specified player moves 1 card.

7.6.3.4. If the number of times 7.6.3.3 has been performed for this instruction has reached (number) times, the performing of this instruction ends. If it has not, return to 7.6.3.2.

7.6.4. When instructed to "draw" cards, perform the process listed above to move cards from the deck to your hand.

7.6.4.1. "Drawing cards by a card's ability" refers to all acts of drawing cards other than by the process of drawing cards during a normal draw phase (9.4.2).

7.6.4.1.1. The processes of drawing cards by trigger effects (11.10.4), Accel II (16.3.1.5.4), and Persona Ride (7.15.1.4) are included in "drawing cards by a card's ability".

7.7. Look at the Deck

7.7.1. When instructed to "look at (number) cards from the top of the deck", the specified player can check the information of the top (number) cards of that deck.

7.7.2. When instructed to "look at up to (number) cards from the top of the deck", perform the following steps.

7.7.2.1. If (number) is 0 or less, nothing is done and the performing of this instruction ends.

7.7.2.2. Specify a number X with the value of 1. If not, add 1 to the number X.

7.7.2.3. The specified player can end the performing of this instruction.

7.7.2.4. The specified player can check the information of the card that is the specified number of cards from the top of the deck.

7.7.2.5. If the number of times 7.7.2.4 has been performed for this instruction has reached (number) times, the performing of this instruction ends. If it has not, add 1 to X and return to 7.7.2.3.

7.7.3. If a continuous ability is deemed to allow a portion of the cards in the deck to be looked at without specifying any particular timing to do so, the information of those cards can be checked whenever you wish.

7.7.3.1. When checking the information of cards with such an ability, so long as the positions of those cards within the deck have not been changed, the "look" action is considered to have only been performed one time, regardless of the number of times that information is checked.

7.7.4. When an effect looks at cards from a deck multiple times in a single effect, an automatic ability that has looking at cards from the deck as a trigger condition will only trigger the first time the deck was looked at, and does not trigger for the second time the deck was looked at in the same effect and onwards.

7.8. Switch

7.8.1. When instructed to "switch" a card and another card, move the former card to the latter card's zone and the latter card to the former's card zone simultaneously.

7.8.2. If either of the cards is unable to move to the other's zone at the point of performing the instruction to switch for any reason, that instruction is not performed.

7.8.3. When 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 simultaneously.

7.9. Discard

7.9.1. "To discard" is a specific action to move a card from its owner's deck or hand or gauge zone to that player's drop zone.

7.9.2. When a card is put into the drop zone from the deck, hand, or gauge zone, that card is considered to have been discarded.

7.10. Reveal

7.10.1. "To reveal" is a specific action to show cards to all players for a certain time.

7.10.1.1. When instructed by an effect "to show" cards, it means "to reveal" them.

7.10.2. When revealing cards as a cost, decide all costs first, and reveal the applicable cards when all costs are simultaneously paid (11.7.1).

7.10.3. If an effect asks you to reveal cards, then show them until the end of the effect.

7.10.3.1. Cards return to being hidden after the end of the revealing period.

7.10.4. Revealing cards do not change the zones that they are in.

7.11. Search

7.11.1. "To search" is a specific action to look at all the cards in an applicable zone or range, and find the applicable cards.

7.11.2. If the "search" zone is a hidden zone, you can choose not to find the cards even if applicable cards exist.

7.11.3. If the "search" zone is a public zone, you must find the cards if applicable cards exist.

7.11.4. When instructed to "search (zone A) and (zone B)", you can search both zones.

7.12. Shuffle

7.12.1. "To shuffle" is a specific action to randomize the order of cards in an applicable hidden zone.

7.12.2. When an instruction "to shuffle" follows an instruction "to search", unless otherwise specified, the card that was found is not randomized, while the rest of the cards are randomized.

7.12.3. When shuffling, even if the cards in the applicable hidden zone are in the public state or any player is able to look at them due to an effect, all those cards are in the hidden state

while shuffling, and neither player can look at them.

7.13. Declare
7.13.1. "To declare" is a specific action to specify special information a card has.
7.13.2. When declaring information, you must specify appropriate information.
- For example, when "declaring" a card name, you must specify an existing card, and it must uniquely identify the specified card.

7.14. Give/Lose/Get
7.14.1. "To give" or "get" abilities is a specific action that considers the applicable card to have the applicable ability indicated by text or skill icon for the specified period.
7.14.2. "To lose" abilities is a specific action that considers the applicable card to not have the applicable ability indicated by text or skill icon for the specified period.
7.14.3. When a player "gets a (specified clan type's imaginary gift)", perform the imaginary gift resolution (16.3) for the specified clan type.
7.14.3.1. This process is performed immediately without waiting for the check timing.
7.14.3.2. If the player that gets the imaginary gift from the imaginary gift resolution is not stated, the master of that effect gets the imaginary gift.
7.14.4. When card A with numerical information "gets" that numerical information from card B that has the same type of numerical information, the value of that numerical information of card B is added to that numerical information of card A.

7.15. Activate
7.15.1. If a card text says that an ability will activate, its meaning depends on the category of the ability.
7.15.1.1. Activating a continuous ability means that that continuous ability is in effect.
7.15.1.2. Activating an activated ability means to play that activated ability.
7.15.1.3. Activating an automatic ability means that automatic ability's trigger condition is fulfilled and becomes standby.
7.15.1.3.1. "Activate (a specific) automatic ability (number) of times" means that when that automatic ability is played, if the number of times that ability has been played for that standby state has not yet reached (number) times, that standby state is not canceled (11.9.4).
7.15.1.3.2. "(Automatic) abilities do not activate" for a special situation means that automatic abilities with that special situation as a trigger condition do not become standby from that situation.
7.15.1.4. Activating "persona ride" means the player specified by that process performs the following.
7.15.1.4.1. That player draws a card.

7.15.1.4.2. Until the end of the turn, that player's units get Power +10000 while they are in the front row.
7.15.1.5. Activating any other process that is not an ability means to perform that process.

7.16. (Trigger Unit) is Revealed
7.16.1. "(Trigger unit) is revealed" means that that trigger unit card is put in the trigger zone by a drive check (10.6.1.2) or damage check (13.6.4).

7.17. Place
7.17.1. "To place" is a specific action to move a card from anywhere that is not a circle to a circle.
7.17.2. Regardless of whether a unit was played, if it is put on a circle from anywhere that is not a circle, or it is put on the circle from a call or ride, it is considered to have been "placed".

7.18. Retire
7.18.1. "To retire" is a specific action to move a card from the field to its owner's drop zone.
7.18.2. When a unit is put into the drop zone from the field, that unit is considered to have been retired.

7.19. Remove
7.19.1. When the text requires you "to remove" cards, those cards will be removed from the game, and no longer exist within the game.
7.19.2. The information of removed cards is public information.

7.20. Heal
7.20.1. "To heal" is a specific action to move a card from your damage zone to your drop zone.

7.21. Losing cost
7.21.1. To "lose" cost is a specific action where for the specified period, when the cost for the applicable ability is to be paid, the actions indicated by the cost are not performed.

7.22. (Perform) Drive Check
7.22.1. Drive check is a specific action that indicates the series of operations (10.6) in the drive step (10.6.1.2.3).

7.23. (Perform) Damage Check
7.23.1. Damage check is a specific action that indicates the series of operations performed when vanguard damage is 1 or higher (13.6.3).

7.24. Counter-blast
7.24.1. Counter-blast is a specific action to choose the specified number of face up cards in the damage zone and turn them face down. This is indicated by the 🔴 or ⓒBLAST icons.
7.24.2. When written as [(counter-blast icon)(number in a circle)], choose the specified number of face up cards in the damage zone and turn them face down.
7.24.2.1. When written as [(counter-blast icon)(number in a circle)-(condition)], choose

the specified number of face up cards in the damage zone that fulfill the condition written after the "-" and turn them face down.

7.24.3. When written as an instruction to "(counter-blast icon)(number in a circle)" as part of an effect instead of the cost, the player specified by that effect or the master of the specified card chooses face up cards in their damage zone equal to the number in the circle, and turns them face down. If the specified number of face up cards cannot be chosen, that instruction is not performed.

7.24.4. "To counter-blast" is to turn face up cards in the damage zone face down by counter-blast.

7.24.4.1. "To counter-blast (number)" is to turn that number of face up cards in the damage zone face down by counter-blast.

7.25. Soul-blast

7.25.1. Soul-blast is a specific action to choose the specified number of cards in the soul and put them into the drop zone. This is indicated by the ⊻ or Ⓢ BLAST icons.

7.25.2. When written as [(soul-blast icon)(number in a circle)], choose the specified number of cards in the soul and put them into the drop zone.

7.25.2.1. When written as [(soul-blast icon)(number in a circle)-(condition)], choose the specified number of cards in the soul that fulfill the condition written after the "-" and put them into the drop zone.

7.25.3. When written as an instruction to "(soul-blast icon)(number in a circle)" as part of an effect instead of the cost, the player specified by the effect or the master of the specified card chooses cards in their soul equal to the number in the circle, and puts them into the drop zone. If the specified number of cards cannot be chosen, that instruction is not performed.

7.25.4. "To soul-blast" is to put cards from the soul into the drop zone by soul-blast.

7.25.4.1. "To soul-blast (number)" is to put that number of cards from the soul into the drop zone by soul-blast.

7.26. Counter-charge

7.26.1. Counter-charge is indicated by an icon like "⊻(1)" or "ⒸCHARGE❶". It is a specific action to choose a number of the face down cards in the damage zone equal to the number in the circle and turn them face up.

7.26.2. "To counter-charge" is to turn face down cards in the damage zone face up by counter--charge.

7.26.2.1. "To counter-charge (number)" is to turn that number of face down cards in the damage zone face up by counter -charge.

7.27. Soul-charge

7.27.1. Soul-charge is indicated by an icon like "⊻(1)" or "ⓈCHARGE❶", and is a specific action to put a number of cards equal to the number in the circle from the top of the deck into the soul.

7.27.2. "To soul-charge" is to put cards from the top of the deck into the soul by soul-charge.

7.27.2.1. "To soul-charge (number)" is to put that number of cards from the top of the deck into the soul by soul-charge.

7.28. Increase / Decrease

7.28.1. If the number denoted in an icon such as for counter-blast is "increased" or "decreased", it means that the number referenced when performing the action indicated by that icon is increased or decreased by the specified number.

7.28.2. When a process increases or decreases the number for the "next time" of a process, that number is increased or decreased the next time that process is performed. This is regardless of whether other processes are performed before that next time.

7.28.2.1. If there are multiple processes that increase or decrease the number for the "next time" of the same process, they are added together.

7.29. Bind

7.29.1. "To bind" is a specific action to move cards from a specified zone to the owner's bind zone.

7.30. Lock

7.30.1. "To lock" is a specific action to change the state of a card. By locking a card, the card changes to the locked state.

7.30.1.1. When a card changes to the locked state, it is faced down, and then put in the stand state. This card is not considered to be the same card as the original card.

7.30.1.2. A card that changes to the locked state becomes a "locked card". Locked cards are a type of card, and do not have all the information that is written on the front side, given to it, or gained.

7.30.1.3. When whether a locked card is in the stand state or rest state is referenced, it is neither in the stand state or rest state, and cannot be referenced.

7.30.2. When a card that is locked changes state to no longer being so, it is turned face up. Similarly, when a card that is locked is turned face up for any reason, it is no longer in the locked state, and is considered to have been unlocked (7.31). In both cases, the lock type circle that card is on returns to its original type.

7.30.3. A circle is a lock type circle so long as a locked card is on it.

7.30.3.1. When a lock type circle's type is no longer the lock type, that circle returns to its original type unless stated otherwise.

7.30.4. When a G unit on a rear-guard circle is locked, right after that card is turned face down, put that card into its owner's G zone face up.

7.30.5. When instructed to "put as a locked card", that card is not a unit when it is put and is put face down as a locked card.

7.30.5.1. When a card is "put as a locked card" from a hidden zone such as the deck, that card's owner checks the information of that card before deciding the circle to put it unless instructed otherwise by an effect.

7.30.5.2. When the rear-guard circle a unit or card is on becomes a lock type circle by something like "put as a locked card", the units and cards that were there are immediately put into their owner's drop zones without waiting for the check timing.

7.30.5.3. When multiple locked cards simultaneously put on circles, choose circles for them to be put in a manner that does not contradict the conditions. At that point, you cannot choose the same circle as the circle to put multiple locked cards. You must choose separate circles to put them on.

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

7.30.7. When a unit is locked, if that unit has an associated originalDress card (6.7.2.2), that originalDress card is associated with that locked card. Similarly, when a card in the locked state changes state to no longer being so, if that card in the locked state has an associated originalDress card, that originalDress card is associated with that card that is no longer in the locked state.

7.31. Unlock

7.31.1. "To unlock" is a specific action to change the state of a card. By unlocking a card, if it is in the locked state, the card is turned face up from the locked state.

7.31.1.1. An unlocked card is not considered to be the same as the original card.

7.31.2. When unlocked, the card is in the stand state. This is not considered as changing to the stand state from the rest state, and abilities and effects that have changing to the stand state do not apply.

7.31.3. If a locked card is turned face up for any reason, it is considered to have been unlocked.

7.31.4. The unlocking of a card is not a place.

7.32. Delete

7.32.1. When a unit changes to the deleted state, it is turned face down while its orientation state is maintained. This unit is considered to be the same as the original unit.

7.32.2. A unit that changes to the deleted state is a "deleted unit". Deleted units are 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.
- 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.

7.32.3. Deleted units have stand/rest states, and battles as a unit that is not deleted would.

7.32.4. When a deleted unit changes state to no longer being so, the unit is turn faced up. Similarly, when a deleted unit is turned face up for any reason, it is no longer in a deleted state.

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

7.32.6. When a deleted unit is given or gets an ability, it is given or gets the ability as per normal. Similarly, when a deleted unit has its power increased or decreased, it is increased or decreased as per normal.

7.32.6.1. If a deleted unit has its information modified by any continuous effect, and is no longer in a deleted state during the duration of that continuous effect, that modification continues to be in effect.

7.32.7. When a unit in a legion state is deleted, that legion state is maintained.

7.32.8. When a deleted unit is rode upon, all the vanguards on that circle at that point in time are put into the soul face up.

7.33. Time Leap

7.33.1. "To time leap" is a special action that is performed according to the process below.

7.33.1.1. When "time leap" is performed, bind the chosen rear-guard if a rear-guard was 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 grade 1 grade greater than the card that was bound and call it, and shuffle your deck. At the end of that turn, put that called unit on the bottom of its owner's deck. If it was put, the owner of the card that was bound by time leap calls it.

7.34. Move/Put a Unit

7.34.1. When "move" or "put a unit that was already in the field on a specific circle" is written in text, it refers to a unit put within the field being put on another circle within the field.

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

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

7.35. Dealing Damage

7.35.1. When a rule or text "deals (number) damage" to a vanguard, increase that vanguard's master's vanguard damage by that specified number.

7.35.1.1. When instructed to deal damage to the vanguard with the number of vanguards being specified, if there are multiple vanguards, deal the specified damage to each of those vanguards.

