Digimon Card Game Detailed Rules   Ver 1.0

This document explains some of the nuances of the Digimon Card Game for more experienced players. If you're used to the game but still find yourself wondering about how certain rules interactions are intended to play out, this document should have the answers you need.

■ Effects: Triggering, activating, and pending

Some Digimon and Tamer effects are only activated at specific timings or when certain conditions are met, such as [On Play], [When Digivolving], [On Deletion], [When Attacking], and effects with conditions that include the word "when".

Meeting the conditions for effects like these such that the effect becomes ready to activate is called "triggering" an effect, and actually applying the effect is "activating" it.

Triggered effects generally activate immediately, but when multiple effects are triggered at the same time, there may be a gap between trigger and activation depending on the order in which the effects are activated. Gaps like these are referred to as "pending activations".

If a Digimon or Tamer with a pending activation leaves play before their effect

activates, the effect does not activate.

■ **"When" and "Would" in Card Text**

Some effect text refers to "when" something happens to determine effect triggers,

while others refer to "when <something> *would*" happen. These conditionals are

similar, but not identical.

"When" effects trigger after the condition is actually met.

(Example: "When one of your Digimon is deleted" triggers when one of your

Digimon is deleted.)

"When <something> would" effects trigger immediately before the condition is

met.

(Example: "When one of your Digimon would be deleted" triggers when one of your

Digimon is about to be deleted, but before it actually happens.)

"When <something> would" effects interrupt the actions that serves as their

trigger conditions. This can sometimes result in the action that meets the trigger condition being cancelled.

(Example: "When one of your Digimon would be deleted, return that Digimon to its owner's hand" returns one of your Digimon to its owner's hand before it can be deleted.)

■**Activating Effects from the Trash**

Most Digimon and Tamer effects can only be activated from the battle area. However, some effects—such as [On Deletion] effects—can also be activated from the trash.

Digivolution cards stop being treated as Digivolution cards when they're placed in the trash, but when activating their [On Deletion] effects, the effect activates as if they were in the same state they were in when they were deleted.

(Example: A card with the inherited effect"[On Deletion]: If this Digimon has [Greymon] in its name" is deleted as one of the digivolution cards in a [Greymon] card. It stops being treated as a digivolution card when it moves to the trash, but is still able to activate its effect as if it were one of [Greymon]'s

If a card with a pending [On Deletion] effect moves from the trash to a player's hand/deck/battle area/breeding area, the card is no longer in the trash, so the effect doesn't activate.

Additionally, if the [On Deletion] effect belongs to a digivolution card, even if the card with the effect itself remains in the trash, if the Digimon card placed on top of the card at the time of deletion leaves the trash, the card with the effect will no longer be considered to be a digivolution card, so the effect doesn't activate.

(Example: An [Agumon] with an [On Deletion] inherited effect is deleted as part of a [Greymon]'s digivolution cards. If the [Greymon] card returns to your hand from the trash while [Agumon]'s inherited effect is pending activation, [Agumon]'s inherited effect will no longer be able to be activated.)

■ Global Effects

Some effects, like those that read "for the turn," or "until the end of your

opponent's next turn," persist from the moment of their activation for a

specified period of time.

Generally, these effects only affect cards that were in the battle area at the

moment of activation, but effects that apply globally to you, your opponent, or

both players ("all Digimon," "all of your Digimon," "all of your opponent's

Digimon") also apply to any Digimon that enter play or move from a breeding

area to a battle area after the effect's activation.

■ Overlapping Previously Activated Effect

When multiple global effects overlap, any new Digimon that enters a battle

area has all of the effects applied to it simultaneously.

When multiple effects that add or subtract values like DP are applied

simultaneously, the final sum of all positive/negative values is applied.

(Example: When a +3000 DP effect and a -5000 DP effect are applied

simultaneously, 3000 – 5000 = -2000 DP is applied.)

■ Level 2 Digimon Entering Battle Areas

Some combinations of effects may result in a level 2 or lower Digimon

entering a battle area.

Level 2 or lower Digimon can't exist in battle areas, so the card is discarded

to the trash. This does not count as the card being deleted.

■ Zero DP Digimon

Digimon DP isn't reduced by attacks, but some effects can reduce Digimon

DP temporarily.

If such effects reduce a Digimon's DP to 0 (DP can't be negative), the

Digimon is deleted and discarded to the trash.

Additionally, when a Digimon's DP is reduced to zero by an effect and

deleted, it's the game rules that are deleting it, not the effect that reduced the

Digimon's DP.

■ Digimon DP Reaching 0 on Play/Move

It's possible for global effects to cause a Digimon to reach 0 DP as it enters

play.

When this happens, if the Digimon has any [On Play] effects, they don't activate, as the Digimon is deleted before its [On Play] effects can activate.

However, the Digimon is still considered to have been played, so other effects such as "When you play another Digimon," or "When your opponent plays a Digimon," still activate.

