# Digimon Card Game

# Comprehensive Rules Manual

Ver.4.2

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## Official Rule Manual Main Text


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### 1. Game Overview

1-1. Number of Players

1-1-1. This game is played by two players in a match against each other.

1-2. Game Victory/Loss

1-2-1. When a player meets the victory conditions, they win the game.

1-2-2. The game will end when one of the players wins or loses.

1-2-3. Victory conditions

1-2-3-1. 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. (For details, refer to 11-5 "Confirming if an Attack is Successful")11-5

1-2-3-2. Your opponent has 0 cards in their deck and can't draw a card during your opponent's draw phase.

1-2-4. At any point during the game, either player may declare that they forfeit. After a player declares a forfeit, they immediately lose the game.

1-2-5. A forfeit is never forced, and effects don't trigger or activate for loss by forfeit.

1-2-6. Some card effects can cause a player to win or lose the game. When such an effect is resolved, the player will win or lose.

1-3. Fundamental Principles

1-3-1. Any card text that conflicts with the Official Rules will be prioritized over the rules. (Example: A Digimon can't attack the turn it's played according to the rules, but a Digimon with <Rush> can attack by that effect.)

1-3-2. If a player is requested to perform an impossible action, 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.

1-3-3. If a card in a given state is requested to be changed to that same state, the card remains in its current state. (Example: If a suspended Digimon is chosen for an "[On Play] Suspend 1 of your opponent's Digimon" effect, the action of suspending it isn't performed.)

1-3-4. If processing is to be performed 0 or fewer times due to a rule or effect, that processing can't be performed. The opposite of the processing can't be performed, even if processing is to be performed a negative number of times.

1-3-5. If multiple players are simultaneously requested to make a choice due to a rule or effect, the turn player makes their choice first. After the turn player makes their choice, the

non-turn player makes their choice.

1-3-6. When choosing cards by a rule or an effect, 1 or more cards must be chosen. You can't choose less than 1 card. (Example: "[Main] Choose any number of your opponent's Digimon whose total DP adds up to 8000 or less and delete all of them" would require you to choose at least 1 of your opponent's Digimon whose total DP adds up to 8000 or less.)

1-3-7. When a rule or effect modifies a numerical value, the result will always be an integer.

1-3-8. When a rule or effect modifies a numerical value multiple times, first the modifying value is calculated, then it's applied to the original value. (Example: If both a +3000 DP and -2000 DP are applied to 1 Digimon, the final modifying value of +1000 will be applied to that Digimon.)

1-3-9. Even if a cost to be paid becomes a negative value by a rule or effect, the final cost will not be a negative value.

1-3-10. When cards are to be shuffled by a rule or an effect, you must randomize the order of those cards. If a card to be shuffled is public, it is made private before shuffling.

1-3-11. Rules for Declaring Utilization of a Card

1-3-11-1. A player can declare they are utilizing a card (playing, digivolving, using, or linking) only if that card is able to be utilized. They can't declare its utilization if they can't pay its cost or alternate cost.

1-3-11-2. If processing conditions exist as part of an alternate cost, the player can declare that card only if the processing conditions are currently met and the alternate cost can be paid. (Example: If a card has a play cost of 12 and the effect "When this card would be played, if you have an [Iliad] trait Tamer, reduce the cost by 5," then you can declare you are playing that card if you have an [Iliad] trait Tamer and are able to pay the cost of 7.)

1-3-11-3. If optional processing conditions exist as part of an alternate cost, the player can declare that card only if those processing conditions are met and the alternate cost can be paid. Additionally, the player must perform as much of the processing as needed in order to pay the cost. (Example: If a card has a play cost of 11 and the effect "When this card would be played, by suspending 2 of your Digimon, reduce the cost by 4," and you have 2 Digimon that can be suspended and are able to pay the cost of 7, then you must suspend those 2 Digimon if you declare you are playing it.)

1-3-11-4. If a card has DigiXros or Assembly, the player can declare that card only if the alternate cost can be paid, including any immediate-type effects (triggered by the declaration of that card) which increase the areas that cards can be placed from. Additionally, the player must perform as much of the processing as needed in order to pay the cost.

1-4. Items Required for the Game

1-4-1. Deck and Digi-Egg deck

1-4-1-1. "Deck" and "Digi-Egg deck" refer to the decks composed of the cards used in the game.

1-4-1-2. Deck

1-4-1-2-1. A deck must have exactly 50 cards. It can't have more or less cards.

1-4-1-2-2. A deck can include up to 4 copies of a card with the same card number. However, this doesn't apply to rules or effects that place 4 or more cards.

1-4-1-3. Digi-Egg Deck

1-4-1-3-1. A Digi-Egg deck can have 5 or fewer cards. As long as it has 5 or fewer cards, it can have as many cards as you like, or even 0 cards.

1-4-1-3-2. A Digi-Egg deck can include up to 4 copies of a card with the same card number. However, this doesn't apply to rules or effects that place 4 or more cards.

1-4-2. The Memory Gauge

1-4-2-1. The memory gauge shows the numbers that represent the memory. One memory gauge is shared between both players during the game.

1-4-2-2. 0 on the memory gauge is the center, and it has the numbers 1 through 10 on both the left and the right. The highest number on the memory gauge is 10 on both the left and the right. The memory won't

exceed 10.

1-4-2-3. 0 on the memory gauge is the center, the numbers on the left represent your memory, and the numbers on the right represent your opponent's memory.

1-4-3. Marker

1-4-3-1. The marker is used to indicate the current memory. One marker is shared between both players.

1-4-4. Token Cards

1-4-4-1. Token cards are non-game cards used by effects. You may prepare as many token cards as you like, but you must prepare token cards if your deck or Digi-Egg deck includes a card with an effect that uses tokens. (For details, refer to 4-21 "Tokens")

1-4-4-2. Token cards can't be included in a deck or Digi-Egg deck.

1-4-4-3. Token cards must be cards that can show their orientation. (For details, refer to 4-11 "Card Orientation")4-13

1-4-4-4. When using token cards, players don't have to declare the effect to be used with the token in advance. However, the card information must be written on the token cards to be used.

1-4-4-5. A token card can be played even if its card information doesn't include a play cost.

1-4-5. Index (Quick Reference Guide for Keyword Effects and Rules)

1-4-5-1. The Index is a card that shows the various keyword skills and rules for cards. You can bring as many copies of the Index as you like.

1-4-5-2. The Index can't be included in a deck or Digi-Egg deck.

1-4-5-3. The Index doesn't have any effect on games.

1-4-5-4. The Index can be confirmed at any point in a game.

1-4-6. Counter Markers (Dice)

1-4-6-1. Counter markers can be used to represent various things in the game. Players may bring any number of counter markers.

## 2. Card Information

2-1. If the card information varies on the same cards, the card information on the newest card is always referenced.

2-2. Card Category

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

2-2-2. The card categories are Digi-Egg cards, Digimon cards, Tamer cards, and Option cards.

2-2-3. Digi-Egg cards are cards used for building Digi-Egg decks. These cards have "DIGI-EGG" written at the top edge of the card.

2-2-4. Digimon cards are cards used for building decks. These cards have "DIGIMON" written at the top edge of the card.

2-2-5. Tamer cards are cards used for building decks. These cards have "TAMER" written at the top edge of the card.

2-2-6. Option cards are cards used for building decks. These cards have "OPTION" written at the top edge of the card.

2-3. Information Written on Cards

2-3-1. Name

2-3-1-1. The individual card name of the card.

2-3-1-2. When card information is specified in an effect only using brackets, only the cards that match the name shown in brackets can be referenced. (Example: An effect that reads "[Your Turn] All of your [Marcus Damon] get +3000 DP and <Security Attack +1>" will give cards with the name [Marcus Damon] +3000 DP and <Security A. +1>.)

2-3-1-3. When text specifies "with [XX] in its name," cards whose names include the text in brackets can be referenced.

2-3-1-4. When a card has "ACE" written in its name, "ACE" is not included in the card name.