7.35.1.2. The resolution for the damage dealt by this is performed within a rule action (13.6).

7.36. Attack

7.36.1. When there is an instruction "(unit A) attacks (unit B)" in text, after performing the check timing specified in the rules to be after the end of the effect currently being performed, perform the following process.

7.36.1.1. Specify one unit in the stand state that is not restricted from attacking by effects from the units specified as unit A as the attacking unit, and specify one unit that is not restricted from being attacked by effects from the units specified as unit B as the unit being attacked. If such a combination cannot be specified, the attack special action ends.

7.36.1.2. Perform an attack resolution (10.2). No boosting unit (10.4.1.12) can be specified for this attack resolution. Then, return to 7.36.1.1.

7.36.1.2.1. For this attack resolution, the master of the effect with the instruction to attack is the designated attacking player, and unit B's master is the designated defending player (10.1.6).

7.36.2. After the battle has begun, if there is an instruction during that battle to "attack a unit" in the text, process that "attack a unit" after the ongoing battle has ended.

7.36.3. When there is an instruction for multiple units to attack, if there are units whose master is the turn player among them, the turn player chooses one of the units they are the master of from among them, and if not, the non-turn player chooses one of the units they are the master of from among them, and performs the instruction to attack, and this is repeated until there are no more units directed to attack.

7.36.4. If there are processes following the instruction to attack that reference "that attack", it refers to the battle from the attack process performed from that instruction to attack.

7.37. Battle

7.37.1. "To battle" is a specific action to change the unit being attacked (10.4.1.8).

7.38. Changing of (Attack Target)

7.38.1. When there is an instruction to "change the attack target (to a specified unit)" for an attacking unit, the specified unit being attacked (10.2.2) by that attacking unit becomes that specified unit.

7.38.1.1. When any effect changes the attack target of a unit that is attacking multiple units to a specified unit, the specified unit being attacked for those attacking units changes to only be that specified unit.

7.39. Dominate

7.39.1. When text says to "dominate" a unit, the master of the effect with that text is temporarily able to use that unit as if they were that unit's master.

7.39.1.1. While being able to use that unit as if you were its master from this, that unit has a "dominated state" from that effect's master,

and that master is considered to be that unit's "dominating player". The master of that unit before it was in the dominated state is written as the "original master".

7.39.1.1.1. While in the dominated state, the original master cannot refer to the dominated unit as a unit they are the master of.

7.39.1.1.2. A unit in dominated state cannot further change to the dominated state.

7.39.1.2. If the duration it is dominated is not mentioned, that card will only be in the dominated state while the effect with the "dominate" action Is being resolved.

7.39.1.2.1. If a specified card is dominated and put on the guardian circle, that card will be in the dominated state until the end of that battle.

7.39.1.3. When a unit in the dominated state refers to its master at a specified later time, that unit will confirm its master when that time arrives, and refer to them. As a result, it may refer to a player that is not the dominating player.

- For example, when a rear-guard in the dominated state applies a "does not stand in your next stand phase" effect, and it is no longer in the dominated state at a later time during that turn, that rear-guard does not stand during its original master's next stand phase.

7.39.1.4. If either a legion leader or legion mate in the legion state changes to the dominated state, the unit associated with it changes to the dominated state.

7.39.2. When referring to the units the dominating player is the master of, units in the dominated state are included. Similarly, when a unit in the dominating state refers to its master or their information, it refers to the dominating player or their information.

7.39.2.1. When referring to the number of units the dominating player is the master of, units in dominated state are included.

7.39.2.2. Effects applied by units the dominating player is the master of are applied to units in the dominated state.

7.39.2.3. The dominating player can play the abilities of units in dominated state as if they were its master.

7.39.2.3.1. When a unit in the dominated state creates an automatic ability with a timed trigger (11.9.7), when that timed trigger's condition is fulfilled, the dominating player at the point that automatic ability was created plays that ability.

7.39.2.4. When a unit in the dominated state is locked, it is no longer in dominated state.

7.39.2.5. After a unit the dominating player is the master of is moved to a deck that is not the dominating player's deck by any effect, when there is an instruction to shuffle the dominating player's deck during that effect, all players shuffle their decks.

7.39.3. The positions of units in the dominated state are based on the dominating player.

7.39.3.1. When a rear-guard in your opponent's right column is dominated, it becomes a rear-guard in the dominating player's left column, and is considered to be in the same column as the other rear-guards in the dominating player's left column. It is similar for the opponent's left column.

7.39.3.2. Although circles with different masters may be in the same column, they do not regard each other as being the other's front or back row.

7.39.4. When a unit in the dominated state moves to another zone by rule or effect, it does so in accordance with the following rules.

7.39.4.1. When that is a move to a non-circle zone, it moves to that card's owner's specified zone.

7.39.4.2. When that is a move to another rear-guard circle or vanguard circle, if that circle's master is different from that unit's owner, that move is not performed.

7.39.4.3. If it does not meet the above conditions, that move is processed according to the normal rules.

7.39.5. The master of the circle a unit in the dominated state is on does not change.

7.39.5.1. When a unit whose owner is different from the master of the circle a unit in the dominated state is on is called to or rode upon that circle, it is not performed.

7.39.6. A rear-guard in the dominated state cannot boost nor intercept.

7.39.7. When a vanguard in the dominated state attacks, drive checks for the drive step are performed by putting cards from the top of the dominating player's deck into the dominating player's trigger zone.

7.39.8. If the circle a dominated unit is on was specified for any imaginary gift process, the modifications applied to that circle are not applied.

7.40. Put as gauge/Put as plant gauge/Move gauge

7.40.1. When a card is to be "put as gauge" by text, move that card to its owner's gauge zone (4.15).

7.40.2. When card A is to be "put as gauge" for card B, in addition to putting card A as gauge, that card is associated with card B (4.15.3).

7.40.2.1. If card and card B have different owners or masters, that "put as gauge" action is not performed.

7.40.3. When a card is to be "put as (name) gauge" by text, in addition to putting that card as gauge, that card gains (name) as name information (4.15.4).

7.40.4. If multiple gauges are being put in as single process, after choosing the number to be put if there is a choice of quantity, move the specified or chosen number of cards to the gauge zone.
- For example, when the single process "put up to three cards from the top of your deck as gauge" is resolved 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.

7.40.5. When there's an instruction to "put a token as a plant gauge", the gauge zone is added to that token's effective zones (15.2.4.1), the gauge zone is removed from that token's erase zones (15.2.4.2), and that token is put as gauge.

7.40.6. When "move gauge" is performed on a card in a gauge, that card's association with the card it is currently associated with is canceled, and it becomes associated with the card specified as the move destination.

7.40.6.1. Cards in the gauge do not change zone from the move gauge process.

7.40.6.2. If the card specified as the move destination and the gauge card being moved have different owners or masters, that "move gauge" action is not performed.

7.41. Become the Stage

7.41.1. When there is an instruction for a circle to "become the stage" in text, perform the following.

7.41.1.1. If that circle does not have the "stage" type, it additionally gains the "stage" type.

7.41.1.2. If there are clan type "Accel" gift markers on any circles other than that circle, move them all to that circle.

7.41.1.2.1. The circles the gift markers moved by this were on will disappear (16.3.1.5.2.1).

7.41.2. If there is a circle that is the "stage", when the clan type "Accel" imaginary gift process is performed, no new circles are created, and the gift marker from that process is put on the circle that is the "stage" (16.3.1.5.2).

7.42. "Final Rush"/"Final Burst"

7.42.1. When any player is instructed to "Final Rush" or "Final Burst", that player is considered to be "in Final Rush" or "in Final Burst" for the specified duration.

7.42.1.1. Players that are "in Final Burst" are simultaneously "in Final Rush".

7.42.2. "Final Rush" and "Final Burst" have no particular meaning in terms of rules, but can be referenced by other effects.

7.43. World/Becomes Dark Night/Becomes Abyssal Dark Night

7.43.1. Each player has "world" information.

7.43.1.1. So long as there are no effects that determine a player's world information, they are in a state of having a blank value for their world information.

7.43.2. There are effects that have the information of the world "become Dark Night" or "become Abyssal Dark Night".

7.43.2.1. When a player's world becomes a specified information, the world information it had until then is lost, and it only has the new information.

7.43.3. World information has not particular meaning in terms of rules, but can be referenced by other effects.

7.44. Alchemagic
    7.44.1. When instructed to "Alchemagic" order card B on order card A, perform the following.
        7.44.1.1. If order B has any continuous or automatic abilities, order A gets those abilities.
        7.44.1.2. If order A and order B originally have costs to be paid and conditions to be checked (11.8.2.4.2), order B's original cost and conditions are added to the end of order A's original cost and conditions, and the rest of order B's text is added to the end of the rest of order A's text.

7.45. To Stand Up (the Vanguard)
    7.45.1. When a player "stands up (their Vanguard)", it refers to that player turning their first vanguard face up when they are preparing for the game (8.2.1.9).

7.46. Perform (Twin) Drive
    7.46.1. When a "perform twin drive" effect is applied to a unit for a battle, the following is applicable to the drive step (10.6) for the attack by that unit for that battle.
        7.46.1.1. That unit performs drive checks even if it is a rear-guard (10.6.1.2).
        7.46.1.2. When that unit performs drive checks, it performs drive checks as if the value of its drive is 2, regardless of that unit's drive (2.17) value.

7.47. Boost
    7.47.1. When there is an instruction to boost unit B with unit A, perform the following.
        7.47.1.1. If unit A is in the rest state, or if unit B is not performing an attack, the performing of this instruction ends.
        7.47.1.2. If unit A is in the stand state and unit B is performing an attack, rest unit A. From here onwards until the end of the close step, as long as unit A and unit B are on their current circles, unit A is boosting unit B.
            7.47.1.2.1. Each combination of unit A and unit B is considered as 1 instance of boosting.

Section 8. Setting Up the Game

8.1. Preparing the Decks
    8.1.1. Each player prepares a deck with their own cards before the game.
    8.1.2. Each player prepares a main deck, up to 1 ride deck, and up to 1 G deck with their own cards before the game.
    8.1.3. Continuous abilities regarding deck construction of the main deck, ride deck, and G deck are applied as replacement effects that change the rules below. Those abilities are inactive (11.4.2) after the game starts.

8.1.4. There are regulations regarding the construction of decks.
    8.1.4.1. The main deck must be constructed of exactly 50 cards without the subtype "G".
    8.1.4.2. The ride deck must be constructed of 4 or more cards, according to the ride deck construction regulations (Supplement C).
    8.1.4.3. The G deck must be constructed of 16 or less cards with the subtype "G".
8.1.5. The main deck and ride deck must have 4 or less cards with the same card name between them, and separate from that, the G deck must have 4 or less cards with the same card name.
    8.1.5.1. Cards are considered to have the same card name if their card name is the same, even if the rest of the information is different.
    8.1.5.2. Cards with multiple card names (2.1.2) count to the limit on the number of cards with the same card name for each of their card names.
8.1.6. The main deck and ride deck must contain a total of exactly 16 cards with triggers between them. They must also follow the abovementioned "4 or less cards with the same card name" rule.
    8.1.6.1. The total number of cards with heal triggers (11.10.2.5) must be 4 or less.
    8.1.6.2. The total number of cards with over triggers (11.10.2.7) must be 1 or less.
8.1.7. The main deck and ride deck must contain a total of 4 or less cards with sentinel (14.10) between them.
8.1.8. The main deck and ride deck must contain a total of 1 or less cards with Regalis Piece (14.54) between them.
8.1.9. When effects that replace deck construction rules refer to "this card", it refers to cards with the same collection number as that card's collection number.
8.1.10. Players can set aside a portion of their main deck from the rest of the cards in their main deck beforehand as the ride deck.
    8.1.10.1. Cards in the ride deck are part of the cards in the main deck, and must be a set of cards that follows a special set of rules.
        8.1.10.1.1. Please refer to supplement C at the end of this document for the regulations on cards set aside as a ride deck.
    8.1.10.2. There is no requirement to set aside a ride deck. Players can choose not to set aside a ride deck.

8.2. Preparing for the Game
    8.2.1. Before the start of a game, players perform the following steps.
        8.2.1.1. Present the decks you will use for this game to your opponent.
        8.2.1.2. Choose a grade 0 unit from your ride deck if you have one, and from your main deck if you do not, and put it face down on your vanguard circle. This card is not revealed until right before the game begins. This unit is called your "first vanguard".

8.2.1.3. Each player puts their main deck in their deck zone, and shuffles it. After that, each player can shuffle their opponent's deck.

8.2.1.4. If they have a ride deck, each player puts their ride deck on their ride deck zone.

8.2.1.5. If they have a G deck, each player puts all the cards in their G deck face down in their G zone face down in a stack.

8.2.1.6. All players determine a player in a random manner, and that player chooses which player should go first.

8.2.1.7. Each player's vanguard damage is set to 0.

8.2.1.8. Each player draws five cards from their deck as the initial hand. After that, starting from the player going first, each player chooses any number of cards in their hand and puts them on the bottom of their deck, draws cards equal to the number they put, and players that returned one or more cards shuffle their deck.

8.2.1.9. Each player turns their first vanguard face up, and the game begins with the player going first as the turn player.

Section 9. Progression of the Game

9.1. Overview

9.1.1. The game progresses by repeating steps known as "turns". During a turn, one player is the turn player, while the other is the non-turn player.

9.1.2. The turn player performs each of the phases from 9.2 to 9.11 in the order shown.

9.2. Stand Phase

9.2.1. Active automatic abilities with the "at the beginning of turn" or "at the beginning of stand phase" trigger conditions become standby. After that, resolve a check timing.

9.2.2. The turn player stands all the cards in their field and order zone.

9.2.3. Resolve a check timing. After all the processes for that check timing have been completed, advance to the next phase.

9.3. Draw Phase

9.3.1. The draw step and G assist step are performed in the following order for the draw phase.

9.4. Draw Step

9.4.1. Active automatic abilities with the "at the beginning of draw phase" trigger condition become standby. After that, resolve a check timing.

9.4.2. The turn player draws a card.

9.4.3. Resolve a check timing. After all the processes for that check timing have been completed, advance to the G assist step.

9.5. G Assist Step

9.5.1. Players that have set aside a ride deck (8.1.10) skip this step.

9.5.2. Active automatic abilities with the "at the beginning of G assist step" trigger condition become standby. After that, resolve a check timing.

9.5.3. If the turn player's vanguard is not grade 3 or higher, and their hand does not have a card with the unit main type that is 1 grade greater than their vanguard, they can search their deck for a card. This is called G assist, and is done according to the steps below.

9.5.3.1. The turn player reveals their hand.

9.5.3.2. The turn player looks at 5 cards from the top of their deck, chooses up to 1 card with the unit main type that is 1 grade greater than their vanguard from among them, and shows it to their opponent, before putting it in their hand. If a card was put into their hand, the turn player chooses 2 cards from their hand, and removes them from the game. Even if no card was put into their hand, shuffle the deck.

9.5.4. Resolve a check timing. After all the processes for that check timing have been completed, advance to the next phase.

9.6. Ride Phase

9.6.1. The ride step and stride step are performed in the following order for the ride phase.

9.7. Ride Step

9.7.1. Active automatic abilities with the "at the beginning of ride phase" trigger condition become standby. After that, resolve a check timing.

