

Digimon Card Game

Comprehensive Rules Manual

Ver.1.0

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Official Rule Manual Main Text

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1. Game Overview

1-1. Number of Players

1-1-1. In principle, this game is played by two players in a match against each other. The Official Rule Manual currently doesn't cover gameplay for other numbers of players.

1-2. Game Victory/Loss

1-2-1. The game will end when one of the players meets the conditions for victory. When a player meets the conditions,

they win the game.

1-2-1-1. There are two victory conditions as follows.

1-2-1-1-1. When an attack by your Digimon allows for 1 or more security checks, the attack is successful against your opponent, and your opponent has 0 security cards. (See 9-3-6 for details)9-3-6

1-2-1-1-2. Your opponent has zero cards in their deck and can't draw a card during your opponent's draw phase.

1-2-2. Either player may declare that they forfeit the game at any point from the start of the game until the end. After a player declares a forfeit, they immediately lose the game and the game ends.

1-2-3. No card effects can force a forfeit, and there are no substitution effects that substitute loss by forfeit for something else.

1-2-4. Card effects can cause either player to win or lose the game without meeting the aforementioned victory conditions. In such cases, the player will win or lose, and the game will end as soon as the corresponding effect finishes activating.

1-3. Fundamental Principles

1-3-1. The rules defined in this Official Rule Manual correspond to the fundamental principles. Some exceptions to these rules may occur due to certain card effects or special rules. Any card text that conflicts with the Official Rules will be prioritized over the rules.

1-3-2. If a player is requested to perform an impossible action for any reason, that action will not be carried out. If only some of those actions are impossible, the player performs as many of the required actions as possible.

1-3-2-1. If an object in a given state is requested to be changed to that same state, the object remains in its current state and the action requesting the change in state itself is considered to be unperformed. However, the effect that performs such actions itself is considered to have activated.

1-3-2-2. If a player is requested to perform an action 0 or

negative number of times for any reason, that action is not performed. If a player is requested to perform an action a negative number of times, they do not perform the opposite action.

1-3-3. If a card effect directs a player to carry out an action while an active effect prohibits that action, the effect prohibiting the action is prioritized and the action is not performed.

1-3-4. If multiple players are simultaneously requested to make a choice for any reason, the turn player makes their choice first. After the turn player makes their choice, the non-turn player makes their choice.

1-3-5. If a player is requested to choose a number by a card effect or rule, the number must be a positive integer unless otherwise specified. Players cannot choose numbers containing fractions less than 1 or choose negative integers. This includes when a maximum value for a number is specified using text such as "up to..."

1-3-6. When a card effect modifies a numerical value on a card, the result will always be an integer. If an effect results in a negative number, with the exception of situations where that information is added or subtracted from, the number is treated as 0.

1-3-7. Unless otherwise specified, a single effect is performed in the order described on the card.

2. Card Information

2-1. Card Number

2-1-1. The number of the card in its given card set. If cards have matching card names and card numbers, they're considered to be the same card by the game rules.

2-2. Card name

2-2-1. The individual name of the card.

2-2-2. Some card text is shown in brackets ("[" and "]") without any other particular added information. This indicates the card name of a card.

2-2-3. Some text uses "with [XX] in its name" to refer to part of a card name. This indicates a card that includes the text

shown in brackets in its card name.

2-3. Card Category

2-3-1. This information indicates the card category for a card.

2-3-2. There are four categories: Digi-Egg cards, Digimon cards, Tamer cards, and Option cards.

2-3-3. Effects can't modify a card category or add a new category to an existing one. A card's card category is locked to that category at the time of printing.

2-3-4. Digi-Egg cards are cards used for building Digi-Egg decks. A Digi-Egg card is "hatched" by placing it face-up in the breeding area.

2-3-4-1. If a card's text reads "Digi-Egg card," it refers to a card in the Digi-Egg card category regardless of its current area.

2-3-5. Digimon cards are cards used for building decks. A Digimon card is placed in the breeding area or battle area face-up when it is digivolved or played.

2-3-5-1. If a card's text reads "Digimon card," it refers to a card in the Digimon card category regardless of its current area.

2-3-6. Tamer cards are cards used for building decks. A Tamer card is placed in the battle area face-up when it is played.

2-3-6-1. If a card's text reads "Tamer card," it refers to a card in the Tamer card category regardless of its current area.

2-3-7. Option cards are cards used for building decks. These are single-use cards that activate effects when they are used from a player's hand.

2-3-7-1. When an Option card is used from the hand to activate its effect, it is treated as not being in any particular area until its effect finishes activating. (For details on areas, refer to 3 "Game Areas")3

2-3-7-2. After using an Option card, it is placed in the trash unless an effect places it in an area.

2-3-7-3. If a card's text reads "Option card," it refers to a card in the Option card category regardless of its current area.

2-4. Color

- 2-4-1. This information indicates the color of a card. This information is referenced in card text, the color requirements on an Option card, etc. (For details on color requirements, refer to 4-20 "Color Requirements")4-20
- 2-4-1-1. There are seven color types: Red, blue, yellow, green, black, purple, and white.
- 2-4-1-2. Some cards are multicolor cards such as green/blue and green/yellow.
- 2-4-1-3. A multicolor card is also treated as a single-color card for each of those colors.
- 2-4-1-4. A multicolor card can't be treated as a card that doesn't have one of those colors.
- 2-5. Traits
- 2-5-1. This information indicates multiple traits including form, attribute, and type.
- 2-5-2. 1 card can have multiple traits.
- 2-5-3. Card text may reference traits. If text specifies "with the [XX] trait" or "with [XX] in its traits," it refers to cards that have that trait or include that trait. Cards with multiple traits are considered to have or include a trait if it is one of the traits shown.
- 2-5-4. Most cards with traits are Digi-Egg cards and Digimon cards, but sometimes Tamer cards and Option cards will have traits.
- 2-6. DP (Digimon Power)
- 2-6-1. This information indicates a card's strength in battles. (For details, refer to 9 "Attacking and Battles")9
- 2-6-2. Digimon cards and some Digi-Egg cards have DP.
- 2-6-3. During the game, if an effect reduces a Digimon's DP to zero, that Digimon is deleted due to a rule check. (For details, refer to 11-3 "Rule Checks")11-3
- 2-6-4. If a Digimon without DP is placed in the battle area by an effect during a game, that Digimon is trashed due to a rule check. (For details, refer to 11-3 "Rule Checks")11-3
- 2-7. Play Cost
- 2-7-1. A card's play cost refers to the cost required to play that Digimon card or Tamer card. (For details, refer to 7-2 "Playing a Digimon" and 7-3 "Playing a Tamer")7-27-3
- 2-7-2. Only Digimon cards and Tamer cards have a play cost.
- 2-8. Use Cost
- 2-8-1. A use cost refers to the cost required to use an Option card from the hand. (For details, refer to 6-6-2-4 "Using an Option Card")6-6-2-4
- 2-8-2. Only Option cards have a use cost.
- 2-9. Digi-Egg Icon
- 2-9-1. This icon indicates that this card is a Digi-Egg card. Only Digi-Egg cards have this icon.
- 2-10. Effects and Inherited Effects
- 2-10-1. An effect is specific text on a card. (For details, refer to 4-2 "Effects")4-2
- 2-10-2. An inherited effect is specific text on a card, noted by the text "Inherited Text" on the card. (For details, refer to 4-4 "Inherited Effects")4-4
- 2-11. Rule
- 2-11-1. Some cards may have text that contains the (Rule) icon or has an asterisk (*). Such text is treated as a rule specific to that card, not an effect.
- 2-11-2. These rules always apply regardless of whether a card is in the hand, battle area, or any other area. These rules also apply to deck-building requirements.
- 2-12. Lv. (Level)
- 2-12-1. This information indicates the card's level. Digimon cards are normally level 3 to 7, while Digi-Egg cards are normally level 2. If "Lv. —" is shown on a card, that card is treated as having no level. For details on cards without levels, refer to 13-7 "Digimon Without Levels")13-7
- 2-12-2. Only Digi-Egg cards and Digimon cards have a level.
- 2-13. Digivolution Requirements
- 2-13-1. This indicates the level, color, and digivolution cost required for a Digimon to digivolve into that card.
- 2-13-2. A card's digivolution cost refers to the cost required to digivolve into that Digimon card. (For details, refer to 8-1 "Digivolving a Digimon")8-1
- 2-13-3. Some Digimon cards use names and/or traits for digivolution requirements instead of levels or colors.
- 2-14. DNA Digivolution

- 2-14-1. The digivolution requirements for DNA Digivolution.
- 2-14-2. Only Digimon cards have DNA Digivolution. (For details, refer to 8-1-3 "DNA Digivolution")8-1-3
- 2-15. DigiXros Requirements
 - 2-15-1. This shows the requirements for placing cards in digivolution cards as part of a DigiXros. (For details, refer to 7-2-6 "DigiXros")7-2-6
 - 2-15-2. Only a Digimon card will have DigiXros requirements.
- 2-16. Burst Digivolve
 - 2-16-1. The digivolution requirements for Burst Digivolve.
 - 2-16-2. Only Digimon cards have Burst Digivolve. (For details, refer to 8-1-4 "Burst Digivolve")8-1-4
- 2-17. Illustration
 - 2-17-1. The illustration for the card.
- 2-18. Illustrator Name
 - 2-18-1. The name of the illustrator for the card.
- 2-19. Copyright Notice
 - 2-19-1. The copyright notice for the card.
- 2-20. Rarity
 - 2-20-1. How rare a card is. Cards with ★, ★★, or SP next to the rarity means that it's a parallel card with alternate art.
- 2-21. Block Icon
 - 2-21-1. This shows the block of this card. This may be referenced for tournament regulations.
 - 2-21-2. Some cards with the same card number may have different block icons. When block icons are referenced for tournament regulations, the individual block icon printed on each card will be referenced, even for cards with the same card number.

3. Game Areas

3-1. Areas

- 3-1-1. Areas include the deck, Digi-Egg deck, breeding area, battle area, hand, trash, and security stack.
- 3-1-2. A card is treated as not being in any of these areas when it's an Option card being used and when it's a card flipped over for a security check.
- 3-1-3. The number of cards in each area is public information for

both players and can be checked at any time.

- 3-1-4. There are some areas where the fronts of cards are always revealed to both players, and there are some areas where the cards aren't revealed to the other player. Areas where cards are revealed are called public areas, and areas where they aren't revealed are called private areas.
- 3-1-5. When a card is moved from the battle area or breeding area to another area, it's treated as a new card in a new area unless specified otherwise. Effects applied to the card in the previous area won't be applied as-is in the new area.
 - 3-1-5-1. When multiple cards are placed in an area at the same time, the player that caused the cards to move to the new area decides the order they are placed, unless specified otherwise.
 - 3-1-5-2. At the timing when multiple cards are moved from a public area to a private area at the same time, first you must reveal the order of the cards to be placed and receive confirmation from the opponent player, then you place the cards in the new area. After being placed, the cards become private information, therefore both players are no longer allowed to check the front sides of the cards.
- 3-1-6. When card text specifies that a card is to be placed in an area without specifying which player's area, the card is placed in the area of the player who owns the card, unless specified otherwise.
- 3-2. Deck
 - 3-2-1. This is the area where you place your deck at the start of the game.
 - 3-2-2. The deck is a private area. Cards are stacked in this area face down, and neither player can check the front sides of cards or change the cards' order, unless specified otherwise.
 - 3-2-3. When multiple cards are moved from the deck to a different area at the same time, the procedure for moving them is 1 card at a time, but they are all considered to be placed at the same time according to the rules.
 - 3-2-4. When you are instructed to shuffle your deck, you must

randomize the order of cards in your deck.

3-3. Digi-Egg Deck

3-3-1. This is the area where you place your Digi-Egg deck at the start of the game.

3-3-1-1. The Digi-egg deck is a private area. Cards are stacked in this area face down, and neither player can check the front sides of cards or change the cards' order.

3-3-1-2. When multiple cards are moved from the Digi-Egg deck to a different area at the same time, the procedure for moving them is 1 card at a time, but they are all considered to be placed at the same time according to the rules.

3-3-1-3. When you are instructed to shuffle your Digi-Egg deck, you must randomize the order of cards in your Digi-Egg deck.

3-4. Breeding Area

3-4-1. Digimon hatched from your Digi-Egg deck and Digimon digivolved from hatched Digimon are placed here during the game.

3-4-2. Digi-Egg cards and Digimon cards placed in this area are treated as Digimon. If cards are stacked together, the top card is treated as a Digimon.

3-4-3. The breeding area is a public area. Both players may freely look at cards in this area.

3-4-4. Only 1 Digimon can be placed in the breeding area.

3-4-5. Effects can't be activated in the breeding area unless it is an effect with the [Breeding] icon or an effect with text that specifically states that it activates in the breeding area.

3-4-6. Effects can't be affected by the breeding area and effects can't target the breeding area, particularly cards in the breeding area, unless text specifies that an effect will activate for a card in the breeding area. In addition, cards in breeding areas can't be referenced by effects.

3-5. Battle Area

3-5-1. When Digimon and Tamers are played, when Digimon are moved from the breeding area, and when Option cards are placed by an effect, they are placed in this area.

3-5-2. Digi-Egg cards and Digimon cards placed in this area are

treated as Digimon. If cards are stacked together, the top card is treated as a Digimon.

3-5-3. Tamer cards placed face-up in this area are treated as Tamers. If cards are stacked together, the top card is treated as a Tamer.

3-5-4. Any number of Digimon, Tamers, and Option cards placed by effects can be placed in the battle area. There is no maximum number of cards.

3-5-5. The battle area is a public area. Both players may freely look at cards in this area.

3-6. Hand

3-6-1. Cards drawn by the respective player are placed in this area.

3-6-2. The hand is a private area, but the cards' owner may freely look at their hand.

3-7. Trash

3-7-1. Digi-Egg cards, Digimon cards, and Tamer cards are placed in this area after deletion, and Option cards are placed here after their effects have finished activating.

3-7-2. The trash is a public area. The cards in this area are placed face-up, and both players may freely look at the cards in this area.

3-8. The Security Stack

3-8-1. Your security cards are placed in this area.

3-8-2. The security stack is a private area. Unless specified otherwise, cards are placed in this area face down, and neither player can freely check the front sides of cards or change the cards' order. When a security card is moved to another area, unless specified otherwise, you must select the top card of the security stack.