2-3-2. Traits

2-3-2-1. This information indicates multiple traits including form, attribute, and type.

2-3-2-2. If a single card has multiple traits, each trait will be separated by slashes.

2-3-2-3. When an effect specifies "with the [XX] trait," cards with the trait that matches the text in brackets can be referenced.

2-3-2-4. When an effect specifies "with [XX] in any of its traits," cards with one or more traits that include

the text in brackets can be referenced.

2-3-3. Effects

2-3-3-1. An effect is specific text on a card. This refers to the upper text on a card. (For details, refer to 15-1 "Effects")15-1

2-3-3-2. When a rule or effect references the "effect" part of card information, the upper text on a card is to be referenced.

2-3-3-3. When referencing an effect with "processing conditions" or "optional processing conditions" in its card information for a rule or effect, the effect can only be referenced if those conditions are met. (For details, refer to 15-6 "Processing Conditions" and 15-7 "Optional Processing Conditions")15-615-7

2-3-4. (Rule)

2-3-4-1. The (Rule) icon is a rule specific to that card, not an effect. A (Rule) always applies.

2-3-4-2. (Rule) Trait: Has [XX].

2-3-4-2-1. A card with this (Rule) is treated as having the [XX] trait.

2-3-4-3. (Rule) Name: Also treated as [XX].

2-3-4-3-1. The name of a card with this (Rule) is also treated as [XX].

2-3-4-4. (Rule) Name: Also treated as having [XX].

2-3-4-4-1. A card with this (Rule) is treated as also having [XX] in its name. However, this rule doesn't treat that card as a card with the name [XX].

2-3-4-5. (Rule) Card number: Also treated as [XX].

2-3-4-5-1. The card number of a card with this (Rule) is also treated as [XX].

2-3-4-6. (Rule) A player can include up to X copies of cards with this card's card number in their deck.

2-3-4-6-1. When a card has this (Rule), up to X copies of that card can be included in a deck build.

2-3-5. Digivolution Requirements

2-3-5-1. This indicates information regarding the possible card for digivolution and the digivolution cost required.

2-3-5-2. A digivolution cost is the cost required to digivolve into that Digimon card. (For details, refer to 8-1 "Digivolving")8-1

2-3-5-3. Text after the [Digivolve] icon or "Digivolve:" is also included in the digivolution requirements of such cards. (Example: A card with "[Digivolve] [Koromon]: Cost 0" can digivolve from a card named [Koromon] for a cost of 0.)

2-3-6. DNA Digivolution

2-3-6-1. The digivolution requirements for DNA digivolution. (For details, refer to 8-2 "DNA Digivolution")8-2

2-3-6-2. The explanation for DNA digivolution is shown using notes in card text. (For details, refer to 2-12-1-6 "Notes")2-13-1-6

2-3-7. DigiXros Requirements

2-3-7-1. The requirements for a DigiXros. (For details, refer to 7-2 "DigiXros")7-2

2-3-7-2. The explanation for DigiXros requirements is shown using notes in card text. (For details, refer to 2-12-1-6 "Notes")2-13-1-6

2-3-8. Burst Digivolve

2-3-8-1. The digivolution requirements for burst digivolve. (For details, refer to 8-3 "Burst Digivolve")8-3

2-3-8-2. The explanation for burst digivolve is shown using notes in card text. (For details, refer to 2-12-1-6 "Notes")

2-3-9. App Fusion

2-3-9-1. The digivolution requirements for App Fusion. (For details, refer to 8-4 "App Fusion")8-4

2-3-9-2. The explanation for app fusion is shown using notes in card text. (For details, refer to 2-12-1-6 "Notes")

2-3-10. Assembly Requirements

2-3-10-1. The requirements for Assembly. (For details, refer to 7-3 "Assembly")7-3

2-3-10-2. The explanation for Assembly requirements is shown using notes in card text. (For details, refer to 2-12-1-6 "Notes")

2-3-11. Lower Text

2-3-11-1. This refers to the text below the traits on a card. "INHERITED EFFECT", "SECURITY", "LINK", or "OPTION" will be shown for this text. Some cards

don't have lower text.

2-3-11-2. Inherited Effects

2-3-11-2-1. An inherited effect is specific text on a card. This refers to the text marked "Inherited Effect" on a card. (For details, refer to 15-3 "Inherited Effects")

2-3-11-2-2. When a rule or effect references the "Inherited Effect" part of card information, the text marked "Inherited Effect" on a card is to be referenced. A card without an inherited effect section can't be referenced.

2-3-11-3. SECURITY

2-3-11-3-1. This is a [Security] effect. Some [Security] effects aren't shown in the lower text. (For details, refer to 15-16-10 "[Security]")

2-3-11-4. Link

2-3-11-4-1. This information indicates that a card has [Link]. The link requirements, link DP, and link effects will be shown for a link. (For details, refer to 10 "Linking")

2-3-11-4-2. The link requirements show the information and the required link cost for 1 Digimon that can link with that card.

2-3-11-4-3. The link cost is the cost required to link that card.

2-3-11-4-4. The explanation for link requirements is shown using notes in card text. (For details, refer to 2-12-1-6 "Notes")

2-3-11-4-5. The link DP shows the DP value added to the DP of the Digimon linked to that card.

2-3-11-4-6. A link effect is specific text on a card. This refers to the text shown for the link effect on a card.

2-3-11-4-7. When a rule or effect references the "link effect" part of card information, the text for a link effect on a card is to be referenced. If a card doesn't have a link effect, it can't be referenced.

2-3-11-5. Option Information

2-3-11-5-1. "Option information" refers to the lower text on a DUAL card.

2-4. Color

2-4-1. This information indicates the color of a card.

2-4-2. Colors include red, blue, yellow, green, black, purple, and white. When choosing a color by a rule or an effect, one of these colors is to be chosen.

2-4-3. If a single card has multiple colors, that card is a "multicolor" card.

2-4-3-1. A multicolor card is also treated as having all of its colors.

2-4-3-2. A multicolor card can't be treated as a card that doesn't have one of those colors.

2-5. DP (Digimon Power)

2-5-1. This information indicates a card's strength in battles. (For details, refer to 14 "Battles")

2-5-2. When a rule or effect references a card's original DP, this value is to be referenced. However, if the DP was modified by an effect, the modified DP will be referenced. (For details, refer to 15-12-2 "Effects That Modify Information")

2-5-3. DP can't be added if a card doesn't have DP. (Example: +3000 DP can't be added if a Digimon doesn't have DP, nor can its DP be reduced by -3000.

2-6. Play Cost

2-6-1. A card's play cost refers to the cost required to play that card. This is shown using a "Play" icon.

2-7. Use Cost

2-7-1. A use cost refers to the cost required to use that card. This is shown using a "Use" icon.

2-8. Digi-Egg Icon

2-8-1. This information indicates that a card is a Digi-Egg card.

2-9. Lv. (Level)

2-9-1. This information indicates the card's level.

2-9-2. Cards that have no level displayed, or with "Lv.—" shown, are treated as having no level.

2-10. Overflow

2-10-1. This information indicates that a card has Overflow. (For details, refer to 4-17 "<Overflow>")

2-10-2. The explanation for Overflow requirements is shown using notes in card text. (For details, refer to 2-12-1-6 "Notes")

2-11. Arts Digivolve

2-11-1. This information indicates that a card has Arts Digivolve. (For details, refer to 4-19 "Arts Digivolve")

2-11-2. The explanation for Arts Digivolve is shown using notes in card text. (For details, refer to 2-12-1-6 "Notes")

2-12. Card Number

2-12-1. This is a card's sequential number. If cards have matching card names and card numbers, they're considered to be the same card.

2-13. Other Information

2-13-1. Other information on a card can't be referenced during a game.

2-13-1-1. Illustration

2-13-1-1-1. The illustration for the card.

2-13-1-2. Illustrator Name

2-13-1-2-1. The name of the illustrator for the card.