9.7.2. The turn player can ride on a vanguard that is not a legion mate, a unit from their hand that is the same grade or 1 grade greater than that vanguard, or a face down unit from their ride deck zone that is 1 grade greater than that vanguard.

9.7.2.1. Unless it was changed by effects such as adding a cost, this ride is a normal ride.

9.7.3. Resolve a check timing. After all the processes for that check timing have been completed, advance to the stride step.

9.8. Stride Step

9.8.1. Active automatic abilities with the "at the beginning of stride step" trigger condition become standby. After that, resolve a check timing.

9.8.2. The turn player can play the stride skill (6.6) with a "stride step" stride condition of a G unit on a vanguard they are the master of (including one that is in the legion state).

9.8.3. Resolve a check timing. After all the processes for that check timing have been completed, advance to the next phase.

9.9. Main Phase

9.9.1. Active automatic abilities with the "at the beginning of main phase" trigger condition become standby.

9.9.2. The turn player gets a play timing. In this play timing, the turn player can choose to perform

any of the actions below any number of times and in any order.

9.9.2.1. The turn player can call a unit card with grade equal to or less than any of their vanguards that is not a legion mate to any one of their rear-guard circles (6.2).

9.9.2.1.1. Unless it was changed by effects such as adding a cost, this call is a normal call.

9.9.2.1.2. A player that doesn't have a vanguard or cannot refer to it due to some situation cannot perform this action.

9.9.2.2. If the front and back circles of one of the turn player's columns are both rear-guard circles, they can switch the cards that are on those circles.

9.9.2.2.1. If both circles have a card on them, each of the cards on those circles is simultaneously put on the other circle.

9.9.2.2.2. If one of the circles does not have a card on it, put the card that is on the other circle on that circle.

9.9.2.2.3. If both circles do not have cards on them, nothing happens.

9.9.2.2.4. If the number of times the turn player has played an order card this turn has not yet reached their order limit, they can play a non-blitz order with grade less than or equal to their vanguard's grade from their hand.

9.9.2.2.5. Unless specified otherwise, the order limit is 1 for all players.

9.9.2.3. The turn player can play any of the active activated abilities they are the master of.

9.9.2.4. If the turn player has a unit with the overDress ability and grade less than or equal to their vanguard's grade in their hand, they can overDress it on any of their rear-guards with the unit information specified by that overDress ability (14.45.2).

9.9.2.5. The turn player can choose to do nothing for their play timing, and advance to the next phase.

9.10. Battle Phase

9.10.1. The turn player can attack their opponent's units with units they are the master of. See "Attack and Battle" (Section 10. Attack and Battle) for more details about this phase.

9.11. End Phase

9.11.1. Put all G units that are not in the heart state on vanguard circles and rear-guard circles into the G zone face up.

9.11.1.1. This process is repeated as long as there are G units on vanguard circles or rear-guard circles.

9.11.2. If there are G units in the heart state at this point for any reason, put all of them into the G zone face up.

9.11.3. All cards in the locked state and deleted state in your field change to no longer being in the locked state or deleted state, and are turned face up.

9.11.4. If there is a music order (17.4) on any circle, put that card into the drop zone.

9.11.5. If there is a unit on a circle with the Astral Plane type, put that unit at the bottom of its owner's deck.

9.11.6. If there is a unit with associated attached units, those attached units are no longer attached, and the association from attach is canceled. Then, the master of those attached units moves those attached units to their rear-guard circles of their choice.

9.11.7. Automatic abilities with the "when unlocked", "when turned face up", or "when put into the G zone" trigger conditions become standby. After that, resolve a check timing.

9.11.8. Automatic abilities with the "at the beginning of the end phase" or "at the end of turn" trigger conditions that have not become standby during this end phase become standby.

9.11.9. Resolve a check timing. After all the processes for this check timing have been completed, all effects with "until end of turn" durations will disappear.

9.11.10. At this point, if there are no automatic abilities standing by, no rule actions (Section 13. 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 with the "at the beginning of end phase" or "at the end of turn" trigger conditions that have not become standby 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 9.11.8.

Section 10. Attack and Battle

10.1. Basics

10.1.1. In each battle phase, the turn player can attack with their standing units in the front row against their opponent's units. During a battle phase, the turn player performs a progression of steps beginning with the start step.

10.1.2. The series of steps from the start step to the close step is called the "Attack Sub Phase". The process from 10.4.1.1 to 10.8.1.4 is called the "Battle".

10.1.3. 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.

10.1.4. If the specified units being attacked includes a vanguard, that battle is one where a vanguard is attacked until the end of the close step. Similarly, if the specified units being attacked includes a rear-guard, that battle is one where a rear-guard is attacked until the end of the close step.

10.1.5. If a unit is changed from attacking a vanguard to a rear-guard, or from a rear-guard to a vanguard by an effect after 10.4.1.9, the event of

attacking the previous unit changes to attacking the new unit.

10.1.6. In a battle, one of the players is the designated attacking player who makes choices for the attacking side, and one of the players is the designated defending player who makes choices for the side being attacked.

10.2. Attack Resolution

10.2.1. The performing of the series of processes from the attack step to the close step is known as the attack resolution, and is referred to as the specific action "attack" (7.36).

10.2.2. For an attack, both the attacking unit and the unit being attacked must exist, and they are either specified units or unspecified units.

10.2.3. If the specified units being attacked includes a unit that cannot be specified due to an effect, that unit does not battle. The reverse is also true.

10.3. Start Step

10.3.1. The step in which the turn player chooses whether to attack. This step proceeds in the following order.

10.3.1.1. If this step is the first start step of this battle phase, active automatic abilities with the "at the beginning of start step" and "at the beginning of your battle phase" trigger conditions become standby. After that, resolve a check timing.

10.3.1.2. The turn player becomes the designated attacking player, and the non-turn player becomes the designated defending player.

10.3.1.3. The turn player chooses whether to attack.

10.3.1.4. If they choose to attack, resolve a check timing. After all the processes for this check timing have been completed, the specified attacking units and specified units being attacked are unspecified, and advance to the attack step.

10.3.1.5. If they choose not to attack, then advance to the next phase.

10.3.2. If it is the first turn of the player going first, or there are units that cannot attack or be attacked, or some combination of them results in no attack being able to be performed, no attack can be made. The choice to not attack is automatically made.

10.4. Attack Step

10.4.1. The step in which the designated attacking player chooses which unit they will attack with. This step proceeds in the following order.

10.4.1.1. The battle begins.

10.4.1.2. Each active automatic ability with the timing "at the beginning of attack step" becomes standby. After that, resolve a check timing.

10.4.1.3. If the specified attacking unit is unspecified, the designated attacking player chooses one of their units (or both units if it is a vanguard in the legion state (6.4.2)) in the

stand state on a front row vanguard circle or rear-guard circle, that is not restricted from attacking by rules nor effects, and that unit becomes the specified attacking unit.

10.4.1.3.1. If there are no suitable units that can be chosen as the specified attacking unit for any reason, the battle and this attack step ends, and advance to the next phase.

10.4.1.4. Confirm whether the specified attacking unit is suitable.

10.4.1.4.1. If the specified attacking unit is unspecified, in the rest state and not in any particular state that would allow it to attack, or unable to attack due to any effect, proceed to the close step.

10.4.1.5. Rest the specified attacking unit, and perform an attack.

10.4.1.5.1. From here onwards until the end of the close step, as long as the specified attacking unit is on its current circle, the specified attacking unit is performing the attack.

10.4.1.5.2. From here onwards until the end of battle, if that unit becomes unable to attack, the process of the battle still proceeds.

10.4.1.6. If the specified unit being attacked is unspecified, the designated attacking player chooses one of the designated defending player's units on a front row vanguard circle that is not a Legion Mate, or a unit on a front row rear-guard circle that is not restricted by rules nor effects from being attacked by the specified attacking unit, and that unit becomes the specified unit being attacked.

10.4.1.7. Confirm whether the specified unit being attacked is suitable.

10.4.1.7.1. If the specified unit being attacked is unspecified, or attacks against it in particular are not allowed due to an effect that does not allow attacks toward the specified unit being attacked due to a rule, or is unable to be attacked due to an effect, proceed to the close step.

10.4.1.8. If an effect such as "this unit (may) battle(s)" increases the number of units specified or changes the method they are specified, that effect is applied. In such cases, as long as it is not restricted by effects, all of the units that fulfill the conditions newly become the units being attacked.

- For example, if a unit with the "this unit can attack rear-guards from the back row" performs an attack against your opponent's rear-guards, and "battles all of your opponent's front row units" due to an effect, as it is in the state of not being restricted from attacking your opponent's vanguard by effects (it is only restricted by rules), it attacks all of those units, including your opponent's vanguard.

10.4.1.9. From here onwards until the end of the close step, as long as the specified unit being attacked is on its current circle, the specified

unit being attacked is being attacked by the attacking unit.

10.4.1.9.1. During the battle, if the unit being attacked changes, or is no longer in the field, the process of the battle still proceeds.

10.4.1.9.2. The "attacking unit" and the "unit being attacked" are each other's "battle opponents".

10.4.1.9.3. If there are multiple units being attacked, proceed with that attack sub-phase with all of those units as "units being attacked".

10.4.1.10. From here onwards, when a unit whose master is the designated defending is placed on the guardian circle, they choose one of their units being attacked. That guardian guards for that chosen unit.

10.4.1.10.1. If there is only one unit being attacked, that guardian automatically guards for that unit.

10.4.1.11. Between 10.4.1.9 and the close step, when 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.

10.4.1.12. The designated attacking player may choose a unit with boost (14.5) in the back circle of the same column as the attacking unit, and have that unit boost (7.47.1) the attacking unit (or either of the units for a vanguard in the legion state). If it boosts, rest that unit with boost.

10.4.1.12.1. Until the end of the close step, as long as the chosen unit is boosting, the power of the boosting unit is continuously added to the power of the boosted unit. At the same time, as long as a vanguard in the legion state is attacking, the legion mate is continuously added to the power of the legion leader (11.11.1.8).

10.4.1.13. Resolve a check timing. Abilities with the "when unit attacks" and "when unit boosts" trigger conditions resolve during this timing.

10.4.1.14. Resolve a check timing. After all the processes for that check timing have been completed, advance to the guard step.

10.5. Guard Step

10.5.1. The step in which the designated defending player can put guardians to defend against their opponent's attack. This step is done in the following order:

10.5.1.1. Active automatic abilities with the "at the beginning of guard step" trigger condition become standby.

10.5.1.2. The designated defending player gets a play timing. They may perform any of the following actions during this play timing.

10.5.1.2.1. The designated defending 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.

10.5.1.2.1.1. If the non-turn player is restricted from calling, intercepting, or playing blitz orders, or the unit being attacked no longer exists, the designated defending player is automatically considered to have chosen to pass.

10.5.1.2.2. The designated defending player may choose one or more unit cards from their hand, and call them to the guardian circle.

10.5.1.2.2.1. Unless it was changed by effects such as adding a cost, this call is a normal call.

10.5.1.2.2.2. This call can be performed even if they do not have a vanguard, and does not reference their vanguard's grade.

10.5.1.2.3. The non-turn player may, if both players' vanguards are grade 3 or greater, and if the number of face up G guardians (14.16) in their G zone is 3 or less, and there is a G guardian among the face down cards in their G zone, they can choose one or more of those face down cards and turn them face up, pay the cost specified by those G Guardian abilities, and superior call it to their guardian circle face up.

10.5.1.2.4. The designated defending player may choose one or more units with intercept (14.4) in their front row that are not being attacked this battle, and put them in their guardian circle in the rest state.

10.5.1.2.4.1. Automatic abilities with the "when unit intercepts" trigger condition become standby when that unit is chosen to perform an intercept, but if that unit does not move to the guardian circle for any reason, the standby state is canceled.

10.5.1.2.5. If the number of times the designated defending player has played an order card this turn has not yet reached their order limit, they can play a blitz order with grade less than or equal to their vanguard's grade from their hand.

10.5.1.2.5.1. Unless specified otherwise, the order limit is 1 for all players.

10.5.2. Resolve a check timing. After all the processes for that check timing have been completed, return to 10.5.1.2.

10.6. Drive Step

10.6.1. The step to check for additional effects for a unit's attack. This step is done in the following order:

10.6.1.1. Active automatic abilities with the "at the beginning of drive step" trigger condition become standby. After that, resolve a check timing.

10.6.1.2. If the attacking unit is a vanguard, or a rear-guard that performs drive checks from an effect, the master of the attacking unit checks for additional effects for the attack. The series of operations indicated from 10.6.1.2.1 to 10.6.1.3 is called a drive check.

10.6.1.2.1. The attacking vanguard, or the legion leader if it is in the legion state, or the unit that performs drive checks due to effects, is referred to as a drive unit.

10.6.1.2.2. If the drive of the drive unit is 0 or less, proceed to 10.6.1.4. If it is not, proceed to 10.6.1.2.3.

10.6.1.2.3. The master of the drive unit puts the top card of their deck into their trigger zone face up.

10.6.1.2.4. If the card in the trigger zone has a trigger icon, play the trigger ability (11.10.3) indicated by that trigger icon.

10.6.1.2.5. Resolve a check timing.

10.6.1.2.6. If the card put in the trigger zone for this drive check is still in the trigger zone, the turn player adds it to their hand.

10.6.1.3. 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, proceed to 10.6.1.2. Otherwise, proceed to 10.6.1.4.

10.6.1.4. Resolve a check timing. After all the processes for that check timing have been completed, advance to the damage step.

10.7. Damage Step

10.7.1. The step to resolve the damage to the units being attacked. This step is done in the following order:

10.7.1.1. Active automatic abilities with the "at the beginning of damage step" trigger condition become standby. After that, resolve a check timing.

10.7.1.2. Compare the power of the attacking unit (the combined power for a vanguard in the legion state (6.4.1.3.1)) with the power of the units being attacked. All units being attacked with power less than or equal to the attacking unit are hit.

10.7.1.2.1. If for some reason the attacking unit or the unit being attacked is no longer in the field, or if the master of any of these units has changed, or if any of these units has moved to another circle, the power is not compared, and the attack does not hit.

10.7.1.3. Resolve a check timing. Abilities with the "when attack hits" and "when attack did not hit" trigger conditions do not become standby at this point. Those abilities will become standby in 10.7.1.6.

10.7.1.4. If the unit being attacked is a vanguard, the unit that hit deals damage equal to its (the legion leader's if it is in the legion state (6.4.1.3.1)) critical to the vanguard being attacked.

10.7.1.4.1. If the attacking unit's (the legion leader's if it is in the legion state (6.4.1.3.1)) critical is 0 or less for any reason, that attacking unit does not deal damage.

10.7.1.4.2. If the attacking unit had left the field, or if its master has changed, or if it has

moved to another circle, that attacking unit does not deal damage.

10.7.1.5. Resolve a check timing.

10.7.1.6. The attacking unit's "hit" event occurs at this point.

10.7.1.6.1. The attacking unit's "when attack hits (specified unit)" event occurs if the specified unit being attacked in 10.4.1.9 is that specified unit, and this attack hit.