3-8-3. Face-up cards may be added to the security stack by effects. In such cases, the face-up card is placed in the security stack face-down, unless specified otherwise by the effect.

3-8-4. When multiple security cards are moved from the security stack to a different area at the same time, the procedure for moving them is 1 card at a time, but they are all considered to be placed at the same time according to the rules.

4. Basic Game Terminology

4-1. Memory and the Memory Gauge

4-1-1. Memory refers to the resources used to pay for in-game costs, and this also refers to the memory gauge that indicates these resources.

4-1-2. A memory gauge shows the numbers 0 through 10, and one memory gauge is shared between you and your opponent during the game.

4-1-2-1. The memory gauge consists of 21 spaces total with 0 at the center. Your memory gauge consists of the spaces labeled 1-10 on the left side, while your opponent's memory gauge consists of the spaces on the right side (from your perspective).

4-1-2-2. To pay costs associated with game actions, such as playing/digivolving Digimon cards, using Option cards, and more, players move the counter on the memory gauge.

4-1-2-3. If an effect causes a player to "gain 1 memory," that player moves the counter one space toward your side (the memory gauge on the left). If an effect causes a player to "lose 1 memory," that player moves the counter one space toward your opponent's side (the memory gauge on the right).

4-1-3. When the number passes 0 and moves to 1 or greater on the opponent's side of the memory gauge due to paying a cost or an effect, the end of the turn comes and the turn switches to the opponent's turn.

4-1-4. The highest number on the memory gauge is 10 on both your side and your opponent's side. The memory won't exceed 10.

4-2. Effects

4-2-1. Effects are text shown in certain locations on cards.

4-2-2. Effects are categorized according to the type of card where the effect was activated: Digimon effects, Tamer effects, and Option card effects. In principle, the card category of the card where the effect activated is referenced.

4-2-3. An inherited effect is treated as the effect of the card stacked on top.

4-2-4. When an effect on a Digimon card or Tamer card activates in an area other than the breeding area or battle area, it will be treated as a Digimon effect or Tamer card according to the card category. Security Digimon aren't treated as Digimon, but a Security Digimon's effect is treated as a Digimon effect.

4-3. Digivolution Cards

4-3-1. When a card is under a Digimon in the breeding area or battle area, that card is treated as a "digivolution card" regardless of its card category.

4-3-2. When a card is placed under a card other than a Digimon, it isn't treated as a digivolution card.

4-3-3. Unless specified otherwise, information other than inherited effects is no longer referenced on a card after it becomes a digivolution card.

4-4. Inherited Effects

4-4-1. Inherited effects are effects shown at the bottom of a card. These effects only activate when the card is placed as a digivolution card under a Digimon.

4-4-2. Digivolution cards under Digimon can no longer activate their original effects, they will only have inherited effects.

4-4-3. Inherited effects are treated as effects that are activated by the card of the Digimon stacked on top. Therefore, inherited effects are treated as Digimon effects.

4-4-4. If a card isn't a digivolution card, its inherited effects can't be activated, and the card isn't treated as if it has the effects described in its inherited effects.

4-4-5. Cards don't become digivolution cards when they're placed under non-Digimon cards, therefore their inherited effects can't activate in such cases.

4-4-6. Persistent inherited effects end once their card becomes the top card and is no longer a digivolution card due to digivolution or other reason.

4-4-7. If a Digimon is moved to another area from the breeding area or battle area, its digivolution cards will no longer be digivolution cards, but the state at the time of deletion is referenced for the triggering/activation of any [On Deletion] effects, and the cards are still treated as

digivolution cards.

4-5. Triggering, Activation, and Pending Activation

4-5-1. Triggering refers to when the timing and conditions are met to allow a card's effect to be activated.

4-5-2. Activation refers to the state where an effect is actually resolved.

4-5-3. Pending activation refers to the period until a triggered effect is actually resolved. When multiple effects have been triggered, there may be a waiting period between the triggering and activation. This causes pending activation.

4-5-4. When an effect is pending activation after being triggered, if the trigger conditions happen again before activation, the effect will be triggered again.

4-6. Simultaneous Triggering

4-6-1. "Simultaneous triggering" refers to multiple effects being triggered at the same timing.

4-6-2. Effects activate one at a time, so an activation order must be chosen for simultaneously triggered effects. When choosing the activation order, every time 1 effect activates, then the next effect to activate is chosen.

4-6-3. When effects trigger simultaneously for the same player, the player that activated the effects chooses the order in which they activate.

4-6-4. If effects trigger simultaneously for different players, the turn player's effects take precedence for activation.

4-6-5. Another effect may be triggered depending on the activated effect. In such cases, the newly triggered effect takes precedence over effects that are pending activation. When the turn player has effects that are pending activation, a newly triggered effect will take precedence, even if the newly triggered effect is a non-turn player's effect.

4-7. Players

4-7-1. A "player" refers to a game participant and the owner of their respective cards.

4-7-2. If card text specifies an "owner," it refers to the player that is currently using that card in the game.

4-7-3. When the game ends, both players collect their respective cards that they own.

4-8. Turn Player and Non-Turn Player

4-8-1. The turn player refers to the player that is performing the procedures for the current turn.

4-8-2. The non-turn player refers to the player that is not performing the procedures for the current turn.

4-9. Unsuspending and Suspending

4-9-1. Cards in the battle area or breeding area will have one of the following two states.

4-9-1-1. Unsuspended: Cards are placed vertically in this state.

4-9-1-2. Suspended: Cards are placed horizontally in this state.

4-9-2. Unsuspended refers to a state where a card hasn't performed any actions.

4-9-3. Suspended refers to a state where a card has already performed an action.

4-9-4. In principle, a card must be unsuspended in order to play a Digimon or Tamer into the battle area, hatch a Digi-Egg in the breeding area, or place an Option card.

4-10. Security Checks

4-10-1. This refers to the act of revealing the top card of your opponent's security stack. (For details, refer to 9-3 "Security Checks")9-3

4-10-2. If you attack the opponent player and the attack is successful, a security check is performed.

4-11. Security Digimon

4-11-1. A Security Digimon is a Digimon card flipped over during a security check. (For details, refer to 9-2-1-7 "Security Checks")9-2-1-7

4-11-2. A Security Digimon is treated as not being in any particular game area.

4-11-3. Security Digimon are not considered to be Digimon, and effects that activate for Digimon don't apply to Security Digimon.

4-11-4. Security Digimon only activate [Security] effects. A [Security] effect activated by a Security Digimon is treated as a Digimon effect.

4-12. Deletion, Trashing, and Moving

4-12-1. Deletion

4-12-1-1. Deletion is applied to a Digimon or Tamer when

any of the following conditions are met.

4-12-1-1-1. A Digimon is deleted in battle. (For details, refer to 9-2-1-8 "Battles")9-2-1-8

4-12-1-1-2. A Digimon's DP becomes 0.

4-12-1-1-3. A Digimon or Tamer is affected by a "delete" effect.

4-12-1-2. Deleted Digimon/Tamers are placed in their owner's trash. If the deleted card is a token, it is removed from the game instead of being placed in the trash.

4-12-1-3. If a deleted Digimon/Tamer has an [On Deletion] effect, it will be triggered/activated when the card is placed in the trash or the area specified by the rules.

4-12-2. Trashing Cards

4-12-2-1. "Trashing" means to place a card in the trash.

4-12-2-2. If a Digimon without DP is played into the battle area, it will be trashed. In addition, cards can also be trashed by effects. In such cases, the text will read "trash."

4-12-2-3. A card in an area can't and won't be trashed unless an effect or rules processing causes it to be trashed.

4-12-2-4. Trashing isn't treated as deletion.

4-12-3. Moving Cards

4-12-3-1. Moving a card from a breeding area to a battle area is referred to as "moving."

4-12-3-2. Players can move a card during their turn's breeding phase.

4-12-3-3. Moving doesn't require a cost.

4-12-3-4. Only Digimon with DP can be moved.

4-12-3-5. A moved Digimon carries over its pre-move state.

4-13. Cards With XX (effect)

4-13-1. A card with a particular effect is treated as having that effect even when it's in the hand, trash, deck, security stack, breeding area, or any area other than the battle area.

4-13-2. If a card has an effect when certain conditions are met, that card isn't treated as having that effect when the conditions aren't met. (Example: If effect text reads "while you have a blue Digimon, this Digimon gains <Blocker>,"

then that Digimon is only treated as having <Blocker> when it's in the battle area while you have a blue Digimon.)

4-13-3. If an effect's activation timing is instantaneous (such as an [On Play] or [When Digivolving] effect), a card is treated as having that effect even at times other than the activation timing.

4-13-4. If an effect has both conditions and activation timing, then a card is treated as having that effect as long as the conditions are met, even at times other than the activation timing. (Example: If effect text reads "[When Digivolving] When a red card is in this Digimon's digivolution cards, <Blitz>," then that Digimon is treated as having <Blitz> while there is a red card in its digivolution cards, even if it's not a turn when it digivolved.)

4-14. Timings

4-14-1. Many effects have icons at the beginning of the text that show the timing when the effect will trigger or activate. (For details, refer to 10-4 "Effect Timings")10-4

4-15. [X Per Turn]

4-15-1. Effects with the text [X Per Turn] can only be activated X number of times during a turn.

4-15-2. If an [X Per Turn] effect has already activated X number of times, it can't be triggered/activated again during that turn.

4-15-3. Whether an [X Per Turn] effect has activated or not is determined on a per-card basis for each card with that effect. If you have multiple cards with the same [X Per Turn] effect, the effect can be separately triggered/activated with X also being counted separately per card.

4-15-4. A record of [X Per Turn] activation remains even if a Digimon/Tamer has activated an [X Per Turn] inherited effect the specified number of times and becomes another card by digivolving or <De-digivolve> during that turn, so that effect won't trigger again during that turn.

4-15-5. If a Digimon/Tamer has activated an [X Per Turn] effect

the specified number of times, the card is moved to another area where it is no longer a Digimon/Tamer due to deletion or by being returned to the hand, and then it enters the battle area again as a Digimon/Tamer during the same turn, it is treated as a different Digimon/Tamer than before. Therefore, the same [X Per Turn] effect can be triggered/activated again.

4-15-6. If a Digimon has activated an [X Per Turn] effect the specified number of times, the actual card with the effect text leaves that Digimon due to <De-Digivolve> or an effect that returns a digivolution card to the hand, and then the card is placed under the same Digimon again during the same turn, it is treated as a different Digimon card than before. Therefore, the same [X Per Turn] effect can be triggered/activated again.

4-15-7. Even if an [X Per Turn] effect is triggered in a state where the effect content can't be performed (such as a suspended Digimon targeted by an effect that makes a Digimon attack), the effect is considered to have activated, and this counts toward the specified number of activations.

4-15-8. If conditions such as "if..." are specified for an "X Per Turn" effect, the effect won't trigger when the conditions aren't met, therefore it doesn't count toward the specified number of times.

4-15-9. If an "X Per Turn" effect has text such as "you may..." or "by..." and allows a player to choose whether or not the effect activates, if the player chooses to not activate it after it triggers, it doesn't count toward the specified number of times.

4-16. [Hand]

4-16-1. Effects with the [Hand] icon are effects that can only activate while the card is in the hand.

4-16-2. In order to activate an effect with the [Hand] icon, you must reveal the card from your hand.

4-16-3. An effect with the [Hand] icon can't be revealed from your hand when the effect can't activate.

4-17. [Trash]

4-17-1. Effects with the [Trash] icon are effects that can only activate while the card is in the trash.

4-17-2. If an Option card in the trash has an effect with the [Trash] icon and the effect activates, the card isn't considered to be used. Because such activation isn't considered to be using the Option card, its color requirements don't have to be met for the activation.

4-18. [Breeding]

4-18-1. Effects with the [Breeding] icon are effects that can only activate while the card is in the breeding area.

4-19. Tokens

4-19-1. Some card effects will play non-game cards that are treated as Digimon or Tamers. These cards are called tokens.

4-19-2. The following rules apply to tokens.

4-19-2-1. Tokens can't digivolve. Tokens can't be placed under other cards as digivolution cards, etc.

4-19-2-2. Cards can't be placed under tokens. Even if you choose a token as the target for such an effect, the token won't be affected.

4-19-2-3. If a token is the target of an effect that deletes it, trashes it, returns it to the hand, returns it to the deck, places it in the security stack, or places it under another card, the token is removed from the game instead of being placed in those areas.

4-19-2-4. If an effect has a condition such as deletion, trashing, returning to the hand, returning to the deck, or placing in the security stack, then a token is affected by such an effect that would place it in these areas, the condition is considered fulfilled even though the token isn't actually placed in any of those areas.

4-19-2-5. If an effect triggers "when a card is added to your hand/deck/security stack/digivolution cards" and a token is affected by an effect that would place it in that area, the effect isn't triggered because the token isn't actually placed in those areas.

4-19-2-6. A token can be affected by an effect that applies to standard Digimon when that token is played as a

Digimon, and a token can be affected by an effect that applies to standard Tamers when that token is played as a Tamer. However, tokens aren't affected by effects that make them perform actions that they can't perform, such as placing a card under a token.

4-19-2-7. In order to use a token, the player must prepare token cards in advance. Token cards must be cards that can be differentiated from the cards used in your deck and Digi-Egg deck. In addition, you can't play more token cards during a game if you have already used all of your token cards.

4-20. Color Requirements

4-20-1. "Color requirements" refers to the requirements that must be met in order to play an Option card.

4-20-2. To meet color requirements, you must have a Digimon or Tamer in your battle area or breeding area that's the same color as the Option card you want to use.

4-20-3. An Option card with multiple colors can't be used unless the color requirements are met for all of its colors.

4-20-4. 1 Digimon or Tamer with multiple colors can meet the color requirements for multiple colors.

4-20-5. An Option card's color requirements don't have to be met when activating its effects without using it, such as activation of its [Security] effect or <Delay>.