2-13-1-3. Copyright Notice

2-13-1-3-1. The copyright notice for the card.

2-13-1-4. Rarity

2-13-1-4-1. How rare a card is.

2-13-1-5. Block Icon

2-13-1-5-1. This icon indicates the time period when this card was released.

2-13-1-6. Notes

2-13-1-6-1. These are explanations in text.

2-13-1-6-2. Notes for effects are shown in parentheses.

2-13-1-6-3. Sometimes a rule or effect will have notes and sometimes it won't, but they are treated the same in both situations.

## 3. Game Areas

3-1. Areas

3-1-1. Areas include the deck, Digi-Egg deck, field, hand, trash, and security stack.

3-1-2. Public Areas and Private Areas

3-1-2-1. Public Areas

3-1-2-1-1. All card information on cards in these areas is revealed to both players. Either player may look at the content or card order of these areas at any time.

3-1-2-2. Private Areas

3-1-2-2-1. Card information on cards in these areas isn't revealed to both players. Neither player may look at the content or card order of these areas.

3-1-3. Area Rules

3-1-3-1. New Cards

3-1-3-1-1. When a card is moved from one area to another, that card becomes a "new card."

3-1-3-1-2. A new card is considered to be a different card from the card in the previous area, and it will not carry over any of the original card's statuses, states, etc.

3-1-3-1-3. Even if a card on the field becomes the bottom card in a stack due to cards being placed on top of it, it isn't considered to be a new card.

3-1-3-1-4. Even if the stacking order of stacked cards changes, they aren't considered new cards.

3-1-3-2. The number of cards in each area is public information.

3-1-3-3. When multiple cards leave an area at the same time and are then placed in a different area, they are all considered to leave and be placed at the same time rather than 1 card at a time.

3-1-3-4. When multiple cards leave an area at the same time, the player who owns the card that caused the action to be performed chooses the order in which the cards are placed in the new area. (Example: When "[When Digivolving] Return all of your opponent's Digimon with the highest level to the bottom of the deck in any order" is used to return multiple opponent's Digimon to the bottom of the deck at the same time, the player who activated this effect chooses the order in which the cards are placed at the bottom of the deck.)

3-1-3-5. When placing a card in an area, unless otherwise specified, it's placed according to the rules of that area. (Example: When "[On Deletion] Place this card at the bottom of your security stack" is used to place a card at the bottom of the security stack, it's placed face down.)

3-1-3-6. When multiple cards are moved from a public area

then placed into a private area at the same time, they are placed after the order is made public.

3-1-3-7. If a card's information contains instructions, when placing that card in a private area, the card is placed after revealing it.

3-1-3-8. 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.

3-1-3-9. When Digi-Egg cards are placed from respective areas to private areas, they are placed according to the following rules.

3-1-3-9-1. If placing in the deck or Digi-Egg deck, cards are placed in the Digi-Egg deck in the specified order.

3-1-3-9-2. If placing in private areas other than the deck or Digi-Egg deck, cards are placed at the bottom of the Digi-Egg deck.

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 placed face-down in this area.

3-2-3. Players can't change the order of cards in their decks.

3-2-4. 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 considered to be placed at the same time.

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.

3-3-2. The Digi-egg deck is a private area. Cards are placed face-down in this area.

3-3-3. Players can't change the order of cards in their Digi-Egg decks.

3-3-4. 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 considered to be placed at the same time.

3-4. Field

3-4-1. This is the main area of the game where cards are placed.

3-4-2. The field is a public area. Cards are placed face-up in this area.

3-4-3. When cards are placed in the field, they are placed unsuspended. (For details, refer to 4-11 "Card Orientation")

3-4-4. Each card placed on the field is treated as a separate Digimon or Tamer, etc.

3-4-5. If another card is stacked on top of a card on the field, or if the card stacked on top leaves and the card underneath is a different card, it will be considered to have changed to that Digimon or Tamer, etc. It won't be considered a different Digimon or Tamer, etc. (Example: If a player's [GrapLeomon] digivolves into [Marsmon], that [GrapLeomon] will be considered to change into [Marsmon], it won't be treated as a [Marsmon] that is newly placed onto the field.)

3-4-6. The field is divided into the breeding area and the battle area.

3-4-7. Breeding Area

3-4-7-1. This is the part of the field where hatched Digimon are placed.

3-4-7-2. Only 1 card can be placed in the breeding area.

3-4-7-3. Cards in breeding areas can't be affected by effects, except for effects that explicitly specify or reference breeding areas. (For details, refer to 15-15-6 "Isn't affected by effects" cards")15-15-5

3-4-7-4. Effects on cards in breeding areas can't trigger or activate, except for effects that explicitly specify or reference breeding areas. (Example: Even when a Digimon with a [When Digivolving] effect in a breeding area digivolves, its [When Digivolving] effect doesn't trigger.)

3-4-7-5. Cards in breeding areas can't be chosen for effects, except for effects that explicitly specify or reference breeding areas. (Example: A Digimon in your opponent's breeding area can't be chosen for "[On Play] Suspend 1 of your opponent's Digimon."

3-4-7-6. Trigger conditions can't be met by cards in breeding areas, except for effects that explicitly specify or reference breeding areas. (Example: Even if your Digimon in the breeding area digivolves during

your turn, a "[Your Turn] When your Digimon digivolves, by suspending this Tamer, <Draw 1>" effect doesn't trigger.)

3-4-7-7. Activation conditions can't be met by cards in breeding areas, except for effects that explicitly specify or reference breeding areas. (Example: Even if your opponent has a Digimon in the breeding area at the start of your main phase, a "[Start of Your Main Phase] If your opponent has a Digimon, gain 1 memory" effect doesn't trigger.)

3-4-7-8. Information on cards in breeding areas can't be referenced, except for effects that explicitly specify or reference breeding areas. (Example: Even if you have a Digimon with the [Armor Form] trait in the breeding area, you can't ignore the color requirements when a "while you have a Digimon with the [Armor Form] trait, you may ignore this card's color requirements" effect activates.

3-4-8. Battle Area

3-4-8-1. This is the part of the field where cards are placed.

3-4-8-2. Any number of cards can be placed in the battle area.

3-5. Hand

3-5-1. This is the area where cards held by each player are placed.

3-5-2. Players can change the order of cards in their respective hand at any time.

3-5-3. The hand is a private area, but the cards' owner may freely look at their hand.

3-6. Trash

3-6-1. The trash is the area where trashed cards are placed.

3-6-2. Players can change the order of cards in their respective trash at any time.

3-6-3. The trash is a public area. Cards are placed face-up in a stack in this area.

3-7. The Security Stack

3-7-1. Security cards are placed in this area.

3-7-2. The security stack is a private area. Cards in this area are placed face-down and spread out so that the number of cards can be seen.

3-7-3. Players can't change the order of cards in their security stacks.

3-7-4. If a face-up card is placed in a security stack, the card becomes public information.

3-7-5. When multiple 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 considered to be placed at the same time.

## 4. Basic Game Terminology

4-1. Memory

4-1-1. Memory refers to the resource used to pay for in-game costs.

4-1-2. "X or less memory" refers to X on your side of the memory gauge or further to the right. "X or more memory" refers to X on your side of the memory gauge or further to the left. (Example: "[Start of Your Turn] If you have 2 or less memory, set it to 3" includes a condition where the memory must be at 2 on your side or further to the right.)

4-1-3. "If your opponent has X or less memory" refers to X on your opponent's side of the memory gauge or further to the left. "If your opponent has X or more memory" refers to X on your opponent's side of the memory gauge or further to the right. (Example: A "[When Digivolving] <Blitz> (This Digimon can attack when your opponent has 1 or more memory)" effect includes a condition where the memory must be at 1 on your opponent's side or further to the right.)

4-1-4. "Gain X memory" means moving the memory marker X spaces toward your side (the left side) of the memory gauge. "Lose X memory" means moving the memory marker X spaces toward your opponent's side (the right side) of the memory gauge.