10.7.1.7. If the attacking unit did not hit, that unit's "did not hit" event occurs. This includes cases where the attacking unit ceases to be an attacking unit during the battle for any reason.

10.7.1.8. When a ""when attack hits" effect activates even if the attack did not hit" effect exists for this battle, if there is an automatic ability with the event of the attacking unit having hit in this battle as its trigger condition, that automatic ability is put into standby once.

10.7.1.9. Resolve a check timing.

10.7.1.10. Retire all G guardians, then retire all guardians, then retire all rear-guards that were hit.

10.7.1.11. Resolve a check timing. After all the processes for that check timing have been completed, advance to the close step.

10.8. Close Step

10.8.1. The step to perform all processes that happen at the end of an attack. This step is done in the following order:

10.8.1.1. Active automatic abilities with the "at the beginning of close step" and "at the end of battle" trigger conditions that have not become standby in this close step become standby.

10.8.1.2. Resolve a check timing. After all the processes for that check timing have been completed, 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 and boosting units stop being attacking units and boosting units, and units being attacked units stop being units being attacked.

10.8.1.3. At this point, if there are no automatic abilities standing by, no rule actions (Section 13. 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 standby during this close step, proceed to 10.8.1.4. Otherwise, go back to 10.8.1.1.

10.8.1.4. If the specified action "To Attack" is being processed, this will complete the attack resolution. If it is not, after this, return to start step.

Section 11. Play and Resolve Cards and Abilities

11.1. Categories of Abilities
  11.1.1. Abilities are divided into activated abilities, automatic abilities, continuous abilities, order abilities, and trigger abilities.
    11.1.1.1. Activated abilities are abilities that a player with a play timing can pay the cost to get the effect.
      11.1.1.1.1. 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.
      11.1.1.1.2. If the activated ability does not have a cost, declaring that the ability is being played will play the ability.
        11.1.1.1.2.1. Activated abilities without a cost are not automatically played.
    11.1.1.2. Automatic abilities are abilities that are played automatically when a certain event happens during the game.
      11.1.1.2.1. Automatic abilities are written on cards as " AUTO 【zone】:When (condition), (effect)" or " AUTO 【zone】:At the beginning of (phase or step), (effect)", or if the automatic ability is triggered by the movement of the card itself, it is written as " AUTO :When (condition), (effect)". The event indicated by the point of the (condition) or (phase or step) is called the "trigger condition", and an automatic ability's trigger condition is fulfilled, it is considered to be "triggered".
        11.1.1.2.1.1. Automatic abilities that trigger in a hidden zone become standby if their master states that they do so. If it is not stated, they do not become standby.
      11.1.1.2.2. Some automatic abilities have the text " AUTO :[cost] (text)" instead of " AUTO (text)". The cost here is the cost referred to and paid during the resolution of the ability.
    11.1.1.3. Continuous abilities are abilities that affect the game as long as the ability is active.
      11.1.1.3.1. 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)".
    11.1.1.4. Order abilities are abilities written in the text of order cards that do not have ACT , AUTO , or CONT icons.
    11.1.1.5. Trigger abilities are abilities that are denoted by trigger icons.

11.2. Requirements of Abilities
  11.2.1. There are activated abilities, automatic abilities, and order abilities that check for requirements as part of their resolution.
    11.2.1.1. There are cards with activated abilities whose effects have requirements that are indicated by "if (requirement)".
      11.2.1.1.1. For "This ability cannot be used for the rest of that turn." and "This ability cannot be used for the rest of the game." effects, if the game state has changed after the cost of the effect was paid or after the resolution of the effect, they are resolved even if the requirement was not met.
      11.2.1.1.2. 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 resolved even if the requirement was not met.
    11.2.1.2. 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.
      11.2.1.2.1. 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 resolved even if the requirement was not met.
        11.2.1.2.1.1. 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.
    11.2.1.3. There are cards with order abilities whose effects have requirements that are indicated by "if (requirement)".
  11.2.2. 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.
  11.2.3. 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.
  11.2.4. 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.
  11.2.5. 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, the text that started with "then" does not resolve.
    11.2.5.1. For automatic abilities, if the text prior to it includes a cost, paying that cost is the requirement of that text.

11.3. Category of Effects

11.3.1. Effects are divided into three categories: one shot effect, continuous effect, and replacement effect.

11.3.1.1. One shot effects are effects that do the instructed actions while resolving, and ends when the resolution is finished. If there are abilities with text such as "draw a card" or "retire an opponent's grade 1 or less rear-guard", the effects from those abilities are one shot effects.

11.3.1.2. Continuous effects are effects that are active for a specified duration (or, if it is not specified, "during this game"). If there are abilities with text such as "this unit gets 🗡 +2000 until end of that battle" or "this unit gets ✳+1 until end of turn", the effects from those abilities are continuous effects.

11.3.1.2.1. 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.

11.3.1.3. Replacement effects are effects that replace an event that is to occur with another event instead.

11.3.1.3.1. If an ability has text that says "If you would do A, instead do B", then the effect from that ability is a replacement effect.

11.3.1.3.2. If an ability has text that says "If you would do A, then you may (choose an option) instead. If you do, do B", then the effect from that ability is an optional replacement effect.

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

11.3.1.3.4. Effects that change the contents of actions that occur from then onward are replacement effects.

11.4. Active Effects and Inactive Effects

11.4.1. Some effects make an effect "active" or "inactive". If this happens, then follow the process below:

11.4.2. 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.

11.4.3. 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.

11.4.4. Abilities with a zone written within 【 】 are only active in the zone written within 【 】.

11.4.4.1. Zones that do not specify any zones are generally active in all zones.

11.4.4.2. Some abilities have text in the form of 【🏅/🔟】. This means that the ability is active in either of those zones.

11.5. Source

11.5.1. Some effects will see where another effect came from. This is called the "source of an effect", and is defined as below:

11.5.1.1. If an ability generated the effect, then the card that has that ability is the source of the effect.

11.5.1.2. Rule actions (Section 13. Rule Action) are not effects, and have no sources.

11.5.2. Some effects will see where damage came from. This is called the "source of damage", and is defined as below:

11.5.2.1. 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.

11.5.2.2. 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.

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

11.5.3. Some processes will see which unit effects came from. This is called the "source of effect", and is defined as below.

11.5.3.1. If an effect is generated by a unit's ability, that unit is the source of the effect.

11.5.3.2. If an effect with a unit as the source creates a timed trigger (11.9.7), the source of the effects of that timed trigger is the source of the effect that created that timed trigger.

11.6. Check Timing and Play Timing

11.6.1. Check timings indicate the point when rule actions (Section 13. Rule Action) and automatic abilities (11.1.1.2) are played in a game. When a check timing resolves, the game proceeds in the following order:

11.6.1.1. If there are any rule actions (Section 13. 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.

11.6.1.2. If the turn player acquires any imaginary gift, the turn player chooses one of them, performs its imaginary gift resolution (16.3), and returns to 11.6.1.1.

11.6.1.3. If the non-turn player acquires any imaginary gift, the non-turn player chooses one of them, performs its imaginary gift resolution (16.3), and returns to 11.6.1.1.

11.6.1.4. 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 11.6.1.1.

11.6.1.5. 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 11.6.1.1.

11.6.1.6. End the check timing.

11.6.2. Play timing indicates the point when the specified player can actively perform actions. When a play timing is given to a player, the game proceeds in the following order:

11.6.2.1. There is always a check timing before performing any choice of action. After all the rule actions and automatic abilities that need to be resolved for that check timing have been completed, that player gets a play timing.

11.6.2.2. The player that was given a play timing can choose one possible action and perform it, or choose to do nothing.

11.6.2.2.1. If something is performed, that player gets a play timing again after it has finished resolving, unless specified otherwise.

11.6.2.3. If they chose to do nothing, and there are no new rule actions (Section 13. Rule Action) or automatic abilities (11.1.1.2) that need to be played, the game advances.

11.7. Paying of Costs

11.7.1. If there is a need to pay costs when playing a card or activated ability or resolving an automatic ability, all those costs are simultaneously paid, and that ability's master must pay the cost using what they are the master of.

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

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

11.7.3. 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.

11.8. Play and Resolve Cards and Abilities

11.8.1. Activated abilities, automatic abilities, trigger abilities, 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.

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

11.8.2.1. Choose an ability or a card in your hand.

11.8.2.1.1. If you are playing an order card, if the number of times you have played order cards this turn has not yet reached your order limit, move that card to the order area. If the number of times you have played order cards this turn is equal to or greater than your order limit, the playing of that card is canceled, and that card remains in its original zone.

11.8.2.1.1.1. Unless specified otherwise, the order limit is 1 for all players.

11.8.2.2. If you are playing a card or an activated ability, if there is a cost to play it, check all the costs 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 playing of the card or activated ability is canceled.

11.8.2.2.1. If the source of the activated ability to be played is from a hidden zone, and the cost does not specify that the card with the ability needs to be revealed, the origin of that activated ability must be shown to be in the applicable hidden zone by revealing that card.

11.8.2.3. If you are playing an activated ability, pay its cost.

11.8.2.4. If you are playing an order card, check the conditions written with 🗲, and pay the cost

11.8.2.4.1. For order cards, the "cost contents" written in 🗲[cost contents] are that order ability's costs and conditions.

11.8.2.4.2. If any of an order ability's costs or conditions are costs or conditions written with 🗲 at the beginning of the text that are separate from other effects, those costs are paid when the order is played, and that order cannot be played if those conditions are not fulfilled.

11.8.2.4.3. If there is a cost is written on an order card in the middle of another effect with "🗲[cost contents],", those "cost contents" can be chosen to be paid during the resolution of that order.

11.8.3. Resolve the card or ability.

11.8.3.1. If you played an activated ability or automatic ability, perform the effects indicated in that ability. If you played an order card, perform the effects indicated in that order card's order ability.

11.8.3.1.1. Effects are always performed in the order written.

11.8.3.1.2. If part of the effect is written as a list, perform the items among them whose conditions are fulfilled from the top downwards.

11.8.3.1.2.1. 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.

11.8.3.1.2.2. When multiple items in a list are to be performed, if even if one of them is not performed due to a condition within the effect, the other items that are to be performed are performed regardless of whether the items before it were performed.

11.8.3.1.3. If multiple processes within an effect are separated by "/", it means to perform both what comes before and after.

11.8.3.2. If you played a non-set order card, after processing all the effects of that order ability, put that order card into the drop zone.

11.8.3.3. If you played a set order card, put that order card into the order zone.

11.8.3.3.1. If the cost indicated in 11.8.2.4.3 is not paid, the text after "🎴[cost contents]," is not performed.

11.8.4. If the card or ability requires you to choose some cards or players, you choose the indicated cards or players (written as "targets" below) when you reach the instruction to do so while resolving.

11.8.4.1. If the number to choose is specified, you must choose as many targets as possible to reach that number. If you can choose them, you cannot choose not to do so.

11.8.4.1.1. If the number is specified as "up to (number)", you can choose any number of targets between 0 and the specified number. If you choose 0, you did not choose any targets.

11.8.4.1.2. If the number to choose is specified, and it is not possible to make that many choices, you choose as many targets as possible, and give the specified effect to them.

11.8.4.1.3. If the number to choose is specified, and there are no targets that can be chosen, no targets will be chosen. All effects related to those targets are ignored.

11.8.4.1.4. If you need to choose any non-revealed cards in a hidden zone, and the condition for choosing requires card information, there is the possibility that the no cards in the hidden zone have that information. Even if there is a card that fulfills the condition in that zone, the player that is choosing can choose not to choose that card.

11.8.5. The player or unit has been omitted in parts of some abilities and effects.

11.8.5.1. 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.

11.8.5.2. 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.

11.8.5.3. 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".

11.8.6. When an effect's resolution refers to the information of cards with a specified condition, if there are multiple cards with the specified condition, the master of that effect performs the resolution with the information of each of those cards being referred to in any order they wish.

- For example, for the resolution of "this unit gets the card names of your rear-guards", if you have multiple rear-guards, you decide the order of those rear-guards, and this unit gets the card name of each of those rear-guards in that order.

- For example, if you have 2 vanguards, unit A with 10000 power and unit B with 20000 power, when you resolve a rear-guard's "increase or decrease this unit's power to match your vanguard's power", you decide the order in which to resolve A and B, and increase or decrease this unit's power match the value of the vanguard's power in that order. And the result is that this unit's current power is increased or decreased to match the power of the vanguard that was resolved last.

11.9. Resolving Automatic Abilities

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

11.9.2. If an automatic ability's trigger condition is met, then that automatic ability becomes standby.

11.9.3. If an automatic ability's trigger condition is met multiple times, then that automatic ability becomes standby that many times.

11.9.4. When a check timing resolves, a player that needs to play any automatic abilities chooses any automatic abilities in standby 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.

11.9.4.1. 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.

11.9.4.2. If the master of a card whose automatic ability is in standby has changed when that automatic ability is played, that automatic ability is played as the automatic ability of its master when it became standby.

11.9.5. 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.

11.9.5.1. 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 11.2.1.2.1.

11.9.5.1.1. 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.

11.9.5.2. When you are to pay the cost for "[COST]", you can choose not to pay the cost.

11.9.6. Some automatic abilities trigger when a card moves from one zone to another. This is called "zone changing trigger".

11.9.6.1. Some automatic abilities with zone changing triggers refer to the information of cards that triggered them or to whether that ability is active. In that case, refer to the information or ability in the following manner:

11.9.6.1.1. 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.

11.9.6.1.2. 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.

11.9.6.1.3. Excluding the case mentioned in 11.9.6.1.2, 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.

11.9.6.1.4. 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.

11.9.6.1.5. 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.

11.9.7. Some effects create automatic abilities that trigger at a later point in the game. This is called a "timed trigger".

11.9.7.1. Timed triggers trigger only once if not specified.

11.9.8. 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".

11.9.8.1. Situation triggers trigger only once when the game meets that situation and it is not in standby. If the automatic ability resolves, and the game is still in that situation, then the ability triggers again.

11.9.9. 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.

11.10. Resolving Trigger Abilities

11.10.1. Trigger abilities are abilities denoted by the icons a card put in the trigger zone by a drive check (10.6.1.2) or damage check (13.6.4) has.

11.10.2. Trigger icons have trigger abilities corresponding to the icon, and a trigger ability has multiple trigger sub-abilities.

11.10.2.1. No icon: This card does not have trigger abilities.

11.10.2.1.1. Having no icon is not considered one of the types of icons.

11.10.2.2. 🟫 (Critical Trigger): It has the 2 trigger sub-abilities "Choose one of your units and give it +1 critical until the end of the turn" and "Choose one of your units, and it gets power according to the trigger icon until the end of that turn (11.10.5)".

11.10.2.2.1. In card text, the critical trigger may be indicated by a 🟨 or 🟨 icon.

11.10.2.3. 🟫 (Draw Trigger): It has the 2 trigger sub-abilities "Draw a card" and "Choose one of your units, and it gets power according to the trigger icon until the end of that turn (11.10.5)".

11.10.2.3.1. In card text, the draw trigger may be indicated by a 🟧 or 🟧 icon.

11.10.2.4. 🟫 (Stand Trigger): It has the 2 trigger sub-abilities "Choose one of your units, and if it is a rear-guard, stand it, and from the next battle onward, that unit cannot perform drive checks (10.6.1.2) during that turn" and "Choose one of your units, and it gets power according to the trigger icon until the end of this turn (11.10.5)".