4-21. DNA Digivolution

4-21-1. DNA Digivolution is a digivolution rule that digivolves your 2 Digimon specified in the "DNA Digivolution" requirements from the battle area into 1 Digimon card with "DNA Digivolution" in the hand. (For details, refer to 8-1-3 "DNA Digivolution")8-1-3

4-22. DigiXros

4-22-1. DigiXros is a special rule that can be used when playing a Digimon card with DigiXros requirements. (For details, refer to 7-2-6 "DigiXros")7-2-6

4-23. Burst Digivolve

4-23-1. Burst digivolve is a special rule that allows you to digivolve a card for the specified digivolution cost if you return 1 of the Tamers specified in [Burst Digivolve] on that

Digimon card in your hand. (For details, refer to 8-1-4 "Burst Digivolve")8-1-4

4-24. Digimon ACE

4-24-1. Digimon ACE are cards that have the "ACE" logo next to the card name on the Digimon card.

4-24-2. The card category for Digimon ACE cards is the Digimon card category.

4-24-3. "ACE" is not included in the card name of Digimon ACE cards. (Example: The card name of [WarGreymon ACE] is [WarGreymon].)

4-24-4. Digimon ACE cards have <Overflow>. (For details, refer to 11-4 "<Overflow>")11-4

5. Game Preparation

5-1. Deck and Digi-Egg Deck Preparation

5-1-1. Before beginning a game, both players prepare a deck and Digi-Egg deck. A deck must have exactly 50 cards, and a Digi-Egg deck has 0 to 5 cards. A deck can include up to 4 copies of a card with the same card number. If tokens will be used, token cards must also be prepared.

5-1-1-1. A "deck" refers to a deck composed of Digimon cards, Tamer cards, and Option cards.

5-1-1-2. A "Digi-Egg deck" refers to a deck composed of Digi-Egg cards. You can choose to not use a Digi-Egg deck.

5-1-1-3. Effects related to the composition of a deck or Digi-Egg deck are applied as effects that change the aforementioned deck composition requirements. Effects related to the composition of a deck refers to effects with the "you can include the specified number of cards in your deck" text. (Example: "You can include up to 50 copies of cards with this card's card number in your deck.")

5-1-1-3-1. Effects related to the composition of a deck activate when preparing the deck.

5-1-2. Banned/Restricted Cards

5-1-2-1. Regulations may specify "banned cards" that can't be included in decks or Digi-Egg decks, and they may

specify "restricted cards" that are restricted to a certain number when placed in a deck or Digi-Egg deck. In principle, official tournaments require that participants obey regulations for banned and restricted cards.

5-1-2-2. Specific information on banned and restricted cards is provided on the official website.

5-2. Pre-Game Preparations

5-2-1. Before the game begins, both players must perform the following steps.

5-2-1-1. Present the deck and Digi-Egg deck you will be using in this game. This deck and Digi-Egg deck must adhere to the rules for deck composition as currently shown in 5-1. If tokens will be used in the game, you must also present your tokens.

5-2-1-2. Each player shuffles their respective deck until it is sufficiently randomized. Then, both players place their deck face down.

5-2-1-3. Each player shuffles their respective Digi-Egg deck until it is sufficiently randomized. Then, both players place their Digi-Egg deck face down. If you're not using a Digi-Egg deck, proceed directly to the next step.

5-2-1-4. The players use rock-paper-scissors to determine the first player and the second player. The player who wins the game of rock-paper-scissors automatically goes first.

5-2-1-5. Both players draw 5 cards from their decks for their initial hands.

5-2-1-6. Then, both players starting with the first player may choose to re-draw their hand according to the following procedure, but this can only be done once by each player. Re-drawing your hand isn't mandatory, it's optional.

5-2-1-7. Return your entire hand to your deck, shuffle it, then draw 5 cards for your initial hand.

5-2-1-8. After the first player declares whether or not they will re-draw their hand, then the second player can re-

draw their hand using the same procedure in 5-2-1-7.

5-2-2. Both players take the top 5 cards of their deck and place them face-down in their security stack without looking at the fronts of the cards. The cards are to be placed so the top card of the deck becomes the bottom card of the security stack.

5-2-3. Place the memory gauge counter at the 0 position.

5-2-4. The game begins with the first player's turn.

6. Game Procedures

6-1. Turn Procedures

6-1-1. A turn proceeds using 4 phases in the following order: Unsuspend phase, draw phase, breeding phase, and main phase.

6-1-1-1. In addition to these phases, the "start of turn" and "end of turn" timings are used.

6-1-2. A game will proceed with one of the players as the turn player. The turn player performs the phases in the following order.

6-1-3. Each phase won't make a transition to the next phase until activation has completed for all effects that trigger as a result of actions during that phase.

6-2. Start of the Turn

6-2-1. The turn player's [Start of Your Turn] and the non-turn player's [Start of Opponent's Turn] effects will trigger/activate. If an effect triggers multiple times, they are triggered simultaneously.

6-3. Unsuspend Phase

6-3-1. Unsuspend all of your suspended Digimon and Tamers in the battle area.

6-3-1-1. Digimon with <Reboot> will also unsuspend during the unsuspend phase of your opponent's turn.

6-3-1-2. Digimon/Tamers unsuspended during the unsuspend phase are all considered to unsuspend at the same time rather than in a specific order.

6-4. Draw Phase

6-4-1. The turn player draws 1 card from their deck and adds it to

their hand.

6-4-1-1. The first player doesn't draw a card during the draw phase of their first turn. A card must be drawn from the deck in all subsequent draw phases.

6-4-1-2. If you have 0 cards in your deck and can't draw a card, you lose the game at that time.

6-5. Breeding Phase

6-5-1. You may perform just one of the following actions: Hatch a Digi-Egg, move a card from the breeding area to the battle area, or do nothing.

6-5-1-1. "Hatching a Digi-Egg" can only be performed when you have 1 or more cards in your Digi-Egg deck and you don't have a Digimon in the breeding area. Flip the top card of your Digi-Egg deck over and place it in the breeding area.

6-5-1-1-1. Digi-Egg cards hatched in the breeding area are treated as Digimon.

6-5-1-1-2. Hatching a Digi-Egg isn't considered playing a card. Therefore, if a Digimon is hatched and then it (or a Digimon digivolved from it) is moved to the battle area during the same turn, the "Digimon can't attack the turn they came into play" rule doesn't apply to that Digimon, so it can attack.

6-5-1-2. "Move a card from the breeding area to the battle area" means moving your Digimon with DP from the breeding area to the battle area.

6-5-1-2-1. Digimon without DP can't be moved to the battle area.

6-5-1-2-2. Moving a Digimon from the breeding area to the battle area isn't considered playing it. Therefore, the "Digimon can't attack the turn they came into play" rule doesn't apply.

6-5-1-3. "Do nothing" means moving on to the next phase without performing either of the aforementioned two actions.

6-6. Main Phase

6-6-1. First, the turn player's [Start of Your Main Phase] and the

non-turn player's [Start of Opponent's Main Phase] effects will trigger/activate. If an effect triggers multiple times, they are triggered simultaneously.

6-6-2. The turn player can perform the following actions in any order and as many times as possible during the main phase: Play a Digimon, digivolve a Digimon, play a Tamer, use an Option card, attack, and/or activate a [Main] effect. Except for actions performed by effects, these actions can only be performed in a state where there are no effects that have triggered and are pending activation.

6-6-2-1. Playing a Digimon

6-6-2-1-1. Playing a Digimon is an action where a Digimon card is played from the hand by paying its cost. Effects can also play a Digimon from areas other than the hand. (For details, refer to 7-2 "Playing a Digimon")7-2

6-6-2-2. Digivolving a Digimon

6-6-2-2-1. Digivolving a Digimon is an action where your Digimon is digivolved into a Digimon card in the hand by paying its cost. Effects can also digivolve a Digimon from areas other than the hand. (For details, refer to 8 "Digivolving")8

6-6-2-3. Playing a Tamer

6-6-2-3-1. Playing a Tamer is an action where a Tamer card is played from the hand by paying its cost. Effects can also play a Tamer from areas other than the hand. (For details, refer to 7-3 "Playing a Tamer")7-3

6-6-2-4. Using an Option Card

6-6-2-4-1. Using an Option card means activating the [Main] effect on an Option card in the hand by paying its cost.

6-6-2-4-2. After you declare that you will use an Option card and pay its cost, the effect activates immediately.

6-6-2-4-3. An Option card is used by performing the

following procedure.

6-6-2-4-3-1. Confirm the color of the Option card to be used, then confirm that the color requirements are met using your Digimon and Tamers in the breeding area and battle area. For details, refer to 4-20 "Color Requirements")4-20

6-6-2-4-3-2. Reveal the Option card to be used.

6-6-2-4-3-3. Pay the use cost shown on the card. (For details, refer to 2-8 "Use Costs")2-8

6-6-2-4-3-4. The used Option card's effect activates.

6-6-2-4-4. Activation immediately follows use of an Option card. Other effects and rule checks don't interrupt the period between use and activation.

6-6-2-5. "Attacking" allows a player to use their own Digimon to attack an opponent or an opponent's Digimon. (For details, refer to 9 "Attacking and Battles")9

6-6-2-6. "Activate a [Main] effect" means activating the [Main] effect on your Digimon or Tamer, or activating the [Main] effect on an Option card in the battle area.

6-6-3. Passing

6-6-3-1. In addition to the aforementioned actions, a turn player can declare a "pass" during the main phase.

6-6-3-2. After declaring a pass, the memory gauge moves to 3 on your opponent's side regardless of its previous position. As a result, the end of the turn comes.

6-6-3-3. A pass can only be performed in a state where there are no effects that have triggered and are pending activation.

6-7. End of the Turn

6-7-1. When the counter moves to 1 or greater on the opponent's side of the memory gauge due to paying a cost or an effect, the end of the turn comes.

6-7-1-1. However, if there are any effects that have triggered and are pending activation before the memory moves to 1 on your opponent's side, or if there are

any unresolved actions/processing, the end of the turn doesn't come until they have all finished activating/processing. If the memory gauge moves to 0 or greater on your side as a result of these effects or processing, the end of the turn doesn't come and your turn continues.

6-7-2. Once the end of the turn comes, first the turn player's [End of Your Turn] and the non-turn player's [End of Opponent's Turn] effects will trigger/activate. If an effect triggers multiple times, they are triggered simultaneously.

6-7-2-1. Once all [End of Your Turn] and [End of Opponent's Turn] effects (and effects triggered by these effects) have finished activating, the turn will switch if your opponent's memory is at 1 or greater.

6-7-2-2. Once the turn switches, all "for the turn" and "until the end of the turn" effects end, the turn player switches, and the new turn player's turn starts.

6-7-3. During the period while [End of Your Turn] and [End of Opponent's Turn] effects (and effects triggered by these effects) are activating, the turn is considered to be ongoing, and "for the turn" and "until the end of the turn" effects still apply.

6-7-4. If the memory is at 0 or greater on your side when all [End of Your Turn] and [End of Opponent's Turn] effects (and effects triggered by these effects) have finished activating, the turn will continue without switching.

6-7-4-1. If the end of the turn comes but something causes the turn to continue, the turn continues from the current phase at the end of the turn.

6-7-5. "At the end of your opponent's turn" in effect text only means the end of your opponent's first turn after the timing when the effect activates. After the end of your opponent's turn, if an effect causes the turn to continue without switching, and then the end of your opponent's turn occurs again, this is not considered "at the end of your opponent's turn."

7. Playing a Card

7-1. Placing a Digimon or Tamer from your hand or other area into the battle area as a new Digimon or Tamer is referred to as "playing" it.

7-2. Playing a Digimon

7-2-1. Playing a Digimon is an action where a Digimon card is played from the hand by paying its cost. Effects can also play a Digimon from areas other than the hand.

7-2-2. A Digimon is played by performing the following procedure.

7-2-2-1. Reveal the Digimon card to be played from the hand.

7-2-2-2. Pay the play cost shown on the card. (For details, refer to 2-7 "Play Costs")

7-2-2-3. If the card has an [On Play] effect, it triggers after playing.

7-2-3. If a card can't be played, it can't be revealed from the hand.

In addition, if a card is revealed but can no longer be played due to an effect or if it fails play, the revealed card is returned to the hand.

7-2-4. Digimon can't attack the turn they're played. This rule also applies to Digimon played by effects from areas other than the hand.

7-2-5. If a deleted or if a trashed Digimon card is played from the trash, it is considered a different Digimon from before the deletion or trashing.

7-2-6. DigiXros

7-2-6-1. DigiXros is a rule that can be used when playing a Digimon card with DigiXros requirements.

7-2-6-2. By placing 1 or more of your Digimon cards specified in the DigiXros requirements from your hand or battle area under the Digimon card to be played, the play cost is reduced according to the DigiXros requirements for each card placed.

7-2-6-3. The cards placed under the Digimon for the DigiXros become digivolution cards.

7-2-6-4. DigiXros is a rule, not a card effect.

7-2-6-5. A DigiXros isn't mandatory. Performing a DigiXros isn't required when playing a Digimon card with DigiXros requirements.

7-2-6-6. When a "play X" effect is used to play a Digimon card

with DigiXros requirements, you can perform a DigiXros.

7-2-6-7. Effects that alter play costs can also activate when playing a card for a DigiXros.

7-2-6-8. Effects that activate "when this card would be played" will also activate when playing a card for a DigiXros.

7-2-6-9. [On Play] effects and "when a Digimon is played" effects also trigger for cards played by a DigiXros.

7-2-6-10. A DigiXros is performed after activation or application of any effects that activate when playing a Digimon or any active effects.

7-2-6-11. It isn't necessary to place all of the cards specified in the DigiXros requirements for a DigiXros. You can place just some of the cards if desired. However, it isn't considered a DigiXros if you don't place at least 1 card.

7-2-6-12. Unless specified otherwise, you can place up to 1 of each type of the cards specified in the DigiXros requirements.

7-2-6-13. The minimum value is 0, the play cost resulting from a DigiXros can't be less than 0.

7-2-6-14. Depending on the effect, it's also possible to perform a DigiXros when playing a Digimon without paying the play cost.

7-2-6-15. DigiXros Procedure

7-2-6-15-1. Check the DigiXros requirements of the Digimon card in hand.

7-2-6-15-2. During your main phase, declare that you will play a Digimon and reveal the Digimon card to be played.

7-2-6-15-3. Apply any effects that will activate or become active on play.

7-2-6-15-4. Declare that you will perform a DigiXros, select the cards to place in digivolution cards from your Digimon in hand or the battle area, then place them under the revealed card. When placing Digimon from the battle area, you can only place the top

card. Any digivolution cards under that Digimon are trashed.