4-2. Costs

4-2-1. A cost is a numerical value that is required to be paid using memory. A card's cost and "pay X cost" are both examples of costs.

4-2-2. To pay a cost, the player moves the memory gauge toward the opponent's side (to their right) by an amount equal to the numerical value of the cost. When paying, the value indicated is paid, and no more and no less than that value can be paid.

4-2-3. Alternate Costs

4-2-3-1. If a cost's numerical value increases or decreases, that becomes an alternate cost. When a cost becomes an alternate cost, no more and no less than that value can be paid. (Example: If a card with a play cost of 12 activates the effect "When this card would be played, if you have an [Iliad] trait Tamer, reduce the cost by 5," the cost to be paid becomes an alternate cost of 7.)

4-3. Digimon

4-3-1. Digi-Egg cards and Digimon cards placed on the field are treated as Digimon.

4-3-2. Cards stacked under Digimon are considered "digivolution cards," regardless of their card category. (For details, refer to 4-6 "Digivolution Cards")

4-3-3. A Digimon gains the inherited effects of the digivolution cards placed under it. (Example: If a Digimon has a digivolution card that has <Piercing> in its inherited effects, that Digimon will have <Piercing>.)

4-3-4. A Digimon gets the link DP value on its link card.

4-3-5. A Digimon gains the link effects on its link card.

4-3-6. Digimon in the battle area can attack. (For details, refer to 11 "Attacking")11

4-3-7. Digimon with <Blocker> in the battle area can block. (For details, refer to 12 "Blocking")12

4-3-8. Digimon can perform 1 security check. (For details, refer to 13 "Security Checks")13

4-4. Tamers

4-4-1. Tamer cards placed on the field are treated as Tamers.

4-4-2. When placing a card under a Tamer that already has cards stacked under it, unless specified otherwise, you place the new card at the bottom. (Example: If using <Save> to place a card under a Tamer that already has cards stacked under it, place the new card at the bottom.)

4-5. Security Digimon

4-5-1. A Digimon card flipped over from the security stack upon a security check is treated as a Security Digimon. (For details, refer to 13 "Security Checks")

4-6. DUAL Cards

4-6-1. A DUAL card is a card that can be treated as being in either the Digimon card category or the Option card category.

4-6-2. When using a DUAL card, the player must declare whether they are digivolving with the Digimon information or using the Option information on that card.

4-6-3. A DUAL card placed on the field is treated as a Digimon. It can't be referenced as an Option card placed on the field. (Example: A DUAL card that is digivolved by placing it on top of one of your cards on the field will be treated as a Digimon, and it can't be trashed by a "trash an Option card in the battle area" effect.)

4-6-4. A single DUAL card has both Digimon information and Option information.

4-6-5. Digimon Information

4-6-5-1. This refers to a DUAL card's traits and the information above them.

4-6-5-2. A DUAL card's Digimon information can be referenced when referencing the card as a Digimon card or Digimon.

4-6-5-3. Effects in the Digimon information are considered Digimon effects. (For details, refer to 15-2 "Effect Types")

4-6-6. Option Information

4-6-6-1. This refers a DUAL card's traits and the information below them.

4-6-6-2. A DUAL card's Option information can be referenced when referencing the card as an Option card.

4-6-6-3. Effects in the Option information are treated as Option card effects. (For details, refer to 15-2 "Effect Types")

4-7. Stacked Cards

4-7-1. "Stacked cards" refers to all of the 1 or more cards in a stack of cards on the field.

4-7-2. Only 1 card isn't considered "stacked cards."

4-7-3. The stacking order of cards can't be changed.

4-7-4. The bottom cards of a stack are spread out so that inherited effects are visible. A card without an inherited effect is placed in the stack so that its name is visible. A face-down card must be stacked so that it's clearly under the top card.

4-7-5. Unless specified otherwise, the bottom cards of a stack are

placed face-up.

4-7-6. Bottom cards of a stack are placed vertically, but they don't have an orientation. When the bottom card of a stack becomes the top card, the stack's previous orientation is carried over. This isn't considered unsuspending or suspending of a card. (Example: When <De-Digivolve 1> is used to trash the top card of a suspended Digimon, the top card of the stack under it will carry over the suspended state.)

4-7-7. The bottom cards of a stack are treated as part of the information on the top card. They aren't considered to be placed on the field. (Example: When "[When Digivolving] Place one of your opponent's level 3 or lower Digimon under another of your opponent's Digimon as its bottom digivolution card or under an opponent's Tamer" is used to place a Digimon under a card, that card is considered to be removed from the field.)

4-7-8. When a card with cards stacked under it would be removed from the field, the cards under it are trashed at the same time. (Example: When a Digimon or Tamer would be removed from the battle area, any cards under it are trashed at the same time.)

4-7-9. A face-down card under another card is considered to be a card without card information, and its information can't be referenced. (Example: When a face-down digivolution card is placed for <Training>, information such as its card name or color can't be referenced for other effects.)

4-7-10. A face-down card under another card is hidden information, but the cards' owner may freely look at the content of a face-down card under one of their cards.

4-8. Digivolution Cards

4-8-1. A digivolution card refers to a card placed under a Digimon. (For details, refer to 4-5 "Stacked Cards")4-7

4-8-2. When referencing digivolution card information, the information is referenced on cards that are treated as digivolution cards.

4-9. Link cards

4-9-1. A link card is a card plugged in sideways upon a link.

4-9-2. A link card isn't considered a stacked card. (For details, refer to 4-5 "Stacked Cards")4-7

4-9-3. A link card is plugged in from the right and positioned so that the link portion of the card is visible. When multiple link cards are inserted under 1 card, a newly inserted link card must be placed so that its link portion is visible under the existing cards.

4-9-4. A link card isn't considered to be a card on the field. (For details, refer to 3-4 "The Field")3-4

4-9-5. 1 card can have a maximum of 1 link card. When linking to a Digimon that has already reached the link limit, the same number of the existing link cards are trashed at the same time as the newly linked cards.

4-9-6. If a card with a link card would become a new card, its link card is trashed at the same time. (For details, refer to 3-1-3-1 "New Cards")3-1-3-1

4-10. Linked Cards

4-10-1. A linked card is a card that has a link card.

4-11. Players

4-11-1. A "player" refers to a game participant.

4-11-2. If a rule or effect specifies an "owner," it refers to the player that is currently using that card in the game.

4-11-3. "Opponent" refers to the other player in the game.

4-12. Turn Player and Non-Turn Player

4-12-1. The turn player refers to the player that is performing the procedures for the current turn, and the non-turn player refers to the other player.

4-13. Card Orientation

4-13-1. Cards on the field have an orientation. A card's orientation shows whether it is unsuspended or suspended.

4-13-1-1. Unsuspended

4-13-1-1-1. An "unsuspended" card refers to a card placed vertically.

4-13-1-1-2. "Unsuspended state" refers to an unsuspended card.

4-13-1-2. Suspended

4-13-1-2-1. A "suspended" card refers to a card placed horizontally.

4-13-1-2-2. "Suspended state" refers to a suspended card.

4-14. Draw

4-14-1. "Drawing" refers to drawing cards from the deck and

placing them in the hand.

4-14-2. Unless specified otherwise by a rule or effect, a player draws cards from their own deck.

4-15. Deletion

4-15-1. When deletion processing is applied to a card by a rule or effect, that card is trashed.

4-15-2. When a trigger-type effect is triggered by the deletion of the card where that effect is written, it triggers in the area where the card was deleted, and the effect will be pending activation once the deletion processing moves that card to another area. (Example: An [On Deletion] effect triggers in the battle area, then it is pending activation after the card is moved to the trash.)

4-16. Trashing Cards

4-16-1. "Trashing" refers to placing a card in the trash.

4-16-2. When a trigger-type effect is triggered by trashing the card where that effect is written, it triggers in the area where the card was trashed, and the effect will be pending activation once the trash processing moves that card to the trash. (Example: "When this card is trashed from your hand by one of your effects, <Draw 1>" will trigger while the card is in the hand, then it will be pending activation when the card is in the trash.)