11.10.2.4.1. In card text, the stand trigger may be indicated by a 🟦 icon.

11.10.2.5. 🟩 (Heal Trigger): It has the 2 trigger sub-abilities "If the number of cards in your damage zone is equal to or more than your opponent's damage zone, choose a card in your damage zone and heal it" and "Choose one of your units, and it gets power according to the trigger icon until the end of that turn (11.10.5)".

11.10.2.5.1.1. In card text, the heal trigger may be indicated by a 🟩 or 🟩 icon.

11.10.2.6. 🟥 (Front Trigger): It has the trigger sub-ability "All units on your front row circles get power according to the trigger icon until the end of that turn (11.10.5)".

11.10.2.6.1. In card text, the front trigger may be indicated by a 🟥 icon.

11.10.2.7. 🟫 (Over Trigger): It has the 4 trigger sub-abilities "Remove this card in the trigger zone from the game", "Draw a card", "Choose one of your units, and it gets power +100000000", and "if this was performed from a drive check, perform the actions specified in the text".

11.10.2.7.1. In card text, the over trigger may be indicated by a 🟨 icon.

11.10.3. Perform the following resolutions when playing the trigger ability of a trigger icon.

11.10.3.1. Choose one of the trigger sub-abilities of the trigger ability for that trigger icon that has not been played for this trigger ability, and play it.

11.10.3.2. If there are trigger sub-abilities of this trigger ability that have not been played, return to 11.10.3.1. If not, the playing of this trigger ability ends.

11.10.4. The effects from the playing the trigger sub-abilities of a trigger ability are called "trigger effects".

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

11.10.4.2. If an ability that "nullifies trigger effects" is active, the trigger abilities of the card placed in the trigger zone for a drive check or damage check cannot be played.

11.10.4.2.1. Even if an ability that "nullifies trigger effects" is active, the application of the effects from trigger sub-abilities played before that ability became active is not canceled.

11.10.5. When a unit gets power from the effect of a trigger sub-ability, the designated unit gains power equal to the number written at the bottom of the trigger icon.

- For example, if the trigger icon is [icon], as the number at the bottom of the icon is "+10000", the power of the designated unit gets +10000.

11.10.6. If the playing of the trigger abilities for multiple trigger icons need to be performed at the same time for any reason, perform the trigger abilities for each trigger icon in any order.

11.11. Applying Continuous Effects

11.11.1. 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:

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

11.11.1.2. Next, apply all modifications that specify the gaining or changing of "original" information.

11.11.1.3. Next, apply all modifications that specify the losing of "original" information.

11.11.1.4. Next, apply all modifications of information from rules that are not from effects, other than the corrections applied in 11.11.1.8.

11.11.1.5. Next, apply all gaining and losing of abilities.

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

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

11.11.1.8. Perform modifications from boosts (10.4.1.12.1), guardians (6.2.4.1), and legion (10.4.1.12.1).

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

11.11.2. 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.

11.11.3. If the order in which to apply two continuous effects, effect A and effect B, still cannot be decided at this point, and if 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, and there is no dependency in the opposite direction, that effect is applied after the effect it depends on.

11.11.3.1. If the order in which to apply multiple continuous effects cannot be decided by 11.11.1.1-11.11.1.7, apply them in the order of time stamp.

11.11.3.1.1. 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.

11.11.3.1.1.1. The base time stamp of all other abilities' base time stamp is determined by the time that continuous effect was generated.

11.11.3.1.1.2. 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.

11.11.4. 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.

11.11.4.1. 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.

11.11.4.1.1. For effects that "double" specific information, it is applied as an effect that increases by that information's value when it resolved.

11.11.5. Continuous effects that are applied from an ability other than a continuous ability, other than the continuous effects mentioned in 11.11.4, 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.

11.11.6. If a rule or 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.

11.11.7. 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.

11.11.8. 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.

11.11.8.1. A continuous effect that has been "nullified" will lose the entirety of the effect. Effects will never be partially nullified.

11.12. Applying Replacement Effects

11.12.1. When a replacement effect is applied, when the event that replacement effect is applied to would occur, it does not occur, and is replaced by another event as directed by the indicated target by a replacement effect.

11.12.1.1. In this case, the original event that was replaced did not occur at all.

11.12.2. When multiple replacement effects are applied to the same event, the order the replacement effects are applied is determined by the player that would be affected.

11.12.2.1. If the event being affected is a card or an ability, its master determines the order.

11.12.2.2. If the event being affected is an action, the player performing the action, or the master of the card that action is applied to determines the order.

11.12.2.3. Each replacement effect can be applied to the same event 1 time at most

11.12.3. If a replacement effect is an optional replacement effect ("when ~, you may ~ instead. If you do, ~"), if that choice cannot be performed, that replacement effect is not applied.

11.13. Final Information

11.13.1. 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 12. Terms regarding Processing of Effects

12.1. Basics

12.1.1. Some terms for the processing the effects of abilities may have special rules attached to them.

12.2. Cannot be used

12.2.1. If an ability has the "cannot be used" state, the following restrictions and resolutions apply.

12.2.1.1. If an activated ability has the "cannot be used" state, the applicable activated ability cannot be played.

12.2.1.2. If an automatic ability has the "cannot be used" state, the following resolutions apply.

12.2.1.2.1. The applicable automatic ability does not trigger even if its condition is fulfilled.

12.2.1.2.2. If an automatic ability that has already been triggered and is in a standby state gains the "cannot be used" state, the standby state of the applicable ability is canceled.

12.3. Restriction Icons

12.3.1. "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.

12.3.1.1. **1/Turn** is a usage restriction icon.

12.3.1.1.1. 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, perform "until the end of the turn, this ability cannot be used" is in effect.

12.3.1.1.2. 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.

12.4. Random

12.4.1. Random means to be in a state where multiple items are randomized with a uniform probability of each item appearing.

12.4.2. When instructed to "choose at random", choose the specified number from among the

series of applicable cards or abilities without any intention.

12.5. Cannot be affected
12.5.1. When a "cannot be affected" effect with specific 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.
12.5.2. 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.

12.6. Cards with the same/different card name(s)
12.6.1. 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
12.6.2. Cards may have multiple card names due to effects like stride and "also regarded as a card with the same card name".
  12.6.2.1. 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.
  12.6.2.2. 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.
    12.6.2.2.1. "With different card names" means that none of the cards being compared has the same card name as another card.

12.7. For each X do Y / Do Y equal to number of X
12.7.1. When Y is to be done for each X / equal to number of X, Y is done X number of times.
  12.7.1.1. When "for each/every X" is immediately followed by a comma, "Do Y" refers to the text after that comma until the succeeding full stop.
12.7.2. The value of X is set before beginning to do Y, and does not change from then until all of Y has finished resolution.
12.7.3. 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.

Section 13. Rule Action

13.1. General
13.1.1. Rule actions are actions made automatically by the game when specific situations are created.
13.1.2. 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.
13.1.3. If multiple rule actions are needed to be performed, then they are done simultaneously.

13.2. Losing the Game
13.2.1. If any player fulfills 1 or more losing conditions, then that player loses the game once.
13.2.2. If a player has six or more cards in their damage zone, then he or she fulfills a losing condition.
13.2.3. If a player has no cards in their deck, then he or she fulfills a losing condition.
13.2.4. If a player has no vanguards on their vanguard circle, and has no cards in their soul, then he or she fulfills a losing condition.

13.3. Overloaded Units
13.3.1. If you have a Legion Mate on any 🎴 which no longer has an associated Legion Leader, move that unit to your soul.
13.3.2. 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.
  13.3.2.1. 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.
13.3.3. If you did not perform any of the processes of 13.3.1-13.3.2, 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.
13.3.4. If you have two or more Legion Mates on any 🎴, then move all Legion Mates other than the one last placed to your soul.
  13.3.4.1. 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.
13.3.5. If you have multiple cards on any 🎴, move all of the cards other than the one last placed to your drop zone.
  13.3.5.1. If there are multiple cards that were placed last on a 🎴, choose any one of them and move all of the other cards to your drop zone.

13.4. Illegal Guardians
13.4.1. If any units are placed on 🎴 when there is no unit being attacked, or when a unit with the

same master as the attacking unit is placed on 🛡️, move that units to your drop zone.

13.5. Having No Vanguard
13.5.1. If you have no vanguards on your vanguard circle, choose a card from your soul, and ride it.
13.5.1.1. If a player has no vanguards and no cards that can be ridden in their soul, that player loses the game by rule action.
13.5.1.2. If you have cards in the heart state, they lose their heart state, and you choose 1 of them to become the vanguard.

13.6. Damage Application Process
13.6.1. When any player'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.
13.6.1.1. If there are multiple players whose vanguard damage is 1 or more, only carry out the damage application process for the turn player's vanguard.
13.6.2. Reduce that player's vanguard damage by 1.
13.6.3. The master of that vanguard puts the top card of their deck into their trigger zone (4.13) face up.
13.6.4. If the card put into the trigger zone has a trigger icon, play the trigger abilities for that trigger icon (11.10.3) that was put into the trigger zone. This is called a "damage check".

13.7. Damage Resolution Process
13.7.1. 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.
13.7.2. Put the card in that trigger zone into the damage zone of the master of that trigger zone.

13.8. Erasure of pseudo-cards
13.8.1. If a pseudo-card (15.1.2.4) is in its erase zone (15.2.4.2) for any reason, erase that pseudo-card (15.2.3).

13.9. Illegal Gauge
13.9.1. If card A in the gauge zone is associated with card B (7.40.1), and card B no longer exists, or card B is not a unit, or card B 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 (11.9.2), card A is put into its owner's drop zone.
13.9.2. 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.

13.10. Illegal Trigger
13.10.1. If there is a card remaining in the trigger zone, other than when processing a drive check

(10.6.1.3) or damage check (13.6.3), put that card into its owner's drop zone.

13.11. Illegal Order
13.11.1. If an order card that is not being played or resolved is in the order area, that order card is put into the drop zone as a rule action.
13.11.2. If a non-order card is in the order area, that card is put into the drop zone as a rule action.
13.11.3. If a face up order card is on any circle, that card is put into the drop zone as a rule action.

13.12. Illegal Attached Card
13.12.1. If there is an attached unit, and that unit's associated unit no longer exists, is on a different circle, or is no longer a vanguard, that unit in the attached state is no longer attached, its association with the unit it is associated with is cancelled, and if that unit is on a circle that is not a rear-guard circle, that unit's master moves that unit to any of their rear-guard circles.
13.12.2. If there is a locked card associated with a unit by attach, retire that locked card.

Section 14. Keywords and Keyword Abilities

14.1. Overview
14.1.1. Keywords are terms that are used to abbreviate abilities that perform specific processes. Abilities that are indicated by specific keywords are called keyword abilities.
14.1.2. When a specified keyword ability is made active or becomes active, if that ability that should become active has multiple keyword abilities, only the portion with the applicable keyword ability becomes active.

14.2. Activation Condition Keywords
14.2.1. Some keyword abilities are continuous abilities where the ability indicated by that ability becomes active when specific activation conditions are fulfilled. These are called "activation condition keywords".
14.2.2. Activation condition keywords appear before or after the ability type icon (CONT, AUTO, ACT) at the beginning of an ability, and indicate that that ability is the ability indicated by the activation condition keyword.
14.2.2.1. The actual format for each conditional keyword is specified in that keyword's definition.
14.2.2.2. The type of the ability indicated by activation condition is based on the ability type icon written in that ability.
14.2.3. How activation condition keywords function can be divided into the following 3 categories.
14.2.3.1. If the ability indicated by an activation condition keyword is a continuous ability, it is written as "CONT If indicated activation condition is fulfilled, ~.".
14.2.3.1.1. This ability continuously checks if the activation condition is fulfilled.

14.2.3.2. If the ability indicated by an activation condition keyword is an automatic ability, it is written as "**AUTO** ~. This ability activates if the activation condition is fulfilled.".

14.2.3.2.1. If the activation condition is not fulfilled when the trigger condition is fulfilled, that ability does not trigger. Once it has triggered, even if the activation condition stops being fulfilled before it resolves, that automatic ability will resolve.

14.2.3.3. If the ability indicated by an activation condition keyword is an activated ability, it is written as "**ACT** ~. This ability can be activated if the activation condition is fulfilled.".

14.2.3.3.1. This ability checks if the activation condition is fulfilled when it is played. Even if the activation condition stops being fulfilled before it resolves, the activated ability will resolve.

14.3. Drive Abilities

14.3.1. A collective term for continuous abilities that increase a unit's drive, and are indicated with skill icons.

14.3.2. 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.

14.3.3. Twin Drive!! (⚔)

14.3.3.1. "Twin Drive!!" is a drive ability. "Twin Drive!!" gives the unit with the ability +1 drive.

14.3.4. Triple Drive!!! (⚔)

14.3.4.1. "Triple Drive!!!" is a drive ability. "Triple Drive!!!" gives the unit with the ability +2 drive.

14.4. Intercept (⤵)

14.4.1. "Intercept" is a continuous ability that indicates that the unit with this ability can perform intercept.

14.4.2. 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.

14.5. Boost (⇧)

14.5.1. "Boost" is a continuous ability that indicates that the unit with this ability can perform boost.

14.5.2. If your unit attacks in a battle phase, you can choose your unit with "Boost" in stand in the same column and boost the attacking unit. The boosting unit is rested, and the power of the boosted unit increases by the power of the boosting unit.

14.6. Restraint

14.6.1. "Restraint" is a continuous ability.

14.6.2. Units with restraint cannot be chosen as an attacking unit in an attack step.

14.7. Limit Break

14.7.1. Limit break is an activation condition keyword (14.2) that references the number of cards in the damage zone.

14.7.2. The activation condition for limit break is indicated by the limit break icon directly following **CONT**, **AUTO**, **ACT**, restriction icon, or 【(zone)】.

14.7.3. The limit break icon is indicated on cards as **LB4** or **LB5** that refer to the number of cards in the damage zone, and indicate having the specified number of cards or more as the activation condition.

14.7.4. Units that have the ability with the icon defined in 14.7.3 are defined as units "with **LB4** " or "with **LB5**".

14.8. Forerunner

14.8.1. "Forerunner" is an automatic ability.

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

14.9. Lord

14.9.1. "Lord" is a continuous ability.

14.9.2. 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.

14.10. Sentinel

14.10.1. "Sentinel" is a continuous ability.

14.10.2. A deck can only contain up to four cards with the "Sentinel" ability.

14.10.3. Cards with the sentinel ability are referred to as "Sentinels".

14.11. Seek Mate

14.11.1. "Seek Mate" is a collective term for activated abilities with the Seek Mate icon directly after a ":". The Seek Mate icon is indicated with icons similar to **LEGION 20000** and **LEGION 21000**, 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 **LEGION 20000**.

14.11.1.1. 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.

14.11.2. "**ACT** 【�ఠ】 **LEGION 20000** [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 with this card as the legion leader and the searched card as the legion mate, and shuffle your deck. This ability cannot be used for the rest of that game.".