7-2-6-15-5. For the stacking order of the cards placed for the DigiXros, the Digimon shown on the left of the DigiXros requirements goes on top, and the Digimon shown on the right goes on the bottom. If the requirements specify that multiples of a card can be placed, the player can decide the stacking order for those cards only.

7-2-6-15-6. The play cost is reduced by the amount shown in the DigiXros requirements for each card placed for the DigiXros.

7-2-6-15-7. Calculate the final play cost, then pay the cost to finalize the act of playing the Digimon. [On Play] effects are triggered.

7-3. Playing a Tamer

7-3-1. Playing a Tamer is an action where a Tamer card is played from the hand by paying its cost. Effects can also play a Tamer from areas other than the hand.

7-3-2. A Tamer is played by performing the following procedure.

7-3-2-1. Reveal the Tamer card to be played from the hand.

7-3-2-2. Pay the play cost shown on the card. (For details, refer to 2-7 "Play Costs")2-7

7-3-2-3. If the card has an [On Play] effect, it triggers after playing.

7-3-2-4. A tamer can activate effects from the moment it's played.

8. Digivolution

8-1. Digivolving a Digimon

8-1-1. Digivolving a Digimon is an action where your Digimon is digivolved into a Digimon card in the hand by paying its cost. Effects can also digivolve a Digimon from areas other than the hand.

8-1-2. A Digimon is digivolved by performing the following procedure.

8-1-2-1. Check the digivolution requirements of the Digimon card to digivolve in hand. If your Digimon that will

become a digivolution card meets the digivolution requirements, reveal the Digimon card to Digivolve, declare the Digimon that will become the digivolution card, and place it under the Digimon to digivolve.

8-1-2-2. Pay the digivolution cost shown on the card. For details, refer to 2-13 "Digivolution Requirements")2-13

8-1-2-3. After digivolution is complete, a card is drawn from the deck as a digivolution bonus. Then, any [When Digivolving] effects will trigger.

8-1-2-4. Cards placed under Digimon for digivolution become digivolution cards. (For details, refer to 4-3 "Digivolution Cards")4-3

8-1-2-5. After a card becomes a digivolution card, it can no longer activate effects. Instead, it can activate inherited effects.

8-1-2-6. If a card can't be digivolved, it can't be revealed from the hand. In addition, if a card is revealed but can no longer be digivolved due to an effect or it fails to digivolve, the revealed card is returned to the hand.

8-1-2-7. A digivolved Digimon carries over its digivolution cards' states.

8-1-2-8. A digivolved Digimon carries over effects applied to digivolution cards. However, if there are conditions specified for the target Digimon in effects with text such as "all of your Digimon"/"all of your opponent's Digimon"/"all Digimon" that target a specific range of Digimon or in persistent effects, an effect won't be carried over if the conditions no longer apply due to digivolution.

8-1-3. DNA Digivolution

8-1-3-1. DNA Digivolution is a digivolution rule that digivolves your 2 Digimon specified in the "DNA Digivolution" requirements from the battle area into 1 Digimon card with "DNA Digivolution" in the hand.

8-1-3-2. A DNA digivolved Digimon carries over effects

- applied to each digivolution card. However, digivolution cards' states aren't carried over, and cards will be unsuspending after Digivolving.
- 8-1-3-3. If there are any effects such as effects that apply to all Digimon including Digimon that were later played in the battle area, during the DNA Digivolution processing, those effects will no longer apply to the Digimon in the digivolution cards, and previously applied effects will be negated. After DNA Digivolution is complete, the effects will apply again.
- 8-1-3-4. As with previously applied effects, the record of activations of [X Per Turn] effects doesn't carry over from a pre-digivolution Digimon to a DNA digivolved Digimon. Therefore, effects can activate again, even an [X Per Turn] effect that has already activated X number of times.
- 8-1-3-5. A Digimon played by DNA Digivolution can attack the turn it enters play, even if either or both of its two pre-digivolution Digimon entered play in the same turn.
- 8-1-3-6. DNA Digivolution is a digivolution rule, not a card effect.
- 8-1-3-7. When suspended Digimon are used for DNA Digivolution, they become unsuspending, but this isn't considered "unsuspend this Digimon" and doesn't meet "when this Digimon is unsuspending" trigger conditions.
- 8-1-3-8. Effects that digivolve a card can't be used for DNA Digivolution. DNA Digivolution by an effect is only possible when the effect text reads "DNA Digivolve into" or similar.
- 8-1-3-9. Effects that alter digivolution costs can also activate for DNA Digivolution.
- 8-1-3-10. Effects with activation such as "when your card would digivolve" can also activate for DNA Digivolution.
- 8-1-3-11. [When Digivolving] effects and "when a Digimon digivolves" effects also trigger for DNA Digivolution.
- 8-1-3-12. Effects that restrict digivolution can also activate for DNA Digivolution.
- 8-1-3-13. The digivolution bonus draw is also performed for DNA Digivolution.
- 8-1-3-14. "When an effect places a digivolution card under this Digimon" effects aren't triggered by DNA Digivolution.
- 8-1-3-15. DNA Digivolution is performed using the following procedure.
- 8-1-3-15-1. Confirm [DNA Digivolution] on the Digimon card in hand, and confirm that the 2 Digimon specified in [DNA Digivolution] are among your Digimon in the battle area.
- 8-1-3-15-2. During your main phase, declare a DNA Digivolution and reveal the Digimon card to be DNA digivolved from your hand. At the same time, declare your 2 Digimon that will become the digivolution cards.
- 8-1-3-15-3. You can't declare Digimon that don't meet the requirements specified for [DNA Digivolution].
- 8-1-3-15-4. Unsuspend the 2 Digimon that will become the digivolution cards. If they were affected by any effects, those effects end at this time.
- 8-1-3-15-5. Stack the 2 Digimon along with their digivolution cards. For the stacking order, the Digimon shown on the left of [DNA Digivolution] goes on top, and the Digimon shown on the right goes on the bottom. If both Digimon meet both of the requirements, the player can decide the stacking order.
- 8-1-3-15-6. When stacking the cards, the stacking order of the digivolution cards can't be changed. The stacking order must be left as-is.
- 8-1-3-15-7. Place the Digimon card to DNA digivolve on the top and pay the digivolution cost specified in [DNA Digivolution].

8-1-3-15-8. Any effects that alter the digivolution cost will apply.

8-1-3-15-9. After the digivolution, draw 1 card as a digivolution bonus. [When Digivolving] effects will trigger.

8-1-4. Burst Digivolve

8-1-4-1. Burst digivolve is a special rule that allows you to digivolve a card for the specified digivolution cost if you return 1 of the Tamers specified in [Burst Digivolve] on that Digimon card in your hand.

8-1-4-2. When a Digimon is digivolved by Burst Digivolve, its top card is trashed at the end of the turn after digivolving.

8-1-4-3. Burst Digivolve is a digivolution rule, not a card effect.

8-1-4-4. Burst Digivolve isn't mandatory. Performing a Burst Digivolve isn't required when playing a Digimon card with [Burst Digivolve].

8-1-4-5. Digimon in the breeding area can also Burst Digivolve.

8-1-4-6. Effects that digivolve a card can't be used for Burst Digivolve. Burst Digivolve by an effect is only possible when the effect text reads "Burst Digivolve into" or similar.

8-1-4-7. Effects that alter digivolution costs can also activate for Burst Digivolve.

8-1-4-8. Effects with activation such as "when your card would digivolve" can also activate for Burst Digivolve.

8-1-4-9. [When Digivolving] effects and "when a Digimon digivolves" effects also trigger for Burst Digivolve.

8-1-4-10. Effects that restrict digivolution costs can also activate for Burst Digivolve.

8-1-4-11. You can't declare a Burst Digivolve unless you have the Digimon and Tamer specified in [Burst Digivolve] in the battle area.

8-1-4-12. The digivolution bonus draw is also performed for Burst Digivolve.

8-1-4-13. When a Digimon is digivolved by Burst Digivolve,

then in the same turn it digivolves again or stops being a Digimon due to a <De-Digivolve> effect, its top card at that time is trashed at the end of the turn.

8-1-4-14. When a Digimon is digivolved by Burst Digivolve and then loses all of its digivolution cards by an effect, it is considered to have no cards stacked under it, therefore its top card isn't trashed at the end of the turn.

8-1-4-15. When a Digimon is digivolved by Burst Digivolve, its top card at that time is trashed at the end of the turn, even if the Digimon became a Tamer by an effect.

8-1-4-16. When a Digimon is digivolved by Burst Digivolve, its top card at that time is trashed at the end of the turn, even if the Digimon became level 3 by an effect. If the result is a Digimon without DP such as a level 2 Digimon, it will be trashed by the rules.

8-1-4-17. If end of turn effects trigger or actions are performed when trashing 1 card stacked under a Digimon digivolved by Burst Digivolve at the end of the turn, the player that performed Burst Digivolve chooses the order in which the stacked cards are trashed, similar to when effects are triggered at the same time.

8-1-4-18. Burst Digivolve is performed using the following procedure.

8-1-4-18-1. Confirm [Burst Digivolve] on the Digimon card in hand, and confirm that the Digimon and Tamer specified in [Burst Digivolve] are among your Digimon and Tamers in the battle area.

8-1-4-18-2. During your main phase, declare Burst Digivolve and reveal the Digimon card to be Burst Digivolved from your hand, and declare your Digimon that will become digivolution cards at the same time.

8-1-4-18-3. Return your 1 Tamer specified in [Burst Digivolve] to the hand. Stack the Digimon

that will become digivolution cards with the Digimon card to Burst Digivolve.

8-1-4-18-4. Pay the digivolution cost specified in [Burst Digivolve]. Any effects that alter the digivolution cost will apply.

8-1-4-18-5. After the digivolution, draw 1 card as a digivolution bonus. [When Digivolving] effects will trigger.

9. Attacking and Battles

9-1. During the main phase, the turn player can use their Digimon to attack a player or a suspended opponent's Digimon in the battle area.

9-2. To attack, choose 1 of your unsuspending Digimon in the battle area, declare the attack, suspend the Digimon, and declare the attack target.

9-2-1. Attack Procedure

9-2-1-1. By declaring an attack, the attacking Digimon's [When Attacking] effects, along with "When one of your Digimon attacks" effects on your Digimon and Tamers, all trigger. When multiple effects trigger, they trigger simultaneously, and the player chooses the order they activate in.

9-2-1-2. If a new effect is triggered by a [When Attacking] effect or "When one of your Digimon attacks" effects on your Digimon and Tamers, the new effect takes precedence for activation.

9-2-1-3. Once [When Attacking] and "When one of your Digimon attacks" effects — along with all effects triggered by those effects — finish activating, then a transition to the counter timing will occur.

9-2-1-3-1. If [When Attacking] effects have text such as "if attacking a player" or "if attacking a Digimon," whether the specified target applies or not is determined upon target declaration. Even if the specified target is switched by another effect, the target after the switch doesn't affect the determination for the conditions in such text.

9-2-1-4. Counter Timing

9-2-1-4-1. Effects that read "when an opponent's Digimon attacks" trigger for the non-turn player.

9-2-1-4-2. After all "when an opponent's Digimon attacks" effects have activated, then [Counter] effects will trigger for the non-turn player, and 1 [Counter] effect can activate.

9-2-1-4-3. Once "when an opponent's Digimon attacks" and [Counter] effects — along with all effects triggered by those effects — finish activating, then a transition to the block timing will occur.

9-2-1-5. Block Timing

9-2-1-5-1. The non-turn player can use 1 of their unsuspending Digimon with <Blocker> to block.

9-2-1-5-2. To block, declare the block, suspend the Digimon, and switch the attack target to the Digimon that performed the block.

9-2-1-5-3. The original attack target Digimon can't perform a block.

9-2-1-5-4. A block can only be performed once per attack.

9-2-1-6. Attack Success

9-2-1-6-1. Once the block timing ends, confirm if the attack target was a player, or if the target was an opponent's Digimon, confirm the specific target Digimon.

9-2-1-6-1-1. If the attack target is a player, the attack succeeds.

9-2-1-6-1-2. If the attack target is an opponent's Digimon, the attack against the Digimon succeeds.

9-2-1-7. Security Checks

9-2-1-7-1. If an attack against a player is successful and the attacking Digimon is in a state where it

can perform 1 or more security checks, then a security check is performed. (For details, refer to 9-3 "Security Checks")9-3

9-2-1-7-2. If the card revealed upon a security check has a [Security] effect, that effect activates. After the [Security] effect has activated, or if the card didn't have a [Security] effect, proceed to 9-2-1-7-3.

9-2-1-7-3. The following processing is performed according to the card category of the card revealed by the security check.

9-2-1-7-3-1. If the card is a Digimon card, it becomes a Security Digimon and a battle with the attacking Digimon occurs. (For details, refer to 9-2-1-8 "Battles")9-2-1-8

9-2-1-7-3-2. The Security Digimon card is trashed at the end of the battle regardless of the battle results.

9-2-1-7-3-3. If the card is a Tamer card or Option card, that card is trashed and placed in the trash.

9-2-1-7-4. If a security check reduces the security stack to 0 cards, no more checks are performed, even if the current state allows for more security checks. After the security check processing is complete, a transition to the end of attack occurs.

9-2-1-8. Battles

9-2-1-8-1. If an attack on an opponent's Digimon is successful, or if a Digimon card is revealed by a security check, a battle is performed.

9-2-1-8-2. For a battle, the DP of the attacking digimon is compared with the DP of the attack target Digimon or the DP of the Security Digimon revealed by the security check.

9-2-1-8-3. The card with the lower DP loses. If both cards have the same DP, both lose the battle.

9-2-1-8-4. Loser Digimon are deleted after the battle. The Security Digimon is discarded at the

end of the battle whether it wins or loses. Security Digimon and deleted Digimon cards are placed in the trash.

9-2-1-8-5. If battle processing is performed, the attacking Digimon is in the battle area, and an effect such as <Piercing> or <Security A. +1> allows another security check to be performed, return to 9-2-1-7 "Security Checks" and perform the security check.9-2-1-7

9-2-1-8-6. If battle processing is performed, all triggered effects have finished activating, and all processing for security checks, etc., has completed, a transition to the end of attack occurs.

9-2-1-9. End of Attack

9-2-1-9-1. [End of Attack] effects will trigger/activate. Once activation of these effects (and any effects triggered by their activation) has finished, the attack will end.