4-16-3. Trashing isn't considered deletion.

4-17. Moving

4-17-1. "Moving" refers to moving a Digimon between the breeding area and the battle area. A player can move a Digimon from the breeding area to the battle area as one of their actions during the breeding phase.

4-17-2. Only Digimon with DP can be moved.

4-17-3. When a card is moved, it keeps its orientation. (For details, refer to 4-11 "Card Orientation")4-13

4-17-4. Any effects applied to a Digimon before it moves are kept after the move.

4-17-5. If a Digimon is moved, the effects status of that Digimon isn't carried over. (Example: If a Digimon has an effect that's pending activation when it's moved, that effect will no longer be pending activation.) (For details, refer to 15-4 "Effect States") 15-4

4-18. Hatching a Digi-Egg

4-18-1. "Hatching" refers to flipping over the top card of your Digi-Egg deck and placing it in the specified area. You can hatch a Digi-Egg from the top of your Digi-Egg deck into the breeding area as one of your actions during the breeding phase.

4-18-2. You can't hatch a Digi-Egg if you don't have any cards in your Digi-Egg deck.

4-18-3. You can't hatch a Digi-Egg if you already have a card in the breeding area.

4-19. Overflow

4-19-1. <Overflow> is a rule on Digimon ACE cards. When a card with <Overflow> moves from the field or from under a card to another area, the memory marker is moved according to the value specified for <Overflow>.

4-19-2. When <Overflow> causes the memory marker to move, the processing for moving it is performed immediately, even if the processing for another action is already being performed.

4-19-3. <Overflow> isn't processed when a card is moved from another area to the field. (For details, refer to 3-4 "The Field")3-4

4-19-4. <Overflow> isn't processed when a card is moved from another area to under a card. (For details, refer to 4-5 "Stacked Cards")4-7

4-19-5. When multiple instances of <Overflow> are processed simultaneously, they are processed using the following procedure.

4-19-5-1. The turn player chooses 1 instance of <Overflow> on their cards and processes it. The turn player repeats this procedure until there are no more unresolved instances of <Overflow> on their cards.

4-19-5-2. Once all instances of <Overflow> on the turn player's cards have been processed, then the non-turn player chooses 1 instance of <Overflow> on their cards and processes it. The non-turn player repeats this procedure until there are no more unresolved instances of <Overflow> on their cards.

4-20. Arts Digivolve

4-20-1. Arts Digivolve is a rule on DUAL cards. Instead of the trashing from the pending processing after using an Option card, one of your cards on the field may digivolve into that DUAL card without paying the cost.

4-20-2. Arts Digivolve is overwrite processing that replaces the trashing of an Option card from the pending processing. (For details, refer to 18-1 "Pending Processing")

4-21. Tokens

4-21-1. Tokens are non-game cards played by effects. Such effects play tokens as if they have card information.

4-21-2. The number of tokens is always public information.

4-21-3. Cards can't be stacked with tokens.

4-21-4. Tokens can't get linked.

4-21-5. When a token leaves the field, it is removed from the game instead of being placed in another area. However, the token itself is considered to be placed in that area.

4-22. Color Requirements

4-22-1. "Color requirements" refers to a requirement that must be met in order to use an Option card. (For details, refer to 9 "Using Cards")9

4-22-2. To meet color requirements, you must have a Digimon or Tamer on your field that's the same color as the Option card you want to use.

4-22-3. An Option card with multiple colors can't be used unless the color requirements are met for all of its colors.

4-22-4. A multicolor Digimon or multicolor Tamer can meet the color requirements for multiple colors.

4-22-5. An Option card's color requirements don't have to be met when activating its effects without using it.

4-23. Cards "With XX in Their Texts"

4-23-1. A "with XX in its text" card is a card that has the "XX" term or icon in the information printed on that card. (Example: A "card with <Save> in its text" refers to a card with the <Save> icon included in the information on that card.) (For details, refer to 2-3 "Information Written on Cards")

4-23-2. When an effect is gained, that doesn't mean that text is gained. (Example: A Digimon won't gain the <Save> text from a digivolution card whose inherited effect reads "[Your Turn] While this Digimon has <Save> in its text, it gets +2000 DP.")

4-23-3. When a card with an effect's text is specified, as long as the card has that text written on it, it can be referenced even in situations where the effect can't be triggered or activated. (Example: A card with <Save> shown in its inherited effect is considered a card with <Save> in its text even when that card isn't placed in digivolution cards.)

4-23-4. When a card with an icon's text is specified, only a card with the matching icon can be referenced. (Example: When an effect specifies a card with <Save> in its text, <Material Save> can't be referenced because its icon isn't the same.)

4-23-5. Notes aren't included in text. (Example: A Digimon card with <Alliance> and <Security A.> in the notes enclosed in parentheses for Alliance isn't considered to have <Security A.> in its text.)

4-24. "XX/YY"

4-24-1. When a card shows "XX/YY," it means the same as "XX or YY," and either one of them will meet a requirement. However, this doesn't include when individual traits are separated by slashes. (Example: "[On Play] 1 of your opponent's Digimon/Tamers can't suspend until the end of their turn" means that you choose 1 of your opponent's Digimon or Tamers, then the chosen card can't suspend.)

4-25. "With different XX" Cards

4-25-1. A "with different XX" card refers to a card whose information is different from the information specified using XX.

4-25-2. If a card that has multiple instances of the information specified by XX, the differing portions can be referenced and be treated as differing combinations.

4-26. "With/have X cards"

4-26-1. "With/have X cards" refers to a requirement that is fulfilled when that number of cards is present. (Example: "[On Play] When this Digimon has 3 digivolution cards, <Blitz>" can be activated if that Digimon has 3 or more digivolution cards.)

4-27. "Each" or "Every"

4-27-1. "Each" or "every" is used when an effect references a number of something.

4-27-2. When processing targets cards from the top of a stack for each X, the targets will be up to X number of cards starting from the top of the stack. (Example: If an effect

reads "[On Play] [When Digivolving] For each of your Digimon with the [Royal Knight] trait or each of your blue Tamers, trash the top 2 digivolution cards of 1 of your opponent's Digimon" and you have 2 blue Tamers, you would choose 1 of your opponent's Digimon and trash its top 4 digivolution cards.)

4-27-3. When processing targets cards from the bottom of a stack for each X, the targets will be up to X number of cards starting from the bottom of the stack.

4-27-4. In the case of a "process A and process B" effect that applies to each X, after processing A for each X present upon activation, you then process B for each X present upon activation. (Example: For text that reads "[End of Opponent's Turn] [Once Per Turn] For each of this Digimon's link cards, trash your opponent's top security card and return 1 of their Digimon to the bottom of the deck," if that Digimon is linked to 3 cards, you trash your opponent's top 3 security cards and then return 3 of their Digimon to the bottom of the deck.

4-27-5. A triggering from 1 trigger condition is considered to only trigger once, even if it occurred multiple times at the same time, but if the effect text contains "each" or "every," the specified number can be referenced. (Example: If an effect reads "[All Turns] When an opponent's Digimon is deleted, gain 1 memory for each Digimon deleted" and multiple opponent Digimon are deleted at the same time, 1 memory is gained for each Digimon deleted.)

4-28. "Option Card in the Battle Area"

4-28-1. An "Option card in the battle area" refers to an Option card that was placed in the battle area by an effect. (Example: A "trash an Option card in the battle area" effect can only trash an Option card that was placed in the battle area by an effect.)

## 5. Game Preparation

5-1. Deck and Digi-Egg Deck Preparation

5-1-1. Before beginning a game, both players prepare the items required for a game. (For details, refer to 1-4 "Items Required for a Game")1-4

5-1-2. Token cards are left outside of the game at this point.

5-1-3. Place the Index (Quick Reference Guide for Keyword Effects and Rules) to the side of your play sheet or away from your other cards. (For details, refer to 1-4-5 "Index (Quick Reference Guide for Keyword Effects and Rules)")

5-2. Pre-Game Preparations

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

5-2-1-1. Each player shuffles their respective deck. Then, both players place their deck face down.