14.11.2.1. 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 "🛡LEGION 20000 "Blaster Blade" or "Blaster Blade Seeker"", it can legion with, or search for with seek mate, either "Blaster Blade" or "Blaster Blade Seeker".

14.12. Stride Skill

14.12.1. Stride Skill is a collective term for continuous abilities that begin with 🔴STRIDE. These abilities specify the timing and cost for that card to normal stride, as well as provide a simple explanation of how to stride.

14.12.2. The stride skill is written as "🔴STRIDE (Released when both players' vanguards are grade 3 or greater!)-(timing)-(cost) 🔴STRIDE this card on your 🎴 from face down".

14.12.3. The "timing" when normal stride can be performed and the "cost" to be paid then are indicated, and a brief explanation of stride is in the helper text.

14.12.3.1. If the "timing" and "cost" of a stride skill is not indicated, the "timing" is the "stride step", and the "cost" is "discard 1 or more cards from your hand with the sum of the grades being 3 or more".

14.13. Ultimate Stride Skill

14.13.1. Ultimate Stride Skill is a collective term for abilities that begin with ⭐ULTIMATE STRIDE .

14.13.2. The text of the ultimate stride skill of a normal card is different for normal cards and Gyze cards (17.2).

14.13.2.1. The ultimate stride skill of a normal card is written in text as " ⭐ULTIMATE STRIDE -(timing)-[cost] 🔴STRIDE this card on your 🎴 from face down."

14.13.2.2. The ultimate stride skill of a Gyze card is written in text as " ⭐ULTIMATE STRIDE -(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 🔴STRIDE this card on your 🎴."

14.13.2.2.1. While resolving the ultimate stride skill of the Gyze card, follow what is stated in the text, and remove all other cards from your G zone, circles, and soul before performing the stride.

14.14. Generation Break

14.14.1. Generation break is an activation condition keyword (14.2) that references the number of face up G units on 🎴 and G zone.

14.14.2. The activation condition for generation break is indicated by the generation break icon directly following CONT, AUTO, ACT, restriction icon, or 【(zone)】.

14.14.3. The generation break icon is indicated on cards as 🔴GB1 or 🔴GB2 that refer to the number of face up G units on 🎴 and G zone,

and indicate having the specified number of cards or more as the activation condition.

14.14.4. Units that have the ability with the icon defined in 14.14.3 are defined as units "with 🔴GB1 " or "with 🔴GB2 ".

14.15. Resist

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

14.16. G Guardian

14.16.1. 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 GUARDIAN-Opponent Turn's Guard Step-[(Cost)] Call this card to your 🛡 from face down."

14.16.2. During the guard step, the non-turn player may, if the conditions specified in 10.5.1.2.3 are fulfilled, pay the cost specified for the 🛡G GUARDIAN ability of a face down card in their G zone, and call it to their guardian circle.

14.17. Brave

14.17.1. Brave is an activation condition keyword (14.2) that references the number of cards in hand.

14.17.2. Brave is written as "(ability type icon) Brave:(ability)".

14.17.3. Brave's activation condition is your hand having 3 or less cards.

14.18. Oracle

14.18.1. Oracle is an activation condition keyword (14.2) that references the number of cards in hand.

14.18.2. Oracle is written as "(ability type icon) Oracle:(ability)".

14.18.3. Oracle's activation condition is your hand having 5 or more cards.

14.19. Rescue

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

14.19.1.1. 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.".

14.19.1.2. Abilities with the "Rescue (number)" keyword are considered to have the "Rescue" keyword.

14.20. Ritual

14.20.1. Ritual is an activation condition keyword (14.2) that references the number of grade 1 cards in the drop zone.

14.20.2. Ritual is written as "(ability type icon) Ritual (number):(ability)".

14.20.3. Ritual's activation condition is your drop zone having (number) or more grade 1 cards.

14.20.4. If a ritual automatic ability triggers when a card is put into the drop zone from your field, the card placed into the drop zone is added to the number of cards in drop zone for ritual.

14.20.5. 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.

14.21. Unite

14.21.1. Unite is an activation condition keyword (14.2) that references the number of cards the master of the card with this ability has called to their rear-guard circles or guardian circle this turn.

14.21.2. Unite is written as "(ability type icon) Unite:(ability)".

14.21.3. Unite's activation condition is you having called 2 or more cards to your rear-guard circles or guardian circle this turn.

14.22. Revelation

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

14.22.2. "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.".

14.22.2.1. 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.

14.22.3. 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.

14.23. Blaze

14.23.1. 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.".

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

14.24. Afterimage

14.24.1. 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
.

14.25. Dominate

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

14.26. Engorge

14.26.1. 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."

14.26.2. 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.

14.27. Shadowstitch

14.27.1. 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.

14.28. Thunderstrike

14.28.1. Thunderstrike is an activation condition keyword (14.2) that references the number of cards in your opponent's bind zone.

14.28.2. Thunderstrike is written as "(ability type icon) Thunderstrike (number):(ability)".

14.28.3. Thunderstrike's activation condition is your opponent's bind zone having (number) or more cards.

14.29. Rush

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

14.30. Burst

14.30.1. 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.

14.31. Charge

14.31.1. 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."

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

14.32. Darkness

14.32.1. Darkness is an activation condition keyword (14.2) that references whether cards have been put into that master's soul that turn other than by riding.

14.32.2. Darkness is written as "(ability type icon) Darkness:(ability)".

14.32.3. Darkness's activation condition is you having put cards into your soul this turn, other than by riding

14.32.4. 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 (6.3.3.5)" and "as there is a heart card present when riding, that heart card is put into the soul (6.3.3.5.1)" are excluded.

14.33. Magia

14.33.1. 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".

14.34. Time Leap

14.34.1. Time Leap is a keyword that specifies that an ability is one that includes the special action "to time leap". Please refer to the special action "Time Leap" (7.33) for how to conduct time leap.

14.35. Hollow

14.35.1. 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".

14.35.2. 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.

14.36. Harmony

14.36.1. 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".

14.36.1.1. If either of the units that are to be associated leaves the field before 14.36.1 resolves, they will not be in a harmony state.

14.36.1.2. 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.

14.36.1.2.1. 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.

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

14.36.1.3.1. 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.

14.37. Wave

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

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

14.38. Dark Device

14.38.1. Dark Device is an activation condition keyword (14.2) that references your opponent's units in the same column as the unit with that ability.

14.38.2. Dark Device is written as "(ability type icon) Dark Device:(ability)".

14.38.3. Dark Device's activation condition is your opponent not having standing units in the same column as the unit with this ability.

14.39. Success

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

14.39.2. "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".

14.39.3. To trigger the success ability (11.9.8), the rule must be followed.

14.39.4. 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.

14.40. Bloom

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

14.41. Shinken Hissatsu

14.41.1. Shinken Hissatsu is an activation condition keyword (14.2) that references the number of cards in the damage zone.

14.41.2. Shinken Hissatsu is written as "(ability type icon) Shinken Hissatsu:(ability)".

14.41.3. Shinken Hissatsu's activation condition is your damage zone having 3 or more cards.

14.41.4. Cards with the Shinken Hissatsu ability are referred to as "with the Shinken Hissatsu ability".

14.42. Homare

14.42.1. 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.

14.42.2. Cards with the Homare ability are referred to as "with the Homare ability".

14.43. Nitou Kaigan

14.43.1. 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".

14.43.1.1. Cards with the Nitou Kaigan ability are referred to as "with the Nitou Kaigan ability".

14.44. Melody

14.44.1. Melody is a continuous ability that shares abilities.

14.44.1.1. Melody abilities are indicated by "🎵MELODY-(specified ability) This is shared by all of your units with 🎵MELODY.".

14.44.2. 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).

14.45. overDress
14.45.1. overDress is a continuous ability that indicates that it be overdressed and placed with the specified condition.
14.45.1.1. The overDress ability is written as "*overDress* – (unit condition)".
14.45.2. Units with the overDress ability can be overdress on a rear-guard circle from hand (9.9.2.4) during their master's main phase.

14.46. White Wings/Black Wings
14.46.1. White Wings and Black Wings are activation condition keywords (14.2) that reference the details of cards in the bind zone.
14.46.2. White Wings and Black Wings are written as "(White Wings/Black Wings/) – (ability type icon)(ability)".
14.46.3. White Wing's activation condition is all the cards in your bind zone having odd grades.
14.46.4. Black Wing's activation condition is all the cards in your bind zone having even grades.
14.46.5. If the bind zone does not have any cards, the activation conditions of both White Wings and Black Wings are not fulfilled.

14.47. DressBoost
14.47.1. DressBoost is a keyword that some automatic abilities that reference the card that is armed when boosting have.
14.47.2. "DressBoost" is indicated on cards with the *DressBoost* icon.

14.48. Powerful
14.48.1. Powerful is a keyword that a group of abilities with the condition of "if your soul has 0 cards" have.
14.48.2. Cards with the Powerful ability are referred to as "with the Powerful ability".

14.49. Friend
14.49.1. Friend is a keyword that "CONT If you have another unit in the same column as this unit, that unit and this unit become "Friends"." continuous abilities have.
14.49.1.1. So long as you have another unit in the same column as a unit with the Friend ability, the unit with the Friend ability and the 1 other unit in the same column both gain the friend state.
14.49.2. 'Friend' is a state a card has, and may be referenced by other cards.
14.49.2.1. When text refers to "friends", it refers to "units in the friend state".

14.50. Glitter
14.50.1. Glitter is keyword or keyword ability that becomes active when there is a specific unit.

14.50.1.1. "Glitter" may be indicated in text with the *Glitter* icon.
14.50.2. When a glitter ability is indicated as "Glitter" only, it is a keyword with no effect.
14.50.3. When a glitter ability is indicated as "Glitter – (name)", it is an activation condition keyword (14.2) that references the information of your vanguard.
14.50.3.1. In this case, the glitter ability is indicated with text that includes the glitter ability enclosed within a frame.
14.50.3.1.1. This frame is not indicated on some cards. In those cases, the text from the glitter keyword onward is considered as the glitter ability.
14.50.3.2. The activation condition for this glitter ability is your vanguard having "(name)" in its card name and "Glitter".
14.50.3.2.1. All abilities in the frame, other than the glitter ability itself, are abilities that are specified by the glitter ability.
14.50.3.2.2. If the condition above is not fulfilled, abilities in the frame other than the glitter ability are inactive.

14.51. RevolDress
14.51.1. RevolDress is a keyword that some automatic abilities with the effect of riding a unit from hand in the stand state after a unit's attack have.
14.51.1.1. "RevolDress" is indicated on cards with the *RevolDress* icon.

14.52. XoverDress
14.52.1. XoverDress is a continuous ability that cards that are able to be placed on rear-guard circles through XoverDress have.
14.52.1.1. "XoverDress" is indicated on cards by *XoverDress*.
14.52.2. "*XoverDress*-(specified cards)" means "for your main phase's play timing, you may XoverDress this card in your hand with (specified cards) as originalDress." (6.8).

14.53. Cannonball
14.53.1. Cannonball is a keyword that some automatic abilities with performing an attack against a vanguard as condition have.

14.54. Regalis Piece
14.54.1. Regalis Piece is a continuous ability that adds restrictions on deck construction and during the resolution of cards.
14.54.2. The following rules apply to cards with the Regalis Piece ability.
14.54.2.1. Only a total of 1 card with the Regalis Piece ability can be among all the cards when constructing a deck (8.1.8).
14.54.2.2. When resolving a card with the Regalis Piece ability, if that card's master has resolved another card with the Regalis Piece ability during this game, that card's text is not

resolved, and that card is simply put into the drop zone.

14.55. DressUp
　14.55.1. DressUp is a continuous ability that means the card has an additional card name during the game.
　14.55.2. "DressUp – (name)" means "**CONT** During this game, this card is regarded as having the same card name as (name)." (12.6.2).
　　14.55.2.1. This ability is active in all zones.

14.56. UnisonDress
　14.56.1. UnisonDress is keyword that some abilities with an effect of putting specific units into the UnisonDress state (5.2.2) have.
　　14.56.1.1. "UnisonDress" is indicated on cards with the 🔶UnisonDress icon.

Section 15. Markers and Pseudo-cards

15.1. Markers
　15.1.1. There are objects called markers that are placed on zones during a game.
　15.1.2. Markers can be divided into "pseudo-cards" and "records".
　　15.1.2.1. Markers have names.
　　　15.1.2.1.1. "(Name) marker" means that the marker has (name) as a name.
　　　15.1.2.1.2. The information of a marker is stipulated by its name.
　　15.1.2.2. When text simply refers to a "marker", it refers to all pseudo-card markers and record markers that are not tokens or tickets.
　　15.1.2.3. Please refer to supplement A1 at the end of this document for a list of pseudo-type card markers and their information.
　　15.1.2.4. Markers may not have information that a normal card would have, and may have special information that a normal card does not.
　　　15.1.2.4.1. Markers have no information other than the information rules and effects state that they have.
　　　　-　For example, as a "Protect" pseudo-card is not stated by rules or effects to have a card name, it does not have one.
　　　15.1.2.4.2. When information that a marker does not have is referred to, it is considered to be 0 if that information is a numerical value, and considered not to exist if it was not a numerical value.

15.2. Pseudo-cards
　15.2.1. There are "pseudo-card" markers created during a game that are handled in a similar fashion to a card in certain zones.
　　15.2.1.1. 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.

15.2.1.1.1. As pseudo-cards are not cards, they must be clearly differentiated from the other cards in the zone they are in.
　15.2.1.1.1.1. If a pseudo-card is in a hidden zone (4.1.2), that pseudo-card must be differentiated from the other cards that are not revealed, and any player can check what pseudo-card it is and the information it has.
15.2.2. "Creating" a pseudo-card in a zone means that the specified pseudo-card is now in the state of existence in that zone.
　15.2.2.1. The owner and master of a created pseudo-card is the player the zone that pseudo-card was created in belongs to.
　15.2.2.2. 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 (7.17) on that circle.
15.2.3. "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.
　15.2.3.1. When a pseudo-card is erased from a zone, it is regarded as that pseudo-card leaving that zone.
　15.2.3.2. When a pseudo-card is removed, that pseudo-card is erased from the zone it is currently it.
15.2.4. There are pseudo-cards with restrictions on the zones they can exist in.
　15.2.4.1. A pseudo-card's "effective zones" are the zones that pseudo-card can exist in.
　　15.2.4.1.1. 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.
　15.2.4.2. A pseudo-card's "erase zones" are zones where that pseudo-card is forcibly erased immediately after moving to that zone.
　　15.2.4.2.1. 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.
　　15.2.4.2.2. When a pseudo-card is to be created in its erase zone, that creation is not performed.
15.2.5. 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.

15.3. "Protect" Pseudo-cards
　15.3.1. "Protect" pseudo-cards have the special type "protect", and do not have a type.

15.3.2. "Protect" pseudo-cards have the grade "protect".

15.3.2.1. The grade "protect" cannot be increased or reduced as a numerical value.

15.3.3. "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.

15.3.4. The effective zones of "protect" pseudo-cards" are their master's hand and guardian type circles, and all other zones are their erase zones.

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

15.3.5. "Protect" pseudo-cards are not units, but can be called to the guardian circle as if they were units.