9-3. Security Checks

9-3-1. Digimon have the ability to perform 1 security check when they attack a player. This is not an effect, but effects such as <Security A. +> can increase or reduce the number cards that can be checked.

9-3-2. When an attack declaration has been made and the block timing ends, if the non-turn player has 1 or more security cards, the attacking Digimon is in a state where it can perform 1 or more security checks, and its target of attack isn't switched to a target other than the player, the top card of the security stack is checked.

9-3-2-1. If a security check can be performed, it must be performed. When the conditions for performing a security check are met, you can't choose to not perform a security check.

9-3-3. If 2 or more cards can be checked, the checks are performed 1 card at a time. If the attacking Digimon leaves the battle area or the number of security checks decreases as a result

of a security check, the attack may end at that time.

9-3-4. If the card revealed upon a security check has a [Security] effect, that effect has top priority for activation.

9-3-5. A Digimon can attack even if the number of its security checks is reduced to 0 by an effect. If an attack is performed with a player as the target and attack target isn't switched, the attack ends without a security check being performed.

9-3-6. When the block timing ends after an attack declaration, if the attacking Digimon is in a state where it can perform 1 or more security checks, its target of attack isn't switched to a target other than the player, and the non-turn player has zero security cards, a security check won't occur. Instead, you win the game.

9-3-6-1. Security checks may be performed by effects such as <Piercing>. If your opponent has 0 security cards when such effects that perform security checks activate, a security check isn't performed and you don't yet win the game.

10. Effect Rules

10-1. Effects

10-1-1. Effects describe instructions and their rewards in card text.

10-1-2. Unless specified otherwise, effect text only applies to cards in the battle area. In addition, effects can only activate on Digimon/Tamers in the battle area unless the effect has the icon for a specific area where it can activate.

10-1-3. An effect may contain text such as "would" or "may." If "would" is in text, the effect is processed whenever possible. If "may" is in text, you can choose to not activate the effect.

10-1-4. Effects are categorized into "persistent," "trigger-type," "activation-type," or "immediate-type" depending on their content and trigger conditions.

10-1-5. Persistent Effects

10-1-5-1. "Persistent effects" refers to effects that activate as soon as their card is placed in an area where the effect activates.

10-1-5-2. Persistent effects are always activated while their card is in an area where the effect activates.

10-1-5-3. Some persistent effects only activate while specific conditions are met. Such effects are always activated while their card is in a battle area and their conditions are met.

10-1-5-4. Persistent effects don't wait in order with triggered or pending activation effects. The effect activates as soon as a persistent effect enters the battle area.

10-1-5-5. When multiple persistent effects are activated, they all overlap.

10-1-5-6. If multiple persistent effects are activated and they have conflicting content, effects that contain text such as "can't" or "prevent" and block another effect will have the highest priority.

10-1-5-7. If multiple persistent effects are activated and they have conflicting content but don't block another effect, effects that activate afterward override previous effects.

10-1-5-8. If a persistent effect has conditions for the effect's target, the effect will apply as soon as a target that meets the conditions appears.

10-1-6. Trigger-Type Effects

10-1-6-1. "Trigger-type effects" refers to effects that trigger at a specific timing and then activate. Trigger-type effects include effects that activate at specific times, such as [When Attacking], [On Deletion], [On Play], and [When Digivolving], or text that specifies conditions such as "when X."

10-1-6-2. Trigger-type effects can't be triggered or activated if their trigger conditions aren't met.

10-1-6-3. Even if a trigger-type effect is triggered, it doesn't activate if the conditions specified in the effect text aren't met.

10-1-6-4. If a trigger-type effect was triggered but the card with that effect is removed while the effect is pending activation, the effect doesn't activate.

10-1-7. Activation-Type Effects

10-1-7-1. "Activation-type effects" refers to effects whose activation timing can be chosen by the player. [Main] effects and effects that are used or activated from the hand are activation-type effects.

10-1-7-2. Activation-type effects are triggered/activated by declaring their activation upon the timing when they can be activated. On the other hand, if activation isn't declared, they don't trigger or activate.

10-1-8. Immediate-Type Effects

10-1-8-1. "Immediate-type effects" refers to effects that activate by interrupting other effects, actions, or processing. Effects with "when X would" in their text are immediate-type effects. These effects are activated by being triggered, but they differ from trigger-type effects in that they can interrupt. (For details, refer to 13-3 "'When X' and 'When X Would'")13-3

10-2. Effect Conditions

10-2-1. If conditions apply to activation of an effect, the effect won't trigger or activate unless those conditions are met.

10-2-2. Even if the conditions are met, the effect won't activate if the corresponding action is restricted by a "can't" effect.

10-2-3. Even if effects don't activate for the aforementioned reasons, a player can't choose whether they activate or not, and in the case of effects that automatically activate, activation still counts toward [X Per Turn] limits.

10-3. Activation Procedure

10-3-1. An effect is activated by performing the following procedure.

10-3-1-1. If conditions apply to activation, those conditions must be met. Activation isn't possible when the conditions aren't met.

10-3-1-2. Specify the effect to be activated. If the effect is on a card in hand, reveal that card.

10-3-1-3. The effect is activated.

10-3-1-4. The effect is resolved.

10-3-2. If the activated effect is an Option card effect, place that Option card on the field to execute the effect shown on

the card.

10-3-3. If the effect includes text such as "choose" or "up to," when resolving the effect, choose the target card(s), player, etc. as instructed by the text.

10-3-4. If the text specifies a quantity to be chosen, you must choose as many of the cards, players, etc. that you are directed to choose as possible. However, if text includes "up to," you may choose any quantity of targets in a range between 1 and the "up to" value shown.

10-3-5. If the target to choose is an unrevealed card in a private area and a condition for choosing the card requires information shown on the card, cards in private areas are not guaranteed to have that information. Even if a card that meets the conditions is in such an area, the choosing player does not have to choose that card.

10-3-6. When effect text doesn't specify a card that must be chosen or specify choosing a player, etc., the effect is referring to the activation source card of the effect if the effect applies to a card, and the effect is referring to the effect's player if the effect applies to a player.

10-3-7. If choosing a card from a deck, check the front of the cards from the deck and choose the specified card from among them.

10-4. Effect Timings

10-4-1. Effect timings include [On Play], [When Digivolving], [On Deletion], [When Attacking], [Main], [Your Turn], [Opponent's Turn], [Both Turns], [Security], [Start of Your Turn], [Start of Opponent's Turn], [End of Your Turn], [End of Opponent's Turn], [End of All Turns], [Start of Your Main Phase], [Start of Opponent's Main Phase], [Counter], and [End of Attack].

10-4-2. [On Play]

10-4-2-1. An [On Play] effect is an effect that triggers/activates when the Digimon card with that effect is played.

10-4-2-2. [On Play] effects are triggered at the point when the action of playing a card is complete after paying its play cost.

10-4-2-3. If the played Digimon or Tamer is deleted at the same time it enters play due to an effect applied to the entire battle area, the [On Play] effect triggers but it doesn't activate because the Digimon/Tamer is removed from the battle area before the effect can activate.

10-4-2-4. Depending on the effect, an [On Play] effect will activate even when a card is played at a time other than your main phase, during your opponent's turn, etc.

10-4-3. [When Digivolving]

10-4-3-1. A [When Digivolving] effect is an effect that triggers when the Digimon card with that effect digivolves.

10-4-3-2. [When Digivolving] effects trigger after a player finishes drawing the digivolution bonus card.

10-4-3-3. If the digivolved Digimon is deleted at the same time it digivolves due to an effect applied to the entire battle area, the [When Digivolving] effect triggers but it doesn't activate because the Digimon is removed before the effect can activate.

10-4-3-4. Depending on the effect, a [When Digivolving] effect will activate even if a card is digivolved at a time other than your main phase, during your opponent's turn, etc.

10-4-3-5. [When Digivolving] effects will also activate for Burst Digivolve, DNA Digivolution, Blast Digivolve, etc.

10-4-4. [On Deletion]

10-4-4-1. An [On Deletion] effect is an effect that triggers when the Digimon or Tamer with that effect is deleted.

10-4-4-2. An [On Deletion] effect triggers/activates after a card is moved to the trash. Even in the case of cards such as tokens that aren't placed in the trash after deletion, [On Deletion] effects will trigger/activate after deletion and the card is moved to another area.

10-4-4-3. When a Digimon/Tamer is deleted and placed in

the trash, the [On Deletion] effect on that Digimon/Tamer triggers. A triggered [On Deletion] effect is treated as if it is on the Digimon stacked on top, including when the effect was given by another card's effect.

10-4-4-4. [On Deletion] effects with conditions such as "when" or "if" that reference the state at the time of deletion will activate as long as the conditions are met.

10-4-4-5. During the period when an [On Deletion] effect has triggered and is pending activation, if the card of the deleted Digimon (the top card) is moved to an area other than the trash, the [On Deletion] effect doesn't activate.

10-4-4-6. An [On Deletion] shown on a digivolution card activates as if it's an effect on the top card, therefore even if that digivolution card is moved to an area other than the trash while activation is pending, the effect will still activate.

10-4-4-7. During the period when an [On Deletion] effect has triggered and is pending activation, even if an effect that adds a new [On Deletion] effect is activated, the effect doesn't trigger because the trigger timing has already passed.

10-4-5. [When Attacking]

10-4-5-1. A [When Attacking] effect triggers when the Digimon with that effect attacks.

10-4-5-2. After declaring an attack, if the attacking Digimon digivolves into a Digimon with a [When Attacking] effect, the trigger timing has passed, so the effect doesn't trigger.

10-4-5-3. During the period when an [When Attacking] effect has triggered and is pending activation, if the card with the triggered [When Attacking] effect is removed due to digivolution or de-digivolution, or if the effect can no longer activate due to the card being placed under another card, the effect doesn't activate.

- 10-4-5-4. If the attack target is an opponent's Digimon and the attack target Digimon is removed from the battle area by a [When Attacking] effect that deletes it, etc., a battle will not be performed, but the counter timing, block timing, and end of attack will still exist.
- 10-4-5-5. If the attack target is switched due to a block or effect, a battle or security check will still be performed, even if the attack target is an opponent's Digimon and the attack target Digimon is removed from the battle area by a [When Attacking] effect that deletes it, etc.
- 10-4-6. [Main]
- 10-4-6-1. [Main] effects are activated by declaring their activation when they are in a state where they can be activated during your main phase.
- 10-4-6-2. In principle, activation of [Main] effects doesn't interrupt other effects. Therefore, if there are any effects that are pending activation or actions whose processing hasn't finished, you can't declare activation of a [Main] effect.
- 10-4-7. [Your Turn], [Opponent's Turn], and [All Turns]
- 10-4-7-1. These effects apply at the respective timing during the corresponding player's turn. These effects activate when the card with the effect is in the battle area.
- 10-4-7-2. If text doesn't show any trigger conditions, or if "while..." is included in text, the effect is a persistent effect, and the effect will continue activating while the conditions are met.
- 10-4-7-3. If text includes trigger conditions, the effect is a trigger-type effect, and the effect will activate once the trigger conditions are met.
- 10-4-7-4. [Your Turn], [Opponent's Turn], and [Both Turns] effects also activate while start of the turn or end of the turn processing is being performed.
- 10-4-8. [Security]
- 10-4-8-1. [Security] effects are effects that trigger/activate when your opponent makes a security check and the flipped card from the security stack has a [Security] effect.
- 10-4-8-2. Security effects have top priority and activate when a card is flipped over for a security check. [Security] effects are categorized as trigger-type effects, but other effects don't interrupt them during the period from trigger to activation, and they don't have pending activation timings.
- 10-4-8-3. [Security] effects on Option cards will activate even if the color requirements aren't met.
- 10-4-9. [Start of Your Turn] and [Start of Opponent's Turn]
- 10-4-9-1. [Start of Your Turn] and [Start of Opponent's Turn] effects trigger at the start of your turn or the start of your opponent's turn.
- 10-4-9-2. The timing for the start of a turn even comes before the unsuspend phase. Once activation of [Start of Your Turn] or [Start of Opponent's Turn] effects (and any effects triggered by their activation) has finished, the unsuspend phase begins.
- 10-4-9-3. In situations such as an effect ending due to a turn switch and then another effect triggers, that effect is treated as triggering simultaneously with [Start of Your Turn] or [Start of Opponent's Turn] effects. (Example: If a "this Digimon gets +1000 DP for the turn" effect is lost due to a turn switch occurring, and then deletion occurs due to the DP becoming 0, this triggers simultaneously with [Start of Your Turn] or [Start of Opponent's Turn] effects.
- 10-4-10. [End of Your Turn], [End of Opponent's Turn], and [End of All Turns]
- 10-4-10-1. [End of Your Turn], [End of Opponent's Turn], and [End of All Turns] effects are effects that trigger at the end of your turn, the end of your opponent's turn, or the ends of all turns.
- 10-4-10-2. Until all [End of Your Turn], [End of Opponent's Turn], or [End of All Turns] effects (and effects triggered by these effects) finish activating, they are treated as effects that continue during the current

turn.

10-4-10-3. If the end of turn occurs once but then the memory becomes 0 or more due to an effect and the turn continues, an [End of Your Turn], [End of Opponent's Turn], or [End of All Turns] effect will trigger again unless restricted by [X Per Turn], etc.

10-4-11. [Start of Your Main Phase] and [Start of Opponent's Main Phase]

10-4-11-1. [Start of Your Main Phase] and [Start of Opponent's Main Phase] effects are effects that trigger at the start of you or your opponent's main phase.

10-4-11-2. If something causes the turn to end at the breeding phase or earlier, the main phase won't occur, therefore a [Start of Your Main Phase] or [Start of Opponent's Main Phase] effect won't trigger.

10-4-12. [Counter]

10-4-12-1. [Counter] effects are effects that trigger upon the counter timing for your opponent's turn.

10-4-12-2. These effects can only activate once per attack during the counter timing after any "when an opponent's Digimon attacks" effects finish activating.

10-4-13. [End of Attack]

10-4-13-1. [End of Attack] effects are effects that trigger after the Digimon with that effect attacks, all processing for the attack has been performed, and the end of attack timing occurs.

10-4-13-2. If a Digimon or digivolution card with an [End of Attack] effect is removed during an attack by a battle or effect, etc., the [End of Attack] effect doesn't trigger.

10-4-13-3. If another effect gives a Digimon without an [End of Attack] effect the ability to activate an [End of Attack] effect during an attack, the effect will trigger at the end of that attack.