5-2-1-2. Each player shuffles their respective Digi-Egg deck. Then, both players place their Digi-Egg deck face down. If you don't have a Digi-Egg deck, proceed directly to the next step.

5-2-1-3. 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 goes first.

5-2-1-4. Both players draw 5 cards from their decks for their initial hands. Then, both players starting with the first player may declare to re-draw their initial hand, but this can only be done once by each player.

5-2-1-5. After declaring a re-draw, the player returns their entire hand to their deck, shuffles it, then draws 5 cards for their new initial hand.

5-2-1-6. For their security stack, both players take the top 5 cards of their deck and place them face-down one at a time 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.

5-2-1-7. Place the memory gauge marker at the 0 position.

5-2-1-8. The game begins with the first player's turn.

## 6. Game Procedures

6-1. Turn Procedures

6-1-1. A game will proceed with one of the players as the turn player.

6-1-2. A turn proceeds using phases in the following order. Unsuspend phase, draw phase, breeding phase, and main phase.

6-1-3. The next phase won't begin until all of the processing is resolved for the current phase.

6-1-4. Turn End Conditions

6-1-4-1. The turn end conditions are met when the memory is at 1 or more on your opponent's side and all processing has been resolved for the current phase. Then, the turn will end with the current phase. (For details, refer to 6-6 "End of Turn")6-6

6-2. Unsuspend Phase

6-2-1. The turn starts with the turn player unsuspending all of their cards on the field at the same time.

6-2-1-1. If there are any rules or effects to be processed when the turn starts, the processing takes place before the unsuspending processing for the unsuspend phase. (Example: "[Start of Your Turn] If you have 2 or less memory, set it to 3" is processed before the unsuspending processing for the unsuspend phase.)

6-2-1-2. If processing for any rules or effects has been resolved when the turn starts and the turn end conditions have been met, the end of the turn timing occurs before unsuspending.

6-2-1-3. Cards don't have to be unsuspended in any particular order for the unsuspend phase.

6-3. Draw Phase

6-3-1. The turn player draws 1 card.

6-3-1-1. The first player doesn't draw a card during the draw phase of their first turn. A card must be drawn in all subsequent draw phases.

6-4. Breeding Phase

6-4-1. 1 of the following actions can be performed by the turn player during the breeding phase. Hatch a Digi-Egg, move a card from the breeding area to the battle area, or do nothing.

6-4-1-1. "Hatch a Digi-Egg" means taking the top card of your Digi-Egg deck and placing it face-up in the breeding area. (For details, refer to 4-16 "Hatching a Digi-Egg")4-18

6-4-1-2. "Move a card from the breeding area to the battle area" means moving your Digimon from the breeding area to the battle area. (For details, refer to 4-15 "Moving Cards")4-17

6-4-1-3. "Do nothing" means proceeding to the next phase without doing anything.

6-5. Main Phase

6-5-1. During the main phase, the turn player can perform the following actions in any order any number of times. These actions are to be performed when there is no unresolved processing. Play a Digimon card or Tamer card from the hand, digivolve into a Digimon card from the hand, use an Option card from the hand, link a card from the hand or battle area, attack, activate an activation-type effect, or pass.

6-5-1-1. Play a Digmon Card or Tamer Card From the Hand

6-5-1-1-1. This action is where the cost is paid for a Digimon card or Tamer card in the hand in order to play it into the battle area. (For details, refer to 7-1 "Playing a Card")7-1

6-5-1-1-2. When performing this action, it is also possible to DigiXros the played Digimon card. (For details, refer to 7-2 "DigiXros")7-2

6-5-1-1-3. When performing this action, it is also possible to use [Assembly] on the played Digimon card. (For details, refer to 7-3 "Assembly")7-3

6-5-1-2. Digivolve Into a Digimon Card From the Hand

6-5-1-2-1. Digivolving a Digimon is an action where a player's card on the field is digivolved into 1 Digimon card in the hand by paying its cost. (For details, refer to 8-1 "Digivolving")8-1

6-5-1-2-2. This action can also be used to digivolve multiple Digimon in your battle area into 1 Digimon card with [DNA Digivolution] in the hand by paying its cost. (For details, refer to 8-2 "DNA Digivolution")8-2

6-5-1-2-3. This action can also be used to digivolve one of your cards on the field into 1 Digimon card with [Burst Digivolve] by paying its cost. (For details, refer to 8-3 "Burst Digivolve")

6-5-1-2-4. This action can also be used to digivolve 1 of a player's Digimon in the battle area into 1 Digimon card with [App Fusion] in

the hand by paying its cost. (For details, refer to 8-4 "App Fusion")

6-5-1-3. Use an Option Card From the Hand

6-5-1-3-1. This action is where a player pays the cost for an Option card in the hand to use it from their hand. (For details, refer to 9-1 "Using Cards")9-1

6-5-1-4. Linking a Card in the Hand or Battle Area

6-5-1-4-1. This action is where 1 card from the hand or battle area is linked with 1 of your Digimon in the battle area. (For details, refer to 10 "Linking")10

6-5-1-5. Attacking

6-5-1-5-1. This action is where a player uses their Digimon in the battle area to attack. (For details, refer to 11 "Attacking")11

6-5-1-6. Activating Activation-Type Effects

6-5-1-6-1. This action is where a player activates 1 activation-type effect on one of their cards.

6-5-1-7. Passing

6-5-1-7-1. This action is where a player declares a pass. After declaring a pass, the memory is immediately moved to 3 on the opponent's side.

6-6. End of Turn

6-6-1. When the turn end conditions are met, the turn will end with the current phase. (For details, refer to 6-1-4 "Turn End Conditions")6-1-4

6-6-2. Even if the timing for the end of the turn arrives, the current phase will continue until all processing has been resolved.

6-6-3. Once all processing has been resolved for the end of the turn timing, the end of the turn will arrive, then the non-turn player's turn will begin.

6-6-4. If the memory moves to 0 or more at the end of the turn, the end of the turn will be postponed and the current phase will continue.

## 7. Playing a Card

7-1. Playing a Card

7-1-1. "Playing a card" refers to a rule where a player can place a new card with a play cost onto the field. A card can be played from a player's hand into the battle area as part of their main phase actions. (For details, refer to 6-5 "Main Phase")6-5

7-1-2. Card Playing Rules

7-1-2-1. A Digimon or Tamer, etc. can't attack on the turn it was placed on the field.

7-1-2-2. Immediate-type effects that trigger when a card would be played will trigger immediately after the card is revealed during the play procedure. (For details, refer to 15-8-5 "Immediate-Type Effects")15-8-5

7-1-2-3. If a card can no longer be played after revealing it as part of the procedure for playing it, the revealed card is returned to its original location. This isn't considered removal from an area. In addition, the memory doesn't move when a card can't be played because its cost can't be paid.

7-1-3. The processing for playing a card is performed using the following procedure.

7-1-3-1. The player declares to play a card and reveals that card.

7-1-3-2. The player pays the specified play cost. (For details, refer to 2-6 "Play Costs")2-6

7-1-3-3. The card is placed on the field and the card playing procedure is resolved.

7-2. DigiXros

7-2-1. A DigiXros refers to a rule where a player plays a Digimon card with DigiXros requirements, places any number of the cards specified in that card's DigiXros requirements from their hand and/or battle area under the Digimon card to be played, and the play cost is reduced by the value specified in the DigiXros requirements for each card placed. This is shown on cards using text such as "DigiXros -2: [Shoutmon]×[Ballistamon]×[Dorulumon]×[Starmons]."

7-2-2. DigiXros Rules

7-2-2-1. When performing a DigiXros, the play cost is reduced by the amount shown in the DigiXros requirements for each card placed for the DigiXros.