15.3.6. If a "protect" pseudo-card would move to a rear-guard circle or vanguard circle for any reason, that move is not performed, and it is put into the drop zone, and erased.

15.3.7. 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.

15.3.8. When card effects refer to "Imaginary Gift:Protect in (player's) hand)", it refers to "protect" pseudo-cards in the hand.

15.3.9. For all other matters, while "Protect" pseudo-cards are in the hand, they follow the rules regarding cards in the hand.

15.4. "Token" Pseudo-cards

15.4.1. "Token" pseudo-cards" include "token units" and "token set orders".

15.4.2. All information of a "token" pseudo-card other than its type and card name is stipulated according to the card name of that pseudo-card when it is created, and that pseudo-card has that information from the point it was created. Please refer to supplement A1 for the information different "token" pseudo-type cards have.

15.4.3. "Token unit" pseudo-cards are handled according to the following rules.

15.4.3.1. "Token unit" pseudo-cards have type, grade, power, critical, card name, race, skill icon, and text, and do not have any other information.

15.4.3.1.1. The main type of "token unit" pseudo-cards is unit, and their subtype is token unit.

15.4.3.1.2. The card name and race of "token unit" pseudo-cards are specified when that token unit is called (15.4.5, 6.2.3.3).

15.4.3.2. The effective zone of "token unit" pseudo-cards is the field, and all other zones are their erase zones.

15.4.3.2.1. As the soul is not part of the field, when a "token unit" pseudo-card is moved to the soul, it is erased after moving.

15.4.3.3. When a "token unit" pseudo-card is locked, right after that unit is locked, it is immediately erased from that circle.

15.4.3.4. For all other matters, "token unit" pseudo-cards follow the rules regarding units.

15.4.4. "Token set order" pseudo-cards are handled according to the following rules.

15.4.4.1. "Token set order" pseudo-cards have type, grade, card name, and text, and do not have any other information.

15.4.4.1.1. The main type of "token set order" pseudo-cards is order, and their subtype is set.

15.4.4.1.2. The card name of "token set order" pseudo-cards is specified by the effect that put that token (15.4.5).

15.4.4.2. The effective zone of "token set order" pseudo-cards is the order zone, and all other zones are their erase zones.

15.4.4.3. For all other matters, "token set order" pseudo-cards follow the rules regarding orders.

15.4.5. When an ability or effect refers to a "(name) token", that refers to a token with (name) in its card name.

15.4.5.1. When performing a call from the resolution of "call a (name) token to (circle)", when the unit is to be placed on the circle (6.2.3.3), create a "token unit" pseudo-card with (name) as its name and race on (circle).

15.5. "Ticket" Pseudo-cards

15.5.1. "Ticket" Pseudo-cards have type, grade, card name, and text information, and do not have any other information.

15.5.1.1. The main type of "ticket" pseudo-cards is order, and they have the special type "ticket".

15.5.1.2. The name of "ticket" pseudo-cards is specified when that ticket is created.

15.5.1.3. All other information of "ticket" pseudo-cards is stipulated according to the name of that pseudo-card when it was created, and that pseudo-card has that information from the point it was created. Please refer to supplement A1 at the end of this document for the information different "ticket" pseudo-type cards have.

15.5.2. The effective zones of "ticket" pseudo-cards are their master's hand and the order area, and all other zones are their erase zones.

15.5.3. When a "ticket" pseudo-card is locked by an effect that locks cards in the hand, it is put on the circle, and erased from that circle.

15.5.4. When an ability or effect refers to a "(name) ticket", that refers to a "ticket" pseudo-card with (name) in its card name.

15.5.5. For all other matters, "ticket" pseudo-cards follow the rules regarding order cards.

15.6. "Meer's Present" Pseudo-card

15.6.1. If a "Meer's Present" pseudo-card would move to a rear-guard circle or vanguard circle for any reason, that move is not performed, and it is put into the drop zone, and erased.

15.6.2. When a "Meer's Present" pseudo-card is locked by an effect that locks cards in the hand, it is put on the circle, and erased from the circle.

15.6.3. For all other matters, "Meer's Present" pseudo-cards follow the rules regarding markers (15.1) and pseudo-cards (15.2).

15.7. "Crest" Pseudo-cards
15.7.1. "Crest" pseudo-cards have type, card name, and text, and do not have any other information.
15.7.1.1. The main type of "crest" pseudo-cards is crest.
15.7.1.2. The card name of a "crest" pseudo-card is specified when that crest is created.
15.7.1.3. All other information of "crest" pseudo-cards is stipulated according to the card name of that pseudo-card when it was created, and that pseudo-card has that information from the point it was created. Please refer to supplement A1 at the end of this document for the information different "crest" pseudo-type cards have.
15.7.2. The effective zone of "crest" pseudo-cards is the crest zone, and all other zones are their erase zone.
15.7.3. The abilities of "crest" pseudo-cards are active in the crest zone.

15.8. Record Markers
15.8.1. There are objects put on circles called record markers.
15.8.1.1. Markers that are not included in the supplements at the end of this document are record markers.
15.8.1.2. Record markers are not cards or pseudo-cards, and effects regarding cards and units do not apply to them.
15.8.2. Record markers have a position of existence.
15.8.2.1. The position of existence for record markers that are put on a specified circle is any circle.
15.8.2.2. The position of existence for record markers put on a specified unit is that unit.
15.8.2.3. "Markers on (specified location)" and "markers that are put on (specified location)" include record markers that were put with that specified position as their position of existence.
15.8.2.3.1. When record markers that were put with a unit as their position of existence refer to the zone they exist in, they refer to the circle the circle that unit is currently on.
15.8.3. When instructed to put a record marker, put it somewhere that is an appropriate position of existence for that marker.
15.8.3.1. If it is not possible to put that record marker somewhere that is an appropriate position of existence for it, that marker is not put.
15.8.4. Record markers can be erased or moved to other zones by rules and effects.
15.8.4.1. When a record marker is erased, that marker is removed from the circle, and no longer exists in the game.
15.8.4.2. When a record marker with circles as its position of existence moves to any non-circle zone, that marker is erased.

15.8.4.3. A record marker with a unit as its position of existence is continuously on that unit, and remains on that unit when that unit moves to another circle.
15.8.4.4. When the unit that is the position of existence for a record marker is locked, moves to a non-circle zone, or ceases to be a unit, that record marker is erased immediately after that.
15.8.5. When the owner or master of a record marker is referred to, it refers to the owner or master of the effect that created that marker.
15.8.6. Record markers may have additional information or special rules defined by their name.
15.8.6.1. When the ability of a record marker with a unit as its position of existence refers to "this unit", it refers to the unit that marker is put on.
15.8.6.2. The ability of a record marker with a unit as its position of existence is active while that marker exists.

Section 16. Imaginary Gifts and Resolutions

16.1. Overview
16.1.1. There are instructions within the game that for a player to perform an imaginary gift resolution. In such cases, that resolution is performed according to the steps explained in this section.

16.2. Imaginary Gift
16.2.1. Imaginary gifts have different clan types and gift types.
16.2.1.1. Imaginary gift clan types are specified by the effect and icon of the imaginary gift to be 1 of the types "Force", "Accel", or "Protect".
16.2.1.2. An Imaginary Gift's gift type is determined in the Imaginary Gift resolution for each clan type to be either 1 or 2.
16.2.1.2.1. This value is written as roman numerals (I or II) in the rules and text.
16.2.1.3. Imaginary gifts create a marker with the name "gift" when resolving, except in certain processes.
16.2.1.3.1. Gift markers have clan type, gift type, and text information.
16.2.1.3.1.1. The text of gift markers is applied as a modification from rules (11.11.1.4). It is not an effect from an ability.

16.3. Imaginary Gift Resolution
16.3.1. When you perform the imaginary gift resolution from a ride or an effect, the following steps are done.
16.3.1.1. 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 the "Force" gift marker.

16.3.1.2. The imaginary gift resolution may put a record marker with the name "gift".

16.3.1.2.1. Gift markers have "gift type" and "clan type" information.

16.3.1.3. If the gift type for this imaginary gift resolution is specified, it is considered as if that gift type was chosen.

16.3.1.3.1. If the gift type is not specified, and a gift type was specified or chosen for an imaginary gift resolution of the applicable clan type by the player earlier in the game, choose that gift type.

16.3.1.3.2. If the gift type is not specified, and no gift type was specified or chosen for an imaginary gift resolution of the applicable clan type by the player earlier in the game, choose one of the gift types for that clan type.

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

16.3.1.4.1. Specify 1 of your vanguard or rear-guard circles, and put a clan type "Force" gift marker with the chosen gift type there.

16.3.1.4.1.1. You can specify circles that already have another clan type "Force" gift marker put there. In that case, the effects are cumulative.

16.3.1.4.2. For gift type I, the gift marker that was put has the text "during your turn, the unit on this circle gets Power +10000.".

16.3.1.4.3. For gift type II, the gift marker that was put has the text "the original critical of the unit on this circle becomes 2.".

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

16.3.1.5.1. If the player performing this imaginary gift resolution does not have a "stage" type circle, they gain 1 rear-guard type circle (4.9).

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

16.3.1.5.1.2. 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.

16.3.1.5.1.2.1. 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.

16.3.1.5.2. The player performing this imaginary gift resolution puts a clan type "Accel" gift marker with the chosen gift type on the "stage" type circle if they have one, and the that circle that was gained.

16.3.1.5.2.1. If the clan type "Accel" gift marker is removed from the circle for any reason, if that circle no longer has clan type "Accel" markers on it, immediately after that and without waiting for the check timing, the unit on that circle is retired and non-clan type "Accel" gift markers on that circle are erased, and the circle disappears after that.

16.3.1.5.3. For gift type I, the gift marker that was put has the text "during your turn, the unit on this circle gets Power +10000.".

16.3.1.5.4. For gift type II, the player performing that imaginary gift resolution draws a card immediately after the circle is created. The gift marker put has the text "during your turn, the unit on this circle gets Power +5000.".

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

16.3.1.6.1. For gift type I, create a "protect" pseudo-card (15.3) in the hand of the master of the card or ability performing this Imaginary Gift resolution.

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

16.3.2. If multiple imaginary gift resolutions for imaginary gifts are being performed for an effect, perform the process in 16.3.1 in the order written in the effect.

Section 17. Set-specific Rules

17.1. Overview

17.1.1. This section defines the rules for cards that are only present in specific booster packs and require special rules.

17.2. Gyze card

17.2.1. There is a card with information written on both sides known as the "Gyze card".

17.2.1.1. 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.

17.2.2. 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".

17.2.3. 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".

17.2.3.1. 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.

17.2.3.1.1. Other than otherwise specified, the information on the non-active side is regarded as inexistent.

17.2.3.2. At the beginning of each game, the active side of all Gyze cards will be the Neon Gyze side.

17.2.3.3. 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.

17.2.3.4. 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.

17.2.3.5. The active side of the card in the sleeve during the game shall be made visible.

17.2.4. Gyze card has face up state and face down state as placement states, just like other cards.

17.2.5. 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.

17.2.6. When written in text for a Gyze card (17.1) to "flip over", that Gyze card's active side (17.2.3) changes to be the currently non-active side.

17.2.6.1. The flip over action is different from the turn face down action (7.3).

17.2.6.2. When instructed to flip over a card that is not a Gyze card for any reason, nothing is performed for that instruction.

17.3. Astral Plane type Circles

17.3.1. Specified circles may additionally gain the Astral Plane type from card effects. The following rules apply to circles with the Astral Plane type.

17.3.1.1. A circle with the Astral Plane type cannot be designated for the normal call of units whose race is not <Astral Deity> (9.9.2.1).

17.3.1.2. When this circle is designated for the call of a unit whose race is <Astral Deity>, the grade requirement (9.9.2.1) can be ignored for the call of that unit.

17.3.1.3. The unit on this circle can attack, even if this circle is in the back row.

17.3.1.4. When the unit on this circle attacks, that unit performs drive checks.

17.3.1.4.1. When the card in the trigger zone would be put into your hand during the drive checks performed by the unit on this circle, it is put into the soul instead of your hand. This is not a replacement effect, and is applied before replacement effects.

17.3.1.5. The unit on this circle is put on the bottom of its owner's deck (9.11.5) as part of the end phase resolution.

17.3.1.6. If a unit whose race is not <Astral Deity> is on this circle for any reason, that unit is retired (17.3.2.1) as a rule action.

17.3.1.7. If this circle becomes a lock type, that locked card is put into the drop zone (17.3.2.2) as a rule action.

17.3.2. When there is an illegal unit on an astral plane circle, the following is performed as a rule action (Section 13. Rule Action).

17.3.2.1. If there is a unit whose race is not <Astral Deity> on a circle with the Astral Plane type, that unit is retired as a rule action.

17.3.2.2. If there is a locked card on a circle with the Astral Plane type, that locked card is put into the drop zone as a rule action.

17.4. Music Orders

17.4.1. Perform the special process indicated below for order cards with the subtype "music".

17.4.2. When music orders are played and resolved, that card is put on the back row circle of the center column instead of being put into the drop zone.

17.4.2.1. Music orders are put on the circle in a landscape orientation. This card does not have an orientation state (4.3.2), and is not considered to be in the stand state or rest state.

17.4.2.2. When a music order is put on a circle, if there is a unit on that circle, the music order is put on the circle after that unit is retired.

17.4.2.2.1. If the circle the music order is put on is in the locked state, that locked card is put into the drop zone before the music order is put on the circle.

17.4.2.3. If the circle the music order is put on has the Astra Plane type (17.3), that music order is put into the drop zone immediately after being put, without waiting for the check timing.

17.4.3. Music orders are put on circles, but they are not treated as units or rear-guards.

17.4.4. When a unit is put on a circle with a music order, that music order is put into the drop zone immediately after that unit is put on that circle, without waiting for the check timing.

17.4.5. Music orders on circles are put into the drop zone during the end phase (9.11.4).

17.5. Regarding Imprison

17.5.1. When instructed to "imprison" a card, perform the following process.

17.5.1.1. If the player that is performing that instruction has a set order with the "Prison" subtype that they are the master of in the order zone when performing that instruction, that card is put in the order zone as a card in the imprisoned state.

17.5.1.2. When there is an instruction to imprison a card that is associated with any originalDress cards (6.7.2.1), those originalDress cards are simultaneously imprisoned.

17.5.2. Cards in the imprisoned state are handled in the following manner.

17.5.2.1. While a card is in the imprisoned state, it retains all its card information, but cannot be referenced as a card on the field, and that card's abilities are not active, except for those that explicitly state that they are active in an imprisoned state.

17.5.3. When there are no cards with the "prison" subtype that are not imprisoned cards in the order zone, the imprisoned cards in that order zone are put into their owner's drop zone as a rule action (Section 13. Rule Action).

17.6. Songs and Singing

17.6.1. There are some set orders with the "song" subtype.

17.6.1.1. When an effect simply references "songs", it refers to cards in the order zone with the "song" subtype. Similarly, when an effect references "song cards", it refers to cards with the "song" subtype that are not in the order zone.

17.6.2. There is a "singing" resolution that is performed as a special action on a card with the "song" subtype in the order zone.