10-4-13-4. Until an [End of Attack] effect and any effects triggered by its activation have finished activating,

the attack is considered to be ongoing.

10-5. Effect Activation Failure

10-5-1. When activating an effect, due to reasons such as the conditions specified in text not being met or the lack of an appropriate target, the effect processing may not be performed, even if activation occurs. This is considered effect activation failure.

10-5-2. An effect that fails to activate won't have any effect on cards in various areas or on memory. If any changes to cards or memory occur due to an effect that fails to activate, they are reset to their states immediately before the timing when the effect activated.

10-5-3. An effect that fails to activate is still considered to be an effect that activated, therefore it counts toward [X Per Turn] limits, etc. However, that effect doesn't affect the game, therefore effects such as "when X" and "when X would" effects don't trigger.

11. Rule Processing

11-1. Rule Processing Basics

11-1-1. Rule processing is automatic processing by the rules that occurs when specific actions occur or have occurred.

11-1-2. Rule processing is processed immediately upon such actions occurring, even if other actions are currently being performed.

11-2. Victory Determination Processing

11-2-1. If either player meets the following victory conditions at the start of rule processing, the player that meets the conditions wins the game.

11-2-1-1. If your Digimon attacks the opponent player when their security stack has 0 cards, the attack target isn't switched, and you can perform 1 or more security checks, you meet the victory conditions for the game.

11-3. Rule Checks

11-3-1. During the game, timings for performing rule checks occur between activation of an effect and activation of the next effect that is pending activation, between a player action and the next action, etc.

- 11-3-2. A rule check confirms the overall game status and checks if anything needs changed according to the rules.
- 11-3-3. If a Digimon's DP is 0, it's deleted by a rule check. In addition, any Digimon without DP in the battle area are trashed.
- 11-4. <Overflow>
- 11-4-1. <Overflow> is a rule on Digimon ACE cards. When a card with <Overflow> moves from the battle area or from under a card to another area, your memory is reduced according to the value specified for <Overflow>.
- 11-4-2. <Overflow> is a rule, not an effect.
- 11-4-3. The memory reduction from <Overflow> is applied immediately. Your memory will be reduced even if an effect is currently activating or an action is being performed.
- 11-4-4. If <Overflow> occurs at the same time for both you and your opponent, the turn player's <Overflow> will apply first, and after it has finished applying, then non-turn player's <Overflow> will apply.
- 11-5. Processing for Returning to Hand/Deck and Placing in Security Stack
- 11-5-1. Upon activation of an effect that returns a Digimon/Tamer to the hand/deck or places a card in a security stack, only the top card is returned to the hand/deck or sent to the security stack. Digivolution cards and cards under Tamers aren't sent to the hand/deck/security stack, they are all sent to the trash.
- 11-5-2. If a Digi-Egg card is affected by an effect that would send it to an area other than the Digi-Egg deck or trash (such as the hand, deck, or security stack), it is placed face-down at the bottom of the Digi-Egg deck instead of being sent to that area.
- 11-5-3. If a token card is affected by an effect that would place it in an area other than the battle area (such as the hand, deck, security stack, or trash), it is removed from the game instead of being sent to that area.
- 11-5-4. If a Digi-Egg card or token is affected by an effect that would place it in an area such as the hand, deck, or

security stack, effects such as "when returned to the hand," "when returned to the deck," or "when placed in the security stack" will trigger even though the card isn't actually placed in those areas. However, effects such as "when a card is added to a hand," "when a card is added to a deck," or "when a card is added to a security stack" don't trigger because there are no actual changes to the number of cards in the hand, deck, or security stack.

11-6. Definitions Regarding Cards Leaving the Battle Area

- 11-6-1. When text reads "when X would leave the battle area," it means that one of the following conditions applies to the card of a Digimon or Tamer placed in the battle area:

11-6-1-1. Deletion

11-6-1-2. Returning to the hand/deck

11-6-1-3. Being placed in the security stack

11-6-1-4. Being placed in an area other than the battle area

11-6-1-5. Being placed in another Digimon's digivolution cards or under a Tamer

- 11-6-2. Once a Digimon or Tamer leaves the battle area, it is no longer treated as the original Digimon or Tamer. Even if a Digimon or Tamer that left the battle area is played again or digivolves, it is treated as a new Digimon or Tamer that is separate from the original Digimon or Tamer.

11-7. By doing...

- 11-7-1. Some effect text uses the following format: "By doing X, Y." When activating these effects, by performing the first "By doing X" part of the effect, the "Y" part of the effect will be applied.

- 11-7-2. You aren't required to activate these effects. If activation isn't desired, you can choose not to perform the "By doing X" part of the effect, and the effect won't activate.

11-7-2-1. If "by doing" isn't performed and the effect isn't activated, it doesn't count toward effects such as [X Per Turn] effects with limited numbers of uses.

- 11-7-3. Even in situations where a player can't perform the "Y" part of an effect, the "By doing X" part can still be performed. In this case, the effect is considered to have

been activated, and it will count toward limited numbers of uses such as "Once Per Turn."

11-7-4. "By doing X" effects can't be activated if the respective action can't be performed. However, if it becomes possible to perform the action after another effect causes the "by doing X" condition to change, or if the Digimon/Tamer that would perform the action is switched with another card, then it will be possible to activate the "by doing X" effect.

11-8. Then

11-8-1. Some effect text uses a format such as "do X. Then, do Y" where actions are split into two parts by the "then." In such effects, first the "do X" part is performed, then the following "do Y" part is performed.

11-8-2. These effects will activate even if the "do X" part, "do Y" part, or both parts can't be performed.

11-8-3. If performing "do X" causes the "do Y" condition to apply to a target, then it can be used as a target for the "do Y" part of an effect. (Example: If an effect reads "Trash the bottom card of 1 of your opponent's Digimon. Then, return 1 of your opponent's Digimon with no digivolution cards to the hand," and trashing a digivolution card in the first part of the effect results in a Digimon with 0 digivolution cards, that Digimon can now be selected as the target to return to the hand.)

11-8-4. "Do X. Then, do Y" effects are processed in the order written in the text, but if the separate processing for X and Y both results in effects being triggered, they trigger simultaneously because they are treated as being triggered by a single effect.

11-9. Revealing Cards

11-9-1. When text instructs you to "reveal" cards from an area such as your deck or security stack, the effect requires you to make the specified number of cards from the specified area public information.

11-9-2. A revealed card is still treated as being placed in its original area. Therefore, revealing a card and then returning it to the deck or security stack isn't considered adding a card

to the deck or security stack.

11-9-3. Trashing a revealed card also doesn't trigger effects such as "when trashed from the deck" or "when trashed from the security stack." Such effects only trigger when a card is directly trashed from the deck or security stack without revealing it.

11-10. Search/Look At

11-10-1. When text instructs you to "search" your deck or security stack or instructs you to "look" at a card from these areas, the effect requires only the player who activated the effect to look at the front sides of the specified number of cards from the specified area.

11-10-1-1. After looking at a card, it is still treated as being placed in its original area. Therefore, looking at a card and then returning it to the deck or security stack isn't considered adding a card to the deck or security stack.

12. Keyword Effects

12-1. Keyword effects are effects indicated by icons. Keyword effects with the same icon are treated as effects with the same text.

12-2. Some keyword effects have text in parentheses that explains the effect. The purpose of these notes in card text is to explain the effect. Some cards may omit the notes, but the content of the keyword effect is unchanged in such cases.

12-3. Some keyword effects have numbers inside the icons. These numbers modify values such as an effect's range or the number of targets.

12-4. <Security A.> (formerly <Security Attack>)

12-4-1. <Security A.> is a keyword effect. The Digimon with this effect will have an altered number of security checks according to the number specified for this keyword effect. The effect is indicated on cards by icons such as <Security A. +1>.

12-4-2. 1 Digimon can have multiple instances of <Security A.>. In such cases, the effects overlap.

12-4-3. If a Digimon has both <Security A. +> and <Security A. -

> at the same time, the number of security checks that can be performed is altered by the difference between the specified values.

12-4-4. Even if <Security A. -> results in a negative value for the final number of security checks, the actual number of security checks isn't negative. The minimum number of security checks is 0.

12-4-5. The number of security checks that can be performed is re-calculated every time a <Security A.> effect is applied. If <Security A. +> is applied when the number of security checks is 0 due to <Security A. ->, the number of security checks that can be performed isn't increased from 0, it's re-calculated with all of the other <Security A.> effects, then the difference is applied. This may still result in the number of security checks being 0.

12-4-6. Even if a card has multiple instances of <Security A.>, the effect isn't considered to be a combined value. (Example: If a Digimon has 2 instances of <Security A. +1>, the additional number of cards checked will be 2, but the Digimon isn't considered to have <Security A. +2>. Example 2: A Digimon with <Security A. +1> and <Security A. -1> will result in a difference of 0 and the number of security checks isn't altered, but the Digimon is still treated as if it has <Security A.>.)

12-4-7. <Security A.> is the new name for <Security Attack>, but it is treated as the same effect.

12-5. <Blocker>

12-5-1. <Blocker> is a keyword effect that gives Digimon with that effect the ability to block upon the block timing during the opponent's turn.

12-5-2. A card can have multiple instances of <Blocker>, but the effect itself doesn't overlap.

12-5-3. <Blocker> is an effect that gives a blocking ability to the Digimon with <Blocker>, it's not an effect that affects an opponent's Digimon.

12-5-4. Blocking isn't an effect.

12-5-5. Blocking isn't possible if an attacking Digimon has a "can't be blocked" effect. However, the attack target can be

changed by an effect or reason other than a block.

12-5-6. If a block isn't possible due to a "can't be blocked" effect, you can't suspend a Digimon with <Blocker> at the block timing, either.

12-6. <Recovery>

12-6-1. <Recovery> is a keyword effect. When it activates, the specified number of cards from the specified area are placed face down on top of the security stack. The effect is indicated on cards by icons such as <Recovery +1 (Deck)>.

12-6-2. If you don't have enough cards in the specified area to meet the specified number, place as many cards in your security stack as you can.

12-6-3. If you have no cards in the specified area, you can't place any cards in your security stack, but the effect is considered to have activated.

12-7. <Piercing>

12-7-1. <Piercing> is a keyword effect. Digimon with this effect perform a security check on your opponent's security stack after a battle with your opponent's Digimon in which only your opponent's Digimon is deleted.

12-7-2. A card can have multiple instances of <Piercing>, but the effect itself doesn't overlap.

12-7-3. After a battle with an opponent's Digimon and any actions or effects triggered by that battle are performed, then the security check from <Piercing> is performed. If only the opponent's Digimon is deleted in a battle but the Digimon with <Piercing> is removed from the battle area by an effect such as <Retaliation>, <Piercing> is triggered but the effect can't activate and the security check can't be performed.

12-7-4. Even if a security check is performed by using <Piercing> when your opponent has no cards in their security stack, you don't win the game at this point.

12-7-5. The security check from using <Piercing> isn't optional, it's mandatory.

12-7-6. Security checks from <Piercing> are affected by effects such as <Security A.> that alter the number of cards

- checked.
- 12-7-7. <Piercing> still applies when a battle with a Digimon occurs due to your opponent blocking an attack.
- 12-7-8. <Piercing> triggers and activates when a Digimon with this effect battles an opponent's Digimon and only the opponent's Digimon is deleted in battle. Even if <Piercing> is lost after the battle ends due to an effect such as <De-Digivolve> or an effect that trashes digivolution cards, the <Piercing> effect has already activated and the security check is still performed.
- 12-7-9. <Piercing> can't be activated by battles against Security Digimon.
- 12-8. <Draw>
- 12-8-1. <Draw> is a keyword effect. When this keyword effect activates, you can draw the specified number of cards from your deck and add them to your hand. The effect is indicated on cards by icons such as <Draw 1>.
- 12-8-2. If you don't have enough cards in your deck to meet the specified number, draw as many cards as you can.
- 12-8-3. <Draw> isn't optional, it's mandatory.
- 12-8-4. If you have no cards in your deck, activation fails and you can't draw a card, but the effect is considered to have activated.
- 12-8-5. If you have 0 cards in your deck after this effect activates, you don't lose the game at this time.
- 12-9. <Jamming>
- 12-9-1. <Jamming> is a keyword effect. A Digimon with this keyword effect isn't deleted as a result of a battle with an opponent's Security Digimon.
- 12-9-2. A card can have multiple instances of <Jamming>, but the effect itself doesn't overlap.
- 12-9-3. <Jamming> can't prevent deletion by a [Security] effect because it isn't deletion as a result of a battle.
- 12-10. <Digisorption>
- 12-10-1. <Digisorption> is a keyword effect. When your Digimon in the battle area digivolves into a Digimon card with this effect in hand, by suspending 1 of your Digimon, the digivolution cost is reduced according to the value specified in the effect. The effect is indicated on cards by icons such as <Digisorption -1>.
- 12-10-2. A card can have multiple instances of <Digisorption>, but the effect itself doesn't overlap. When Digivolving, the effects can separately activate with each respective digivolution cost being reduced.
- 12-10-3. <Digisorption> can't be activated when digivolving Digimon from the breeding area.
- 12-10-4. Activation of <Digisorption> isn't mandatory, it's optional.
- 12-10-5. <Digisorption> can be used to suspend a Digimon that will become a digivolution card. In such cases, the digivolved Digimon will also suspend.
- 12-10-6. The minimum value that <Digisorption> can reduce digivolution costs to is 0. The value can't be negative.
- 12-10-7. When a Digimon is suspended by <Digisorption>, it is considered to be suspended by an effect.
- 12-11. <Reboot>
- 12-11-1. <Reboot> is a keyword effect that unsuspects a Digimon with this effect during the opponent's unsuspend phase.
- 12-11-2. A card can have multiple instances of <Reboot>, but the effect itself doesn't overlap.
- 12-11-3. The unsuspending from <Reboot> isn't optional, it's mandatory.
- 12-11-4. The unsuspending from <Reboot> is performed at the same time as the unsuspending of the turn player's Digimon. The unsuspects aren't performed in any particular order.
- 12-12. <De-Digivolve>
- 12-12-1. <De-Digivolve> is a keyword effect. When it activates, a number of cards from 1 up to the number specified in the effect are trashed starting with the top card of the target Digimon. The effect is indicated on cards by icons such as <De-Digivolve 1>.
- 12-12-2. <De-Digivolve> can only trash the top card of a Digimon with digivolution cards. Even if this effect targets a Digimon without digivolution cards or cards under it, that

card isn't trashed.