(Example: For DigiXros requirements that read "DigiXros -1: [Shoutmon]×[Ballistamon]," a player can place [Shoutmon] and/or [Ballistamon] cards under the played card, and the play cost of the played card is reduced by 1 for each card placed.)

7-2-2-2. A declaration for a DigiXros is made immediately before paying the play cost. If any effects are triggered when the card would be played, the DigiXros declaration comes after such effects. (Example: In order to perform a DigiXros using a card with both DigiXros requirements and a "when this card would be played" effect, first the effect is resolved, then you declare the DigiXros.)

7-2-2-3. You declare the DigiXros at the same time as when you choose the cards to place under the card to be played for the DigiXros. After you have chosen all of the cards to place under the card to be played, place them under that card. Once placed, additional cards to place can't be chosen. (Example: Even if you activate a "when this Digimon would leave the battle area, return 1 yellow Digimon card from this Digimon's digivolution cards to the hand" effect when placing the cards chosen for a DigiXros under the card to be played, the cards returned to the hand by this effect can't be placed under the card to be played for this DigiXros.)

7-2-2-4. A player can place any number of the cards specified in the DigiXros requirements for a DigiXros. However, if a DigiXros has been declared, the player can't choose to place 0 cards.

7-2-2-5. 1 of each of the cards specified in the DigiXros requirements can be placed for the DigiXros. However, if a DigiXros has the number of cards specified, only up to that number of cards can be placed.

7-2-2-6. When cards will be placed under a card from the hand for a DigiXros, that card is to be revealed from the hand at the same time as the declaration for the DigiXros.

7-2-2-7. If a DigiXros is used to place a card in the battle area under a card, the placed card is considered to leave the field at that timing.

7-2-2-8. When cards placed for a DigiXros are stacked, they are placed in order from top to bottom so that the Digimon shown on the left side of the DigiXros requirements goes on top. If the DigiXros requirements specify the numbers of each card, the player performing the DigiXros chooses the stacking order.

7-2-2-9. A DigiXros is considered to be performed when 1 or more cards are placed under the card to be played for the DigiXros. If 0 cards are placed under the card to be played, a DigiXros isn't considered to be performed even if the player declares a DigiXros. (Example: If an effect reads "[On Play] [When Attacking] You may give 1 of your opponent's Digimon <Security A. -1> until the end of their turn. Then, if DigiXrosing, this Digimon gets +3000 DP and <Blocker> until the end of your opponent's turn," it will be possible to perform the "if DigiXrosing" and later part of the effect only if a card is placed under the card to be played for the DigiXros.)

7-2-2-10. An X-card DigiXros is considered to be performed when X cards are placed under the card to be played for the DigiXros. If X cards aren't placed under the card to be played, an X-card DigiXros isn't considered to be performed even if the player declares a DigiXros. (Example: If an effect reads "[On Play] <De-Digivolve 1> 1 of your opponent's Digimon, then if DigiXrosing with 2 cards, delete 1 of your opponent's Digimon with a play cost of 5 or less," it will be possible to perform the "if DigiXrosing with 2 cards" and later part of the effect only if 2 cards are placed under the card to be played for the DigiXros.)

7-2-2-11. If a card can no longer be played while a DigiXros procedure is being performed, the cards placed under it are trashed.

7-2-2-12. A DigiXros isn't mandatory.

7-2-2-13. Effects that affect playing cards will also affect

playing cards for a DigiXros.

7-2-3. The processing for a DigiXros is performed using the following procedure.

7-2-3-1. During the play procedure, the player proceeds up to the step where the card to play is revealed, then if any effects trigger upon play, those effects are to be resolved.

7-2-3-2. A DigiXros is declared immediately before paying the play cost. At the same time, the desired cards to be placed under the card to be played as specified in the DigiXros requirements are chosen from the cards in the hand and/or battle area.

7-2-3-3. The chosen cards are placed under the card to be played. The play cost is reduced by the amount shown in the DigiXros requirements for each card placed for the DigiXros. When paying a play cost, the player pays the cost after any increases or reductions.

7-2-3-4. The card is placed on the field and the card playing procedure is resolved.

7-3. Assembly

7-3-1. Assembly refers to a rule where a player plays a Digimon card with Assembly requirements, places the specified number of the cards specified in that card's Assembly requirements from their trash under the Digimon card to be played, and the play cost is reduced by the value specified in that card's Assembly requirements. This is shown on cards using text such as "Assembly -6: 4 [Negamon] cards."

7-3-2. Assembly Rules

7-3-2-1. By placing the cards specified in the Assembly requirements under the card to be played, Assembly will reduce the play cost as specified in the Assembly requirements. (Example: For Assembly requirements that read "Assembly -6: 4 [Negamon] cards," a player can use Assembly to place 4 [Negamon] cards under the card to be played, and the play cost will be reduced by 6.)

7-3-2-2. A declaration for Assembly is made immediately before paying the play cost. If any effects are triggered when the card would be played, the Assembly declaration comes after such effects.

7-3-2-3. You declare Assembly at the same time as when you choose the cards to place under the card to be played for Assembly. After the player has chosen all of the cards to place under the card to be played, they place them under that card. Once placed, additional cards to place can't be chosen.

7-3-2-4. The exact number of cards specified in the Assembly requirements must be placed for the Assembly. A player can't place just some of the specified cards.

7-3-2-5. 1 of each of the cards shown in the Assembly requirements can be placed under the card to be played for Assembly. However, if Assembly specifies the number of cards, only that number of cards can be placed.

7-3-2-6. When cards placed for Assembly are stacked, they are placed in order from top to bottom so that the card shown on the left side of the Assembly requirements goes on top. If the Assembly requirements specify the same cards or the numbers of each card, the player performing the Assembly chooses the stacking order.

7-3-2-7. If no cards are placed under the card to be played, an Assembly isn't considered to be performed even if the player declares an Assembly.

7-3-2-8. If a card can no longer be played while the Assembly procedure is being performed, the cards placed under it are trashed.

7-3-2-9. Assembly isn't mandatory.

7-3-2-10. Assembly can be performed even when an effect is used to play a Digimon card with Assembly requirements.

7-3-3. The processing for Assembly is performed using the following procedure.

7-3-3-1. During the play procedure, the player proceeds up to the step where the card to play is revealed, then if any effects trigger upon play, those effects are to be resolved.

7-3-3-2. Declare an Assembly immediately before paying the play cost. At the same time, the cards to be placed

under the card to be played as specified in the Assembly requirements are chosen from the cards in the trash.

7-3-3-3. The chosen cards are placed under the card to be played. The play cost is reduced by the amount specified in the Assembly requirements. When paying a play cost, the player pays the cost after any increases or reductions.

7-3-3-4. The card is placed on the field and the card playing procedure is resolved.

## 8. Digivolution

8-1. Digivolution

8-1-1. Digivolution refers to a rule that allows a player to reveal a Digimon card and stack it on top of their card on the field to change that card. A player can digivolve a card on the field into their Digimon card by paying its cost as part of their main phase actions. (For details, refer to 6-5 "Main Phase")

8-1-2. Digivolution Rules

8-1-2-1. When 1 card has multiple digivolution requirements, the player chooses the digivolution requirement for the revealed card. For details, refer to 2-3-6 "Digivolution Requirements")2-3-5

8-1-2-2. If ignoring the digivolution requirements when digivolving, the digivolution will occur regardless of the digivolution requirements. Even if a card has digivolution requirements, they aren't referenced. If it doesn't have digivolution requirements, digivolution is still possible.

8-1-2-3. A digivolved Digimon carries over its orientation from before the digivolution. (Example: When digivolving a suspended Digimon, the Digimon card stacked on top will also be suspended.)

8-1-2-4. Immediate-type effects that trigger when digivolution would occur will trigger immediately after the card is revealed and the card for digivolution is chosen during the digivolution procedure. (For details, refer to 15-8-5 "Immediate-Type Effects")15-8-5

8-1-2-5. 1 digivolution can only be performed on 1 Digimon. You can't perform separate digivolutions on multiple cards at the same time.