17.6.2.1. When an effect has a "sing a (set order with the specified "song" subtype)" resolution, that set order's "when sung" trigger condition is fulfilled.

17.6.3. When resolving a song's automatic ability that has itself being "sung" as a trigger condition, that song is turned face down immediately after that effect is resolved in its entirety.

17.7. Arms Orders

17.7.1. There are some order cards with the "arms" subtype. These cards are called "arms orders" in the following text.

17.7.2. Arms orders have abilities with the "arms" keyword.

17.7.2.1. Abilities with the "arms" keyword are indicated in text as "(name) Arms – (card name)".

17.7.3. When you would resolve an arms order that was played, if there is a unit with the card name specified in that arms ability on any of your vanguard circles, instead of putting that order into the drop zone after resolving its effect, put that arms order on the vanguard circle that unit is on, and the arms order is associated with that unit.

17.7.3.1. If there are no units with the specified card name in any vanguard zone, that arms order is put into the drop zone.

17.7.4. When there is an instruction to "arm" an arms order card to a vanguard, that arms order is put on the vanguard circle that unit is on, and associated with that unit.

17.7.4.1. When this process is resolved, if that vanguard does not have the card name designated by that arms order, this process is not performed.

17.7.5. When the process in 17.7.3 or 17.7.4 is performed, it is regarded as "(that unit) armed (that arms order card)".

17.7.6. While a unit and an arms order are associated with one another, they are in the state of that unit being "armed with" that arms order, and that arms order being "armed to" that unit.

17.7.7. When a vanguard with an associated arms order is rode or strode upon by a unit with the card name specified in that arms order's arms ability, that arms order loses the association it had up to that point, and the newly ridden or stridden unit is put on that circle in the state of being associated with that arms order.

17.7.8. While an arms order is put on a circle, the following rules are applied with regards to rule actions.

17.7.8.1. The improper order rule action (13.11) regarding order cards that are put on circles does not apply to arms orders put on circles.

17.7.8.2. When there are multiple arms orders with the same name on a circle, as a rule action, choose one of the cards last put on that circle, and put all the rest into the drop zone.

17.7.8.3. When an associated unit leaves the vanguard circle, or ceases to be a vanguard,, or no longer has the name specified by that arms order's arms ability, the following is performed as a rule action.

17.7.8.3.1. If there is any vanguard with the card name specified by that arms order's arms ability on that vanguard circle, that arms order loses the association it had up to that point, and becomes associated with that vanguard.

17.7.8.3.2. If the above condition is not fulfilled, put that arms order into the drop zone.

17.8. Regarding SHAMAN KING

17.8.1. OverSoul is a keyword that specifies a series of abilities that include putting specific cards into your soul for the cost.

17.8.1.1. OverSoul is written in text with the [OverSoul] icon.

17.8.2. There are order cards in this set with part of specific unit names as a subtype.

17.8.2.1. This subtype is written in the form of "(normal subtype + type name)/(set-specific subtype)".

17.8.2.2. This subtype may be referenced by other cards.

17.9. Völundr

17.9.1. Völundr is a keyword or keyword ability that indicates an ability that plays a specific unit as an arms order and arms it to another unit.

17.9.1.1. Völundr may be indicated in text with the [Völundr] icon.

17.9.2. When a völundr ability is indicated as "Völundr" only, it is a keyword with no effect.

17.9.3. When a völundr ability is indicated as "Glitter – (card name)", it is a continuous ability, and has the following effects.

17.9.3.1. The card with this ability can be chosen to be played as a unit, or as an arms order.

17.9.3.1.1. The normal rules for playing a unit are followed when playing it as a unit.

17.9.3.1.2. You must specify 1 vanguard you are the master of with "card name" as its card name to play it as an arms order. If you cannot specify the unit, or if that unit cannot arm this card due to some effect, this unit with the völundr ability cannot be played as an arms order.

17.9.3.2. If it is played as an arms order, when it resolves, it is put on the circle the specified unit is on as a normal card would be, as a card with the order card type and arms subtype, and becomes associated with that unit.

17.9.4. So long as the unit with völundr ability is on a circle as an arms order, it has the abilities specified by that card's continuous ability. Other than that, it follows the normal rules for arms orders.

17.9.5. Other than while it is on a circle as an arms order, a unit with the völundr ability has the unit type, and is not considered as an arms order.

17.10. Scout

17.10.1. When instructed to "scout (to a Base)" a card, perform the following process.

17.10.1.1. If the player that is performing that instruction has a set order with the "Base" subtype that they are the master of in the order zone when performing that instruction, that card is put in the order zone as a card that has been scouted.

17.10.2. Cards that have been scouted are handled in the following manner.

17.10.2.1. While a card has been scouted, it retains all its card information, but cannot be referenced as a card on the field, and that card's abilities are not active, except for those that explicitly state that they are active in the state of having been scouted.

17.10.3. When there are no cards with the "base" subtype in the order zone, the cards that have been scouted in that order zone are put into their owner's drop zone as a rule action (Section 13. Rule Action).

17.11. Products and Operating

17.11.1. There are some set orders with the "product" subtype, on which the special action "operate" is performed upon.

17.11.2. When there's a resolution to "operate" a card, the event of that card being "operated" by that process, and the event of that card being "operated" occur.

17.11.2.1. Other than that event fulfilling the condition of automatic abilities, there are no particular processes to be performed for the game when a card is operated.

17.11.3. The "operate" keyword is a keyword that a series of automatic abilities with the trigger condition "when this card is operated" have.

17.12. Regarding Mushiking

① Finishing Attack Icon

② Super Finishing Attack Name

③ Skill

17.12.1. Some cards with the "Mushi" race have additional information.

17.12.1.1. Finishing Attack Icon: An icon that represents the name of this "Mushi" card's finishing attack information.

| Hitting | Pinching | Throwing |

17.12.1.2. Super Finishing Attack Name: The name of this "Mushi" card's super finishing attack information.

17.12.1.3. Skill: The value of this "Mushi" card's skill information.

17.12.2. Some automatic abilities have "Attack" ability text.

17.12.2.1. When text refers to an "Attack" card, it refers to a card with the "Attack" ability.

17.12.2.2. When there is an instruction to "use a card's Attack", choose one of that card's "Attack" abilities, and activate it.

Section 18. Miscellaneous

18.1. Loop

18.1.1. 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:

18.1.1.1. If nobody can stop the loop, then the game ends in draw.

18.1.1.2. 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.

18.1.1.3. 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.

18.1.1.4. 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.

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

18.2. Extra Turn

18.2.1. When a player gets an "extra turn", the extra turn for that player is added immediately after the current turn.

18.2.2. 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". "

18.3. Number of different cards

18.3.1. 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.

18.3.1.1. 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.

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

18.4. End Turn Resolution

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

18.4.1.1. 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.

18.4.1.2. 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.

18.4.2. If there is any vanguard damage remaining after the end of turn resolution, perform the damage application process (13.6) as a rule action during the end phase.

18.4.3. The playing of automatic abilities that are standing by (11.9.4) during the end turn resolution is performed during the check timing of the end phase.

18.5. Putting Set cards as Units on Circles

18.5.1. It is possible for certain set cards to put as a unit on a circle, and it is handled according to the following rules.

18.5.2. When a set card is regarded as a unit, that card loses the set main type, loses the subtypes (2.9.4) and special types (2.9.5) it had from being a set, and newly gains the unit main type, and gains the subtypes and special types granted by that resolution.

18.5.3. When a set card becomes a unit, it possesses the power and critical and shield specified by that resolution.

18.5.3.1. If that resolution did not specify these values, the power and critical become 0, and it does not have any shield.

18.5.4. The card put on the circle from this resolution is put as the specified unit on the circle. This is a new card due to a change in zones, and the effects that applied to the set card until now no longer apply (4.1.8).

18.6. Rules restricting stride

18.6.1. Stride may be restricted, such as by the Fighter's Rules, and is handled by the following rules.

18.6.1.1. Even if Stride is restricted for a game, you may prepare a G deck for the game, and put the G deck in the G zone when preparing for the game.

18.6.1.2. During a game where stride is restricted, unless there is an effect that gives a "can perform Stride" state, the G zone is treated as not being present. Cards in the G zone cannot be referenced, cards cannot be moved from the G zone, and all abilities of cards in the G zone are nullified.

18.6.1.3. During a game where stride is restricted, if there is a rule or effect that moves a card that is not in the G zone to the G zone due to the end phase or any other reason, that card is moved to the G zone according to the normal rules (4.4.2).

18.6.2. Even if stride is restricted by rules, if there is a "can perform Stride" state by some effect, you can perform stride according to the normal rules for stride.

Supplement A1: Information of Pseudo-card Markers

- Token Units

"Plant" Token Unit

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

"Vision" Token Unit

Grade: 3
Power: 13000
Critical: 1
Skill Icon: Twin Drive
Text: [CONT](RC):Perform drive checks for the battle it attacked.

"Evil Decoy" Token Unit

Grade: 0
Power: 0
Critical: 1
Skill Icon: Intercept
Text: [CONT](RC):It cannot attack, and can intercept from the back row.

"Mask of Domination" Token Unit

Grade: 0
Power: 0
Critical: 0
Skill Icon: None
Text: None

"Shadow Army" Token Unit

Grade: 1
Power: 15000
Critical: 1
Skill Icon: Boost
Text: None

"Noblesserose" Token Unit

Grade: 0
Power: 5000
Critical: 1
Skill Icon: Boost
Text:
[CONT](RC)This unit cannot be moved to other circles, and if you have a vanguard with "Granfia" in its card name, all of the following effects are active.
・When you would place a Plant token on (RC), put it as this unit's plant gauge instead. (This effect is mandatory)
・This unit gets [Power] +5000 for each of this unit's gauge.
・When you would retire rear-guards as cost, if it can be paid by retiring Plant token rear-guards, it can also be paid by discarding plant gauges.

- Token Set Orders

Gripho Eschatologui Token Set Order

Grade: 11
[AUTO]Order Zone:At the beginning of your main phase, you may "Search your deck for up to one trigger unit, put it face up into the ride deck, and shuffle the deck. If you put a card, choose a <Hydragrum> from your drop, and you may call it to (RC).".
[ACT]Order Zone[1/turn]:[COST][Discard a card with "Griphogila" in its card name from hand], draw a card, choose one of your (RC), and put a Dragontree marker. Then, [COST][put the top card of the deck into damage zone face down], choose a face up Calamity card from your ride deck, and remove it.

- Tickets

Quick Shield" Ticket

Grade: 0
Type: Blitz Order
Text: One of your units being attacked gets Power +5000 until end of this battle.

"Guardian Shield" Ticket

Grade: 0
Type: Blitz Order
Text: Choose one of your attacked units, and it gets [Power] +20000 until end of that battle.

- Markers

"Meer's Present" Marker

(No text)
Effective Zones: Hand
Erase Zones: All other zones

- Crests

"Chronojet Dragon" Crest

Text:
[CONT]:You can perform [Stride], and cannot ride grade 3 or greater cards without "Chronojet" in their card names.
[CONT]:The original [Power] of your grade 3 cards with "Chronojet" in their card names become 13000. (Including heart cards)
[CONT]:During your turn, if you have a grade 3 or greater vanguard with "Chronojet" in its card name, all of your front row units get [Power] +5000 for each face up card in your G zone.
[AUTO]:At the beginning of your battle phase, choose up to one of your grade 3 or greater rear-guards, and increase or decrease its grade to 0 until end of turn.

"Alter Ego Messiah" Crest

Text:
[CONT]:You can perform [Stride], and cannot ride grade 3 or greater cards without "Messiah" in their card names.
[CONT]:The original [Power] of your grade 3 cards with "Messiah" in their card names become 13000. (Including heart cards)
[CONT]:During your turn, if you have a grade 3 or greater vanguard with "Messiah" in its card name, all of your front row units get [Power] +5000 for each face up card in your G zone.
[AUTO]:At the end of your turn, unlock all of your opponent's locked cards, and bind those units.

"Mushiking: King of the Beetles Machine" Crest

Text:
[CONT]:You cannot ride cards other than <Mushi>, cannot play set orders, and can only put set orders into the order zone with this crest's ability.
[AUTO]:When you get this crest, search your deck or hand for up to one Hitting Attack, Pinching Attack, and Throwing Attack each, put them into your order zone, and if you searched the deck, shuffle the deck.
[ACT][1/turn]:[COST][Soul-Blast 1], reveal the top five cards of your deck, choose up to one <Mushi> or Attack card from among them, reveal and put it into hand, and shuffle the deck.
[AUTO]:When your <Mushi> attacks, [COST][[Rest] an Attack card with grade less than or equal to your vanguard in the order zone], and use that card's Attack.

Supplement A2: Information of Record Markers

"Cradle" Marker

Text:
[CONT]:The unit this marker is on loses its original abilities, has its Power reduced by its original Power, and cannot boost or intercept.
[AUTO]:When the unit this marker is on is retired, you search your deck for up to one card with the same grade as that unit, reveal it and put it into your hand, and shuffle your deck. (The player that put the Cradle marker searches)

"Dragontree" Marker
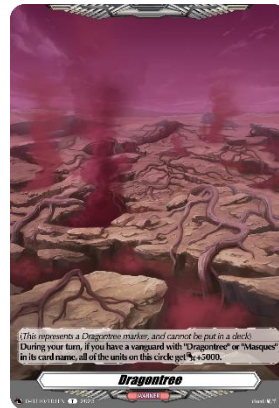
Text:
During your turn, if you have a vanguard with "Dragontree" or "Masques" in its card name, all of the units on this circle get [Power] +5000.

Supplement B: Nations and Corresponding Clans

- The nations in column A of the table below are considered to be the same as the nations in the same row of column B.
- If a card does not have clan information written on it, it is considered to have all the clans in column C, according to the nation in column A and B.

A	B	C
Keter Sanctuary	United Sanctuary	Royal Paladin
		Oracle Think Tank
		Angel Feather
		Shadow Paladin
		Gold Paladin
		Genesis
Dragon Empire		Kagero
		Nubatama
		Tachikaze
		Murakumo
		Narukami
Brandt Gate	Star Gate	Nova Grappler
		Dimension Police
		Link Joker
	Star Gate	Etranger
Dark States	Dark Zone	Spike Brothers
		Dark Irregulars
		Pale Moon
		Gear Chronicle
Stoicheia	Zoo	Megacolony
		Great Nature
		Neo Nectar
	Magallanica	Granblue
		Aqua Force
Lyrical Monasterio	Magallanica	Bermuda Triangle
	Touken Ranbu	Touken Ranbu
	BanG Dream!	BanG Dream!
	SHAMAN KING	SHAMAN KING
	Record of Ragnarok	Record of Ragnarok

Supplement C: Ride Deck Construction Regulations

- When cards are set aside as a ride deck (8.1.10), the cards set aside must follow one of the following set of rules

▶ 4 cards consisting of 1 unit of every grade from grade 0 to grade 3.
▶ 1 card with the "Griphosid" card name, 1 order card with the "calamity" sub-type of every grade from grade 1 to grade 3, and 1 card with the over trigger icon (11.10.2.7), for a total of 5 cards.

Changelog

January 19, 2024 – ver. 4.27a update

- Changed rules regarding the ride deck
- Changed rules regarding determination of player that goes first