12-12-3. Because the <De-Digivolve> effect reads "up to" for the number of cards it specifies to be trashed from the target, the player can choose any number of cards in a range from 1 up to the specified number. Therefore, when <De-Digivolve> is activated, the player must declare the number of cards to be trashed.

12-12-4. A card can have multiple instances of <De-Digivolve>, but if they trigger simultaneously, they each activate as separate effects, and the values of the effects aren't combined. (Example: You can choose 1 to 2 cards to trash when using <De-Digivolve 2>, but if two <De-Digivolve 1> effects activate, they both activate separately and trash 1 card each for a total of 2 cards.

12-12-5. <De-Digivolve> trashes cards in order from the top 1 at a time until the specified number of cards is reached. If the target Digimon's top card becomes a level 3 Digimon card or the digivolution cards reach zero while the trashing occurs, the trashing stops immediately.

12-12-6. When using <De-Digivolve> to trash multiple cards, even if the top card becomes a non-Digimon card while the trashing is still being performed, the trashing will still continue. The target of <De-Digivolve> is treated as a Digimon while the trashing is being performed, regardless of the top card.

12-12-7. If the target Digimon becomes a Digimon card without DP as a result of trashing the specified number of cards in <De-Digivolve>, that Digimon is trashed by rule checks.

12-12-8. If the top card of the target Digimon becomes a Tamer card as a result of trashing the specified number of cards in <De-Digivolve>, that Digimon is thereafter treated as a Tamer instead of a Digimon.

12-12-9. When <De-Digivolve> is activated for a Digimon with a digivolution card that has a level that is equal to or greater than its top card, this may result in a Digimon card with a level that is equal to or greater than the target Digimon before it was affected by <De-Digivolve>.

12-13. <Retaliation>

12-13-1. <Retaliation> is a keyword effect that deletes a battled opponent's Digimon when a Digimon with this keyword effect is deleted in battle.

12-13-2. A card can have multiple instances of <Retaliation>, but the effect itself doesn't overlap. However, if the target Digimon avoids deletion thanks to a "can't be deleted" effect, the 2nd instance of <Retaliation> can activate for the same target.

12-13-3. <Retaliation> isn't optional, it's mandatory.

12-13-4. If both Digimon are deleted in a battle with an opponent's Digimon that has the same DP, <Retaliation> doesn't activate.

12-13-5. <Retaliation> is considered deletion by an effect.

12-13-6. Similar to [On Deletion] effects, <Retaliation> activates once its card is placed in the trash.

12-13-7. <Retaliation> only triggers and activates as a result of a battle. It doesn't trigger for deletion by an effect or when DP becomes 0.

12-13-8. When a Digimon with <Piercing> attacks, battles an opponent's Digimon with <Retaliation>, and only the opponent's Digimon is deleted, <Piercing> will activate, but the security check from <Piercing> is performed after all results of the battle have resolved. Therefore, the security check can't be performed because the attacking Digimon is deleted by <Retaliation> before the security check.

12-14. <Digi-Burst>

12-14-1. <Digi-Burst> is a keyword effect which can activate another effect at the specified timing by trashing the specified number of digivolution cards from the Digimon with this keyword effect. The effect is indicated on cards by icons such as <Digi-Burst 1>.

12-14-2. A card can have multiple instances of <Digi-Burst>, but the effect itself doesn't overlap. Each effect activates as a separate effect.

12-14-3. Activation of <Digi-Burst> is optional, not mandatory. <Digi-Burst> is activated by declaring its activation upon

the timing when it can be activated. After declaring it, trash the specified number of digivolution cards from that Digimon, then activation will occur when the trashing is complete.

12-14-4. The Digivolution cards trashed by <Digi-Burst> can only be chosen from the digivolution cards of the Digimon that activated the effect. You can't trash digivolution cards under other Digimon.

12-14-5. The Digivolution cards trashed by <Digi-Burst> are chosen by the player who activated the effect.

12-14-6. Digi-Egg cards and Tamer cards in digivolution cards can be trashed by <Digi-Burst>.

12-14-7. Unless specified otherwise or when there are timing restrictions, <Digi-Burst> can be activated any number of times in 1 turn.

12-14-8. Some cards have inherited effects that are triggered when the card is trashed by <Digi-Burst>. Such effects will be in a pending activation state until the <Digi-Burst> effect finishes activating.

12-14-9. Unless specified otherwise, <Digi-Burst> can also be activated while the card is suspended.

12-15. <Rush>

12-15-1. <Rush> is a keyword effect that gives Digimon with this effect the ability to attack in the same turn it was played.

12-15-2. A card can have multiple instances of <Rush>, but the effect itself doesn't overlap.

12-15-3. If a played Digimon doesn't have <Rush> but gains it in the same turn due to an effect or digivolution, it can attack in that turn.

12-15-4. If a Digimon has <Rush> but loses it by an effect the same turn it's played, it can no longer attack in that turn.

12-16. <Blitz>

12-16-1. <Blitz> is a keyword effect that allows a Digimon with that effect to attack if your opponent has 1 or more memory when the effect activates.

12-16-2. A card can have multiple instances of <Blitz>, but any additional instances of <Blitz> won't be able to activate at the appropriate timing, therefore the effect doesn't

really overlap in a meaningful way.

12-16-2-1. If a Digimon has 2 or more instances of <Blitz> and 2 <Blitz> instances trigger simultaneously, the simultaneous trigger rule determines the order they activate in. Upon the declaration of the attack from the first activation of <Blitz>, the first activation is already complete and the activation timing would occur for the 2nd <Blitz> that was pending activation, but because the Digimon is still attacking, the declaration for the new attack can't be performed and the activation will fail.

12-16-3. <Blitz> is mainly triggered/activated at timings when you pay a cost to play a Digimon card with <Blitz> in a battle area, such as when using [When Digivolving] or [On Play].

12-16-4. <Blitz> can't activate if you have 0 or more memory when you would activate the effect.

12-16-5. Activation of <Blitz> isn't mandatory, it's optional.

12-16-6. The <Blitz> effect lasts until the attack declaration, with the effect ending upon the declaration. The following attack is resolved as a normal attack.

12-16-7. Even if <Blitz> activates, you can't perform an attack if that Digimon is in a state where it can't attack.

12-16-8. An attack from <Blitz> that activated before the end of the turn is considered to be performed before the end of the turn. After the attack from <Blitz> ends, the end of the turn comes.

12-16-9. After you activate <Blitz> and declare an attack, the attack can't be interrupted even if your memory becomes 0 or more due to an effect during the attack.

12-17. <Delay>

12-17-1. <Delay> is a keyword effect. By trashing an Option card with this keyword effect after it's placed in the battle area by an effect, the <Delay> effect will activate.

12-17-2. A card can have multiple instances of <Delay>, but each effect is treated as being a separate effect, and one effect activates by trashing the card itself, therefore multiple instances of <Delay> can't activate in a meaningful way.

- 12-17-3. <Delay> can't be directly activated from the hand.
- 12-17-4. A <Delay> effect is treated as an Option card effect.
- 12-17-5. <Delay> on an Option card can't be activated the same turn the card was placed in the battle area. It can be activated starting with the next turn after the card is placed in the battle area.
- 12-17-6. Activating <Delay> isn't considered to be using an Option card because it isn't activated from the hand.
- 12-17-7. The Option card's cost doesn't have to be paid in order to activate <Delay>.
- 12-17-8. The Option card's color requirements don't have to be met in order to activate <Delay>.
- 12-17-9. An Option card placed in the battle area doesn't meet the color requirements of another Option card.
- 12-18. <Decoy>
- 12-18-1. <Decoy> is a keyword effect. When another of your Digimon would be deleted by an opponent's effect, <Decoy> prevents the target Digimon from being deleted by deleting the Digimon with this keyword effect instead. The effect is indicated on cards by icons such as <Decoy (Black)>.
- 12-18-2. <Decoy> is an immediate-type effect whose activation interrupts the deletion of your Digimon from an effect activated by your opponent.
- 12-18-3. A card can have multiple instances of <Decoy>, but each effect is treated as being a separate effect.
- 12-18-4. Activation of <Decoy> isn't mandatory, it's optional.
- 12-18-5. <Decoy> can't be activated for deletion from a battle or deletion by the rules. <Decoy> can't be activated for a Digimon deleted after an effect reduces its DP to 0 because it was deleted by the rules, not an effect. <Decoy> can be activated for <Retaliation> because this is deletion by an effect.
- 12-18-6. <Decoy> can only target 1 of your Digimon that's affected by a deletion effect. If multiples of your Digimon could be targeted by <Decoy> when they are affected by deletion effects at the same time, you can choose 1 of them as the target for <Decoy>.
- 12-18-7. Deletion by the activation of <Decoy> will occur before the opponent's Digimon-deleting effect activates.
- 12-18-8. The [On Deletion] effect on the Digimon that activated <Decoy> will trigger simultaneously with other effects that were triggered by the deletion effect.
- 12-18-9. If a Digimon that activated <Decoy> isn't deleted by an effect, activation of <Decoy> fails and the target Digimon is deleted because <Decoy> is a "you may delete this Digimon to prevent that deletion" effect.
- 12-19. <Armor Purge>
- 12-19-1. <Armor Purge> is a keyword effect. When a Digimon with <Armor Purge> would be deleted, by trashing the top card of the Digimon with <Armor Purge>, the effect prevents the deletion.
- 12-19-2. <Armor Purge> is an immediate-type effect whose activation interrupts the deletion of a Digimon that has this effect.
- 12-19-3. A card can have multiple instances of <Armor Purge>, but the effect itself doesn't overlap.
- 12-19-4. Activation of <Armor Purge> isn't mandatory, it's optional.
- 12-19-5. In addition to deletion by an effect, <Armor Purge> can activate for deletion from a battle or deletion by the rules. However, it can't cancel out effects that reduce DP or continuous effects, therefore if a deletion is from DP being reduced to zero and the new top card is still a Digimon with a DP of zero, even though <Armor Purge> temporarily prevents deletion, deletion occurs again due to the rules.
- 12-19-6. <Armor Purge> can't be activated for Digimon with no digivolution cards because <Armor Purge> is a "when this Digimon would be deleted, you may trash the top card of this Digimon to prevent that deletion" effect.
- 12-19-7. Because a Digimon isn't deleted when it activates <Armor Purge>, [On Deletion] effects and "when one of your Digimon is deleted" effects don't trigger.
- 12-20. <Save>
- 12-20-1. <Save> is a keyword effect. When a Digimon with this

keyword effect is deleted, it allows you to place this card under 1 of your Tamers instead of the trash.

12-20-2. A card can have multiple instances of <Save>, but the effect itself doesn't overlap.

12-20-3. Activation of <Save> isn't mandatory, it's optional.

12-20-4. When <Save> is activated by a Digimon, its digivolution cards are placed in the trash. Only the top card at the time of activation is placed under one of your Tamers.

12-20-5. Other [On Deletion] effects on Digimon with <Save> will trigger simultaneously with <Save>. If <Save> is activated first, the card is no longer placed in the trash and the other [On Deletion] effects that were pending activation will no longer activate. On the other hand, if the other [On Deletion] effects are activated before <Save>, <Save> can be used to place a card under a Tamer after effect activation.

12-20-6. When you have multiple Tamers, the player who activates the effect chooses the Tamer where the card is placed.

12-20-7. The card is placed on the bottom if another card is already placed under the Tamer.

12-21. <Material Save>

12-21-1. When a Digimon with this keyword effect is deleted, this effect allows you to place a number of the cards specified in the top card's DigiXros requirements from among the digivolution cards under 1 of your Tamers. The number of cards placed is the number specified in this keyword effect. The effect is indicated on cards by icons such as <Material Save 1>.

12-21-2. <Material Save> is an immediate-type effect whose activation interrupts the deletion of a Digimon with this effect.

12-21-3. A card can have multiple instances of <Material Save>, but each effect is treated as being a separate effect.

12-21-4. <Material Save> isn't mandatory, it's optional.

12-21-5. <Material Save> can activate even if the number of target cards among digivolution cards is less than the specified number of cards. In such cases, as many target

cards as possible are placed under the Tamer.

12-21-6. When using <Material Save> to place multiple cards under a Tamer at the same time, the player who activated the effect chooses the stacking order.

12-21-7. As long as you use the cards specified in the DigiXros requirements, you can use the cards for <Material Save> even if the cards weren't placed for a DigiXros.

12-21-8. As long as you use a card specified in the DigiXros requirements, multiple copies of the same card can be used for the <Material Save> effect.

12-21-9. When you have multiple Tamers, the player who activated the effect chooses the Tamer where the target cards are placed for <Material Save>.

12-21-10. Place the cards on the bottom if your Tamer already has one or more cards under it.

12-22. <Evade>

12-22-1. <Evade> is a keyword effect. By suspending a Digimon with this keyword effect when it would be deleted, this effect prevents the deletion.

12-22-2. <Evade> is an immediate-type effect whose activation interrupts the deletion of a Digimon with this effect.

12-22-3. A card can have multiple instances of <Evade>, but the effects don't overlap.

12-22-4. Activation of <Evade> isn't mandatory, it's optional.

12-22-5. In addition to deletion by an effect, <Evade> can activate for deletion from a battle or deletion by the rules. However, it doesn't cancel out effects that reduce DP or continuous effects, therefore if a deletion is from DP being reduced to 0, even though <Evade> temporarily prevents deletion, deletion occurs again due to the rules as long as the DP is still 0.

12-22-6. Because <Evade> is an "it may be suspended to prevent that deletion" effect, it can't be activated for suspended Digimon or Digimon affected by an effect that prevents them from suspending.

12-22-7. Because a Digimon isn't deleted when it activates <Evade>, [On Deletion] effects and "when one of your Digimon is deleted" effects don't trigger.

