

Digimon Card Game Detailed Rules Ver 1.2

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 [On Deletion] effects inherited from them, the effect activates as if the Digimon that inherited the effect was in the same state

it was in when it was 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 of a [Greymon] card. It stops being treated as a digivolution card when it moves to the trash, but its effect can still be activated as if it were one of [Greymon]'s digivolution cards.)

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 was inherited from a digivolution card, even if the card with the inherited effect's text remains in the trash, if the card that was the top card of the Digimon at the time of deletion leaves the trash, the inherited effect doesn't activate because the card with the text is no longer treated as a digivolution card.

(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 can 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.)

■ Digimon Without DP Being in Battle Areas

Some combinations of effects may result in a Digimon that has no DP value to be in a battle area. Level 2 and lower Digimon do not have a DP value.

A Digimon that has no DP value 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.

Even when a Digimon's DP is reduced to zero by an effect, the Digimon won't be immediately deleted if the effect is still resolving. It will remain in the battle area with a DP of zero. Once the effect has finished activating, the Digimon is treated as deleted by the rules. (Ver1.2)

■ Digimon DP Reaching 0 on Play/Move

It's possible for global effects to cause a Digimon to reach 0 DP as soon 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 an 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 and the condition for switching turns is met, but the turn doesn't change until all "end of the turn" effects finish activating.

If an effect causes the memory gauge to return 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 and 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.)

■ “By <X>, <Y>” Effects

Some effects read, “by <X>, <Y>” or “<Y> by <X>”.

When activating an effect like this, you can choose to perform the action described in <X> in order to resolve the action <Y>. This is not required, and you can choose to not do <X> if you’d prefer to not activate <Y>. If the effect has [Once Per Turn] or a similar activation limit, choosing to not activate the effect or being unable to activate the effect does not count towards the activation limit.

Additionally, you are allowed to perform <X> even if you would be unable to execute <Y>. If you do so, activating the effect will still count toward [Once Per Turn] and other activation limits.

(Example: An effect that reads, “By trashing the top card of your security stack, 1 of your opponent’s Digimon gets -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 <X> condition here requires you to “trash the top card of your security stack”.)

(Please note that these same rulings also apply to effects that read, “You may <X> to <Y>”. This wording occurs on some cards and in reminder texts.)

■ Effects That Change or Assume the Conditions of “By <X>, <Y>” Effects (Ver.1.2)

“By <X>, <Y>” effects don’t activate if you can’t perform <X>. However, the “By <X>, <Y>” effect can activate if other effects change the condition <X> to something that can be performed or change the Digimon or Tamer performing <X> to a card that is capable of performing <X>.

(Example: The <Digisorption> effect (when one of your Digimon would digivolve into this card from your hand, you may suspend 1 of your Digimon to reduce the digivolution cost by X) can’t activate if all of your Digimon are suspended, but if you have a Digimon with “when suspending Digimon for a <Digisorption> skill, you may suspend your opponent’s Digimon instead” while your opponent has an unsuspended Digimon, the <Digisorption> effects can activate by suspending the opponent’s Digimon.)

■ 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, even though the order of applying is “<X>” -> “<Y>”, effects triggered by the different parts are considered to trigger simultaneously.

(Example: You activate an effect that reads, “Trash the top card of both players' security stacks. Then, you may play 1 purple or yellow Digimon card with a level of 4 or less from your trash without paying the 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”.)

■ **Digimon Becoming Unsuspended Following DNA Digivolution**

When a player performs a DNA digivolution with one or more suspended Digimon, the resulting Digimon enters play unsuspended, but in this case, DNA digivolution itself isn't unsuspending the Digimon. Instead, the Digimon with DNA digivolution enters the battle area as a new Digimon, and isn't treated by the game rules as a "Digimon becoming unsuspending."

As such, effects that check for Digimon becoming unsuspending aren't triggered by DNA digivolution. (This is the same principle behind why effects that play Digimon in the suspended state don't trigger effects that check for "when a Digimon becomes suspended".)

■ **Timing for placing cards for a DigiXros (Ver.1.2)**

If playing a Digimon with DigiXros requirements, effects activated "when you would play this card" (such as effects that add to or subtract from the play cost) will activate before placing digivolution cards for the DigiXros.

If it is possible to select whether an effect activates or not, make your selection and declare it before placing digivolution cards for the DigiXros.

After all of the effects have activated, place the digivolution cards for the DigiXros, and reduce the play cost according to the number of cards placed.

■ **Effects that "reveal" cards (Ver.1.2)**

Effects that "reveal" cards in your deck, security stack, and so on treat the cards as still being in the original location from where they were revealed. Therefore, the number of cards in that zone does not increase when revealed cards are returned to their original location in your deck, security stack, and so on.

However, effects such as "when trashed from your deck" and "when trashed from your security stack" are not triggered when a revealed card is trashed. Such effects are only triggered when a card is directly trashed from your deck or security stack without being revealed first.

Additionally, unlike when cards are revealed, cards in your security stack stop being treated as security stack cards when they are flipped over by a security check.