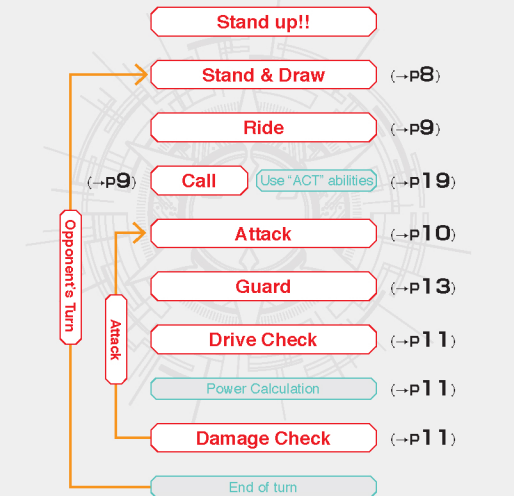


Flow of a Cardfight

This is the general outline of the flow. Learn it as you fight!



Cardfight Technique No. 1 Guard

When you're being attacked by your opponent, depending on how you guard, you may be able to defend your unit. Place a card from your hand onto the "Guardian Circle" horizontally to add the value of the "Shield" to the power of the unit being attacked. You may place as many cards as you want onto the guardian circle from your hand!



The power up during guard step is only effective for 1 attack. When that attack ends, the power of the defending unit returns to its original value and the cards on the guardian circle go to the drop zone.

Cardfight Technique No. 2 Imaginary Gift

"Imaginary Gift" is a power obtained from the blessings of the units assembled in your deck when you ride a unit with the gift icon. It is shown during the fight by using a "Gift Marker".

- Strengthen your units with "Force"**
- 1 Ride a grade 3 unit with the "Force" gift icon.
 - 2 Specify a circle (either your vanguard circle or one of your five rear-guard circles), and put a "Force" gift marker on it.
 - 3 The unit on the circle that the "Force" gift marker is put on gets Power+10000 during your turn.

As long as the "Force" gift marker remains, the influence of "Force" continues, so units called later on will get the power boost too. Also, if you ride a unit with the gift icon again, you can get another "Force" gift marker. If you put it on the same circle as before, the effect multiplies, and you can get Power+20000 or even +30000!

Types of Imaginary Gifts

There are 3 types of the "Gifts", the power of blessing, including "Force", and are dependent on the clan used. Let's look at the other two types here.

Increase your front row circles with "Accel"

When you ride a grade 3 unit with the "Accel" gift icon, wait what? You can put an "Accel" gift marker as an additional rear-guard circle in your front row, and call units onto it. In addition, the unit on that circle gets Power+10000 during your turn! However, as there is no circle in the back row, beware of the inability to boost. If you ride a unit with "Accel" again, you can put an additional "Accel" gift marker!

"Protect" like a sentinel

When you ride a grade 3 unit with the "Protect" gift icon, you can add a "Protect" gift marker to your hand, which has the same ability (*) as a "Sentinel". Although the gift marker needs to be revealed, it can be discarded from your hand as well. Guard perfectly with the "Protect" that can negate any attack! (*:It can only be called to the guardian circle. When it is placed, [discard a card from your hand], and one of your units cannot be hit until end of that battle)

Learn more about your cards!

When you can remember the effects and arrangement of the cards, you're that much closer to winning!

State of the Card

There are 2 possible states for cards placed on the playmat.



Special Abilities(Keyword Abilities)

Cards can have all sorts of abilities, but there are special abilities called keyword abilities, that have similar effects and activation conditions. Let's learn about one of them.

Sentinel ...An ability that protects you from your opponent's attack completely. Using this deck's "Strong Knight, Rounoria", by discarding 1 card from your hand as well, your opponent's attack is negated. It is an important card to have in dire situations.

Types of Triggers

There are 4 different types of triggers. If these icons are revealed during a drive/damage check, they provide various effects until the end of the turn.

- Critical Trigger**: Choose 1 unit, and it gets Power+10000. Then, choose another unit (you may choose the same unit), and when the unit's attack hits a vanguard, you can increase the damage by 1 card.
- Draw Trigger**: Choose 1 unit, and it gets Power+10000. Then, draw 1 card from the top of your deck, and add it to your hand.
- Front Trigger**: All of your front row units get Power+10000. It is a trigger only available to certain clans.
- Heal Trigger**: Choose 1 unit, and it gets Power+10000. Then, compare the number of cards in both you and your opponent's damage zone. If you have more cards than or the same number of cards as your opponent, you can move 1 card from your damage zone to your drop zone.

E.g. 1: When you have 4 damage, your opponent has 4 damage, and you reveal a heal trigger during your drive check → Heal!
E.g. 2: When you have 3 damage, your opponent has 4 damage, and you reveal a heal trigger during your damage check → As your damage is lesser than your opponent at the moment your heal trigger is revealed, you cannot heal.

Types of Skill Icons

All units have 1 of the following "Skill Icons". On the top left corner of the card, depending on the grade, there is one of the following skills: grades 0 and 1 have "Boost", grade 2 has "Intercept", grade 3 has "Twin Drive". There are also units with the "Gift Icon".

- Boost (Grade 0, Grade 1)**: When a unit in the front row attacks, rest this unit to add its power to the attacking unit in the same column.
- Intercept (Grade 2)**: Units with this icon on a rear-guard circle of your front row can move to the guardian circle during the guard step of your opponent's turn to defend.
- Twin Drive (Grade 3)**: When attacking with the vanguard, you may drive check 2 times.
- Gift Icon**: If you ride this unit, you can get one of the gift markers from the 3 types supported.

Card Abilities & Types of Icons

Every card's individual ability, effect, conditions for activation, and cost are written in the translucent box in the middle part of the card. **Once you get used to cardfight, try reading this portion and fulfilling the conditions to activate the abilities!**

At the beginning of every ability, 1 of the following activation timing icons is shown. The place where the ability can be used, displayed in [], is a condition as well.

- ACT Activated Ability**: You can activate this ability by paying the cost before attacking.
- AUTO Automatic Ability**: When all conditions are met, this ability is activated automatically.
- CONT Continuous Ability**: This ability activates at the moment you place the card on the field.

E.g. [ACT] [Cost]: When placed, [Condition], call up to one "Blaster Blade" from your hand or soul to [Cost], and it gets +10000 until end of turn. If you called, draw a card.

Types of Costs

The cost requirement for the abilities are displayed in []. Some of the special action icons are listed below.

- BLAST Counter-blast**: One type of cost, requiring you to turn the number of cards, as stated in the [] next to this icon, in your damage zone from face up to face down.
- S BLAST Soul-blast**: One type of cost, requiring you to move the number of cards, as stated in the [] next to this icon, from the bottom of your vanguard (soul) to the drop zone.
- C CHARGE Counter-charge**: Turn the number of cards, as stated in the [] next to this icon, in your damage zone from face down to face up. This enables you to use counter blast.
- S CHARGE Soul-charge**: Move the number of cards, as stated in the [] next to this icon, from the top of your deck to the bottom of your vanguard. This enables you to use soul blast.

When it is placed on your rear-guard circle, if you counter-blast 1 and soul-blast 1, you can choose one of your opponent's grade 2 or less rear-guards and retire it. Then, if the number of your rear-guards is more than your opponent's, this unit gets Power+5000 until end of turn.