■[Start of Your Turn] and "end of the turn" Effects

[Start of Your Turn] effects activate at the very start of your turn, before your unsuspend phase. If there are multiple [Start of Your Turn] effects, the player the effects belong to decides their order of activation.

"End of the turn" effects apply once the memory gauge is at 1 or greater on your opponent's side, meeting the conditions for switching turns, but the turn doesn't switch until all "end of the turn" effects finish resolving.

If an effect causes the memory gauge to move to 0 or greater on your side, the turn doesn't switch, and your turn continues. In cases like these, "end of the turn" effects can end up applying more than once.

■[When Attacking] Effects

[When Attacking] and "when one of your Digimon attacks" effects trigger as soon as you declare an attack with a Digimon. After declaring the attack, if the attacking Digimon is turned into a different Digimon via digivolution or de-digivolution that causes it to gain new [When Attacking] effects, effects it didn't have at the time you declared the attack won't activate.

■Reaction Timing

Effects that read "when an opponent's Digimon attacks" trigger at reaction timing.

Reaction timing occurs after an opponent attacks with a Digimon, after all [When Attacking] and "when an opponent's Digimon attacks" effects have finished resolving.

[When Attacking] effects don't trigger if the attacking Digimon didn't have them at the time the attack was declared, but "when an opponent's Digimon attacks" effects can be triggered and activated at reaction timing if the Digimon gained them after the attack was declared and *before* reaction timing occurs.

■ Multi-Target Effects

For card effects that choose multiple targets, there's a difference between effects that refer to choosing "up to <number>" of something as opposed to just "<number>".

When effects ask you to choose a "<number>" of something, you must choose as many of the number specified as you can.

(Example: An effect that reads, "3 of your opponent's level 3 Digimon" requires you to choose 3 of your opponent's level 3 Digimon. If your opponent only has 2 level 3 Digimon in play, you must choose as many of them as you can, so you must choose both.)

When effects ask you to choose "up to <number>" of something, you can choose as few or as many of the number specified as you like. (You must choose at least 1. If there are 1 or more applicable Digimon or Tamers in play, you can't choose 0.)

(Example: An effect that reads, "up to 3 of your opponent's level 3 Digimon" allows you to choose between 1-3 of your opponent's level 3 Digimon.)

■"You can \<X\> by \<Y\>" Effects

Some effects read, "you can \<X\> by \<Y\>".

After activating an effect like this, you can perform the action described in \<X\> by meeting the condition described in \<Y\>. This is not required, and you can choose *not* to do \<Y\> if you'd prefer not to activate the effect. If the effect has [Once Per Turn] or a similar activation limit, choosing not to meet the condition for \<Y\> will not count toward the effect's activation limit.

Additionally, you can always meet the condition for \<Y\>, even if \<X\> is currently impossible. If you do so, activating the effect will still count toward [Once Per Turn] and other activation limits.

(Example: An effect that reads, "You may trash the top card of your security stack to have 1 of your opponent's Digimon get -2000 DP for the turn" can be activated even if your opponent has no Digimon in their battle area, but it can't be activated if you have no cards in your security stack since the \<Y\> condition here requires you to "trash the top card of your security stack".

■ Effects Divided With "Then"

Some effects read, "<X>. Then, <Y>," effectively splitting themselves into multiple parts.

When activating effects like these, first perform <X>, then perform <Y>.

You can activate these effects even if you can only activate half or none of the parts.

It is also possible to meet conditions for "<Y>" by performing "<X>".

(Example: An effect that reads, "Trash the bottom digivolution card of all of your opponent's Digimon. Then, gain 1 memory for each of your opponent's Digimon with no digivolution cards" causes an opponent's Digimon to lose its only Digivolution card. The second part of the effect then occurs ("gain 1 memory for each of your opponent's Digimon with no digivolution cards"), and since your opponent's Digimon no longer has any digivolution cards, it's counted as part of the effect, allowing you to gain 1 memory.)

Additionally, when applying effects, any other effects triggered by activating "<X>" -> "<Y>" are considered to trigger simultaneously.

（Example: You activate an effect that reads, ” Trash 1 card from the top of both players' security stacks. Then, play 1 purple or yellow Digimon card with a level of 4 or less from your trash without paying its memory cost.” The first part of the effect triggers “When a card is removed from your security stack” effects, while the second part triggers [On Play] and similar effects. These effects are considered to trigger simultaneously, so the player who the effects belong to gets to decide their order of activation.）

■ **Option Card Targets**

Players can use Option cards by paying their memory costs even when there are no applicable Digimon or Tamer cards to target with it. This generally results in the Option card having no effect, but still counts as using an Option card for effects that read, “When a player uses an Option card.”

On the other hand, if there is an applicable card for an Option card to target, you must choose it. If card text refers to choosing “up to” a certain number of cards, you must choose at least 1, and if a card refers to choosing a

"<number>" of cards, you must choose as many as you can. (For more

details, see "Multi-Target Effects".)