- 12-22-8. When a Digimon is suspended by <Evade>, it is considered to be suspended by an effect.
- 12-23. <Raid>
- 12-23-1. <Raid> is a keyword effect that can switch the target of attack to the opponent's unsuspected Digimon with the highest DP when a Digimon with this keyword effect attacks.
- 12-23-2. A card can have multiple instances of <Raid>, and each effect can be activated as a separate effect.
- 12-23-3. If the target of attack is already an unsuspected Digimon with the highest DP at the timing before activation, <Raid> can't be activated.
- 12-23-4. Activation of <Raid> isn't mandatory, it's optional.
- 12-23-5. You can only use <Raid> to switch the target of attack to an opponent's unsuspected Digimon. Even if a Digimon with a higher DP is among the opponent's suspended Digimon, you can't switch the target of attack to that Digimon.
- 12-23-6. If the opponent has multiple unsuspected Digimon with the highest DP when <Raid> activates, the player who activated the effect chooses the attack target from among them.
- 12-23-7. The target of the <Raid> effect is the Digimon with the effect. Even if the opponent's unsuspected Digimon with the highest DP has a "this Digimon can't be attacked" effect, you can use <Raid> to switch the target of attack to that Digimon and battle it.
- 12-23-8. <Raid> can't be activated when a Digimon with <Raid> attacks and the opponent has no unsuspected Digimon.
- 12-23-9. After using <Raid> to switch the target of attack, the target of attack can't be switched again for the already activated <Raid>, even if one of the opponent's other Digimon becomes their unsuspected Digimon with the highest DP due to an effect.
- 12-23-10. After using <Raid> to switch the target of attack, the opponent player can block the attack using a Digimon with <Blocker>.
- 12-24. <Alliance>
- 12-24-1. <Alliance> is a keyword effect. When a Digimon with this keyword effect attacks, by suspending 1 of your other Digimon, add the suspended Digimon's DP to this Digimon and it gains <Security A. +1> for the attack.
- 12-24-2. A card can have multiple instances of <Alliance>, and each effect can be activated as a separate effect. In such cases, multiple instances of <Alliance> can be activated for 1 attack.
- 12-24-3. If your Digimon is suspended by <Alliance> and its DP is altered by an effect, the DP added by <Alliance> will be the value of the DP after this increase or decrease.
- 12-24-4. Even if your Digimon that was suspended by <Alliance> is removed from the battle area by an effect during the attack, the added DP and <Security A. +1> effect aren't lost.
- 12-24-5. <Alliance> is a "when this Digimon attacks, by suspending 1 of your other Digimon, add the suspended Digimon's DP to this Digimon and it gains <Security A. +1> for the attack" effect. Therefore, if it targets an already suspended Digimon or Digimon that is affected by an effect that prevents it from suspending, DP isn't added and <Security A. +1> isn't gained.
- 12-24-6. <Alliance> can't be activated when you don't have any other Digimon that can be suspended.
- 12-24-7. The targets of the <Alliance> effect are the Digimon with the effect and your suspended Digimon.
- 12-24-8. When a Digimon is suspended by <Alliance>, it is considered to be suspended by an effect.
- 12-24-9. If a card with <Alliance> that activated during an attack loses <Alliance> due to digivolving, an effect such as <De-Digivolve>, or an effect that trashes digivolution cards, the <Alliance> effect has already activated, so the added DP and <Security A. +1> effect aren't lost during the attack.
- 12-25. <Barrier>
- 12-25-1. <Barrier> is a keyword effect. When a Digimon with this keyword effect would be deleted in battle, by trashing the top card of your security stack, it prevents that deletion.

- 12-25-2. <Barrier> is an immediate-type effect whose activation interrupts the deletion of a Digimon with this effect.
- 12-25-3. A card can have multiple instances of <Barrier>, but the effects don't overlap.
- 12-25-4. Activation of <Barrier> isn't mandatory, it's optional.
- 12-25-5. <Barrier> can't be activated for deletion by an effect or deletion by the rules. <Barrier> can't be activated for <Retaliation> because this is deletion by an effect.
- 12-25-6. <Barrier> can also be activated for battles against Security Digimon.
- 12-25-7. <Barrier> can't be activated when you have 0 cards in your security stack.
- 12-25-8. When <Barrier> trashes a card from your security stack, "when a card is removed from your security stack" effects will trigger.
- 12-26. <Blast Digivolve>
- 12-26-1. <Blast Digivolve> is a keyword effect. One of your Digimon may digivolve into a card with this keyword effect in hand without paying the cost.
- 12-26-2. <Blast Digivolve> is an effect on Digimon ACE cards.
- 12-26-3. You can't ignore a Digimon's digivolution requirements when using <Blast Digivolve>.
- 12-26-4. <Blast Digivolve> can't be used to digivolve Digimon from the breeding area.
- 12-26-5. You also draw 1 card as a digivolution bonus with <Blast Digivolve>.
- 12-27. <Fortitude>
- 12-27-1. <Fortitude> is a keyword effect. When a Digimon with this keyword effect is deleted, if it has digivolution cards, this effect allows you to play this Digimon without paying the cost.
- 12-27-2. <Fortitude> can only play the top card of the Digimon with this effect. Its digivolution cards remain placed in the trash.
- 12-27-3. A Digimon played using <Fortitude> is treated as a different Digimon from the deleted Digimon. Any effects applied before deletion end, and the new Digimon can now use [X Per Turn] effects.
- 12-27-4. If a card played using <Fortitude> has an [On Play] effect, it will trigger.
- 12-27-5. A card can have multiple instances of <Fortitude>, but the effects don't overlap.
- 12-27-6. <Fortitude> activation isn't optional, it's mandatory.
- 12-28. <Mind Link>
- 12-28-1. <Mind Link> is a keyword effect on Tamers. This effect places a Tamer with this effect in the digivolution cards of a Digimon with no Tamer cards in its digivolution cards.
- 12-28-2. After placing the Tamer card, it becomes a digivolution card of the Digimon. If the Tamer has an inherited effect, it can be activated as a Digimon effect.
- 12-28-3. If the Digimon with a digivolution card placed by <Mind Link> is deleted or returned to the hand, the Tamer card is trashed as the Digimon's digivolution card.
- 12-28-4. Activation of <Mind Link> isn't mandatory, it's optional.

13. Other Information

13-1. Infinite Loops

13-1-1. When performing some processing, it may be possible to continue performing an action endlessly, or you may be forced to perform it endlessly. This is called an infinite loop. The set of actions between the beginning of the infinite loop and the return to the beginning is called circular behavior. In such cases, adhere to the following.

13-1-1-1. If neither player can stop the infinite loop while the actions are being performed, the game will end in a draw.

13-1-1-2. If only one of the players is given the opportunity to stop the infinite loop, that player declares to repeat the circular behavior a certain number of times, they perform the circular behavior that number of times, and the circular behavior is stopped in a state where that player can make one of the choices that can end the circular behavior. Then, when the game state is completely the same as when this infinite loop started (with cards being the same in all areas), you can't choose to perform the circular behavior again,

unless the choice is mandatory.

13-1-1-3. If both of the players are given the opportunity to stop the infinite loop during their actions, first the turn player declares to repeat the circular behavior a certain number of times, then the turn player's opponent declares to repeat the circular behavior a certain number of times. Then, the circular behavior is performed the smaller number of times declared, and the circular behavior is stopped in a state where that player can make one of the choices that can end the circular behavior. Then, when the game state is completely the same as when this infinite loop started (with cards being the same in all areas), you can't choose to perform the circular behavior again, unless the choice is mandatory.

13-2. Subdivisions Within Effects

13-2-1. Some effects have similar text but with different rulings.

13-2-2. Continuous Effects

13-2-2-1. Even if a card with one of these effects leaves the battle area, the effect continues for the specified period. Continuous effects specify a period of time they're active for, such as "for the turn" and "until the end of the turn."

13-2-3. Non-Continuous Effects

13-2-3-1. These effects are lost at the point when the card itself with one of these effect is placed in an area other than the battle area or it is placed in an area where the effect can't activate. This applies to persistent effects such as [Your Turn].

13-2-4. Additive Effects

13-2-4-1. Additive effects add new information to a card, such as "this card is also treated as red," or "this card is also treated as a Digimon."

13-2-4-2. When new information is obtained by an additive effect, in principle, the original information isn't lost. If a blue Digimon has a "this card is also treated as red" effect, it is treated as both a red Digimon and a blue Digimon.

13-2-4-3. Even if a card can obtain new information by an additive effect, in principle, its card category can't obtain information other than its original information. However, this doesn't mean the effect is negated, and there are some cases in which a card category can be changed by an effect. (Example: If a "gets +3000 DP" effect activates for a Tamer, DP isn't added to that Tamer, but if that Tamer is affected by an effect that treats it as a Tamer or digivolves it into a Digimon, the +3000 DP effect will activate.)

13-2-5. Substitution Effects

13-2-5-1. Substitution effects completely replace the information on a card, such as "this card is treated as white," "this card's original name becomes XX," or they switch the original target or application of an effect to a different one.

13-2-5-2. Substitution effects overwrite the information written on a card with the information given by the effect, with the original information treated as if the card doesn't have it as long as the effect is activated.

13-2-5-3. The substituted information can be overridden by another substitution effect.

13-2-5-4. Effects that increase/reduce costs aren't substitution effects. Effects that replace costs with specific values are substitution effects.

13-2-5-5. The information gained from a substitution effect isn't treated as text on the card, therefore it doesn't meet "X in its text" conditions.

13-2-5-6. If the information lost/replaced by a substitution effect is actually printed on the card, it still meets "X in its text" conditions.

13-3. "When X" and "When X Would"

13-3-1. These effects are triggered when the "when X" or "when X would" condition in the effect text is met.

13-3-1-1. A "When X" effect is triggered after the condition actually occurs.

13-3-1-2. "When X would" effects are triggered immediately

before the condition would occur.

13-3-1-2-1. "When X would" effects activate by interrupting the action shown in the condition. Depending on the effect, the action shown in the condition may be canceled.

13-3-1-2-2. When multiple "when X would" effects are triggered for an effect activation or action, they all trigger simultaneously.

13-3-1-2-3. When a "when X would" effect is triggered and activates due to activation of a certain effect, when the trigger source effect stops activating or until it is determined that it won't activate, the "when X would" effect only triggers/activates once even if it isn't a [Once Per Turn] effect.

13-4. Effects That Treat a Tamer as a Digimon

13-4-1. When an effect that treats a Tamer as a Digimon activates, the target Tamer will be treated as both a Tamer and a Digimon at the same time.

13-4-2. When a Tamer is also treated as a Digimon, it can perform actions such as attacking and blocking, just like a Digimon. In addition, they can be targeted by both effects that target Digimon and effects that target Tamers.

13-4-3. Effects that play a Tamer card and treat it as a Digimon will treat a card as a Digimon only after the act of playing the card as a Tamer is already complete. Therefore, "When a Digimon is played" effects aren't triggered.

13-4-4. When a Tamer that is also treated as a Digimon activates an effect, it is considered both a Digimon effect and a Tamer effect.

13-5. Isn't Affected by Effects

13-5-1. When a Digimon or Tamer has an "isn't affected by the effects of X" effect, it isn't affected by effects activated by cards in the X card category.

13-5-2. A Digimon or Tamer with an "isn't affected by the effects of X" effect can still be targeted by effects. The effect still activates and isn't negated, but the card is in a state where

it isn't affected by the effect. If a continuous effect such as a "for the turn" or "until the end of the turn" effect is active, the continuous effect will affect that card as soon as the "isn't affected by the effects of X" effect ends.

13-6. Effects That Use Effects to Activate Effects on Other Cards

13-6-1. Some effects can directly activate effects on other cards or use other Option cards. Such an effect will activate the effect on the other card as specified during the period when the original effect is processing. (Example: After activation of an effect reads "<Draw 1>. Use 1 Option card from the hand. Then, suspend 1 of your opponent's Digimon," the actions are processed in the following order: Draw 1 card, use the Option card from your hand to activate its effect, then suspend 1 of your opponent's Digimon.)

13-6-2. A rule check won't interrupt the activation of another card's effect during an effect.

13-6-3. If the activation of another card's effect during an effect both cause other effects to trigger, these activations are treated as activating from a single effect and trigger simultaneously.

13-7. Digimon Without Levels

13-7-1. If "Lv. —" is shown on a card, that card is treated as having no level when it's hatched or played.

13-7-2. If an effect treats a Tamer as a Digimon and doesn't specify the level of the Digimon, the target Tamer will be treated as a Digimon without a level.

13-7-3. If an effect plays a token that's treated as a Digimon and doesn't specify the level of the Digimon, the token played by that effect will be treated as a Digimon without a level.

13-7-4. Digimon without a level can't be targeted by effects that reference levels.

13-7-5. Digimon without levels can't digivolve if the digivolution requirements include a level.

13-7-6. If a Digimon without a level in the breeding area has DP, it can be moved to the battle area.

13-7-7. Digimon without a level can be placed under another Digimon or Tamer using effects that place cards under

Digimon or Tamers.

13-7-8. Digimon without a level can be trashed by a <De-Digivolve> effect if the conditions are met.

14-4-1. Card text such as "the top cards" or "the bottom card" refers to 1 or more cards stacked at the top or bottom of a Digimon or Tamer.

14. Rules Related to Card Text

14-1. Up to X Cards, Up to X Digimon

14-1-1. If an effect that reads "up to X cards" or "up to X Digimon" activates, immediately before performing the effect processing, you select a number of targets in a range from 1 to the specified number. You can't select 0 cards or Digimon.

14-2. Non-[...] Cards, Cards Other Than...

14-2-1. If text contains a condition such as "non-[...] cards" or "cards other than," it refers to cards that don't contain the condition specified with "...". (Example: If text reads "non-red cards," then cards such as red/blue cards don't meet the conditions. Example 2: If text reads "non-Tamer effects," then an effect on a Tamer that is also treated as a Digimon doesn't meet the conditions.)

14-3. Effect Text That Specifies Multiple Targets

14-3-1. If a single effect allows you to select multiple targets with different conditions, resolve the target conditions in accordance with the following rules.

14-3-1-1. If the effect directly specifies card names for targets, previously specified conditions for the targets don't apply to targets specified by card name.

14-3-1-2. If the effect directly specifies card names for all of its targets and there is only one condition, that condition applies to all targets.

14-3-1-3. If a card type (Digimon, Tamer, etc.) is specified as a condition for an effect's target, then later text specifies a card type in another condition, the previous target condition doesn't apply to the later target.

14-3-2. If text doesn't match 14-3-1-1, 14-3-1-2, or 14-3-1-3, the condition specified for the first target applies to all later targets. 14-3-1-1 14-3-1-2 14-3-1-3

14-4. Top Cards, Bottom Cards

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