8-1-2-6. If a card can no longer be digivolved after revealing it as part of the procedure for digivolving it, the revealed card is returned to its original location. This isn't considered removal from an area. In addition, the memory doesn't move when a card can't be digivolved because its cost can't be paid.

8-1-2-7. Digivolution isn't considered adding to a Digimon's digivolution cards.

8-1-2-8. Digivolution is also possible in situations where a draw isn't possible. In such cases, the digivolution processing is performed without drawing a card.

8-1-3. The processing for digivolution is performed using the following procedure.

8-1-3-1. The player declares a digivolution and reveals 1 Digimon card for the digivolution. 1 digivolution requirement is chosen on the revealed card, then the player chooses 1 of their cards on the field that meets the requirement.

8-1-3-2. The digivolution cost specified in the chosen digivolution requirement is paid. (For details, refer to 2-3-6 "Digivolution Requirements")2-3-5

8-1-3-3. The player places the Digimon for the digivolution on top of the chosen card, draws 1 card, and the digivolution process is resolved.

8-2. DNA Digivolution

8-2-1. DNA digivolution is a rule where 1 Digimon card with [DNA Digivolution] is revealed and multiples of a player's cards that meet the revealed card's DNA digivolution requirements are stacked in the order as shown in the requirements, changing the stacked cards and revealed card by digivolving it into 1 new Digimon. This is shown on cards using text such as "[DNA Digivolution] Blue Lv.4 + green Lv.4: Cost 0"

8-2-2. DNA Digivolution Rules

8-2-2-1. DNA digivolution differs from standard digivolution in that the cards that become digivolution cards digivolve as different Digimon or Tamers, etc. A DNA digivolved Digimon doesn't carry over the states of the cards that become digivolution cards.

Instead, they are treated as follows.

8-2-2-1-1. The card placed on top digivolves unsuspended without carrying over the Digimon's orientation from before the digivolution. That Digimon isn't considered to switch from suspended to unsuspended.

8-2-2-1-2. All cards that become digivolution cards are considered to be new cards. If a Digimon has a link card from before the digivolution, the link card is trashed immediately before placing the Digimon as a digivolution card.

8-2-2-1-3. If a Digimon was attacking before a digivolution, the attacking Digimon is considered to be no longer present. (For details, refer to 11 "Attacking")

8-2-2-1-4. If a Digimon was an attack target before a digivolution, the attack target is considered to be no longer present. (For details, refer to 11-2-7 "Attack Targets")

8-2-2-1-5. If a Digimon was chosen for an effect or if any effects were applied to it before a digivolution, all those effects end. (For details, refer to 15-13 "Gained Effects")

8-2-2-1-6. Any [X Per Turn] uses on a DNA digivolved card will be reset. (For details, refer to 15-14-1 "X Per Turn")

8-2-2-1-7. If a Digimon digivolves during the same turn it was played, it loses the information stating that it was played that turn, and it can now attack during that turn.

8-2-2-2. When cards placed for DNA digivolution are stacked, they are placed in order from top to bottom so that the Digimon shown on the left side of [DNA Digivolution] goes on top. If the numbers of each card or multiples of a card are specified in [DNA Digivolution], the player performing the DNA digivolution chooses the stacking order.

8-2-2-3. The Digimon that will become digivolution cards for a DNA digivolution are placed along with their own digivolution cards in the digivolution cards of the DNA digivolved Digimon. At such times, the stacking order of the digivolution cards can't be changed.

8-2-2-4. DNA digivolution can only be performed by an effect that specifically performs DNA digivolution. DNA digivolution can't be performed by an effect that performs standard digivolution.

8-2-2-5. Effects that affect digivolution will also affect DNA digivolution. (Example: An effect that reads "[Opponent's Turn] When your opponent's Digimon with no digivolution cards would digivolve, add 1 to the digivolution cost" will also add to the digivolution cost when a Digimon with no digivolution cards would DNA digivolve.)

8-2-3. The processing for DNA digivolution is performed using the following procedure.

8-2-3-1. The player declares a DNA digivolution and reveals 1 Digimon card for the DNA digivolution. 1 DNA digivolution requirement is chosen on the revealed card, then the player chooses their multiple cards that meet the requirement.

8-2-3-2. The digivolution cost specified in the chosen DNA digivolution requirement is paid.

8-2-3-3. The cards chosen to become digivolution cards are placed along with their own digivolution cards. The player places the Digimon for the DNA digivolution on top of the stack, draws 1 card, and the DNA digivolution process is resolved.

8-3. Burst Digivolve

8-3-1. Burst digivolve is a rule where a player reveals 1 Digimon card with [Burst Digivolve] and returns 1 of their Tamers from the battle area as specified in the [Burst Digivolve] card's burst digivolve requirements in order to digivolve one of their cards specified in the revealed card's burst digivolve requirements into the revealed card. This is shown on cards using text such as "Burst Digivolve [ShineGreymon]: By returning 1 [Marcus Damon] to the hand, cost 0."

8-3-2. Burst Digivolve Rules

8-3-2-1. When digivolution is performed by burst digivolve, as part of the pending processing, the top card of

the digivolved Digimon's stack is trashed at the end of the turn it digivolved. However, if there are no stacked cards or that card is not a Digimon, no card is trashed. (For details, refer to 18-1 "Pending Processing")

8-3-2-2. Burst digivolve can only be performed by an effect that specifically performs burst digivolve. Burst digivolve can't be performed by an effect that performs standard digivolution.

8-3-2-3. Effects that affect digivolution will also affect Burst Digivolve. (Example: An effect that reads "[Opponent's Turn] When your opponent's Digimon with no digivolution cards would digivolve, add 1 to the digivolution cost" will also add to the digivolution cost when a Digimon with no digivolution cards would burst digivolve.)

8-3-3. The processing for burst digivolve is performed using the following procedure.

8-3-3-1. The player declares a burst digivolve and reveals 1 Digimon card for the burst digivolve. 1 burst digivolution requirement is chosen on the revealed card, then the player chooses one of their cards on the field that meets the requirement.

8-3-3-2. The player's Tamer specified in [Burst Digivolve] is returned from the battle area to the hand.

8-3-3-3. The digivolution cost specified in the chosen burst digivolve requirement is paid.

8-3-3-4. The player places the Digimon for the burst digivolve on top of the chosen card, draws 1 card, and the burst digivolve process is resolved.

8-4. App Fusion

8-4-1. App fusion is a rule where a player reveals 1 Digimon card with [App Fusion], chooses a pair of linked cards in the battle area from 2 of the specified cards in the revealed card's app fusion digivolution requirements, and stacks the link card of the chosen cards on top of that Digimon, digivolving the stacked cards into the revealed card. This is shown on cards using text such as "[App Fusion] [Gatchmon] & [Navimon] & [Tweetmon]: Cost 0."

8-4-2. App Fusion Rules

8-4-2-1. App fusion allows a linked Digimon to digivolve using a combination of 2 different specified cards. (Example: If "[App Fusion] [Gatchmon] & [Navimon] & [Tweetmon]: Cost 0" is specified, a linked Digimon consisting of a combination of 2 cards from among [Gatchmon], [Navimon], and [Tweetmon] can app fuse.)

8-4-2-2. App fusion by an effect can only be performed by effects that specifically perform app fusion. App fusion can't be performed by an effect that performs standard digivolution.

8-4-2-3. Effects that affect digivolution will also affect app fusion. (Example: An effect that reads "[Opponent's Turn] When your opponent's Digimon with no digivolution cards would digivolve, add 1 to the digivolution cost" will also add to the digivolution cost when a Digimon with no digivolution cards would app fuse.)

8-4-3. The processing for app fusion is performed using the following procedure.

8-4-3-1. The player declares app fusion and reveals 1 Digimon card to app fuse. 1 app fusion digivolution requirement is chosen on the revealed card, then the player chooses one of their cards in the battle area that meets the requirement.

8-4-3-2. The digivolution cost specified in the chosen app fusion digivolution requirement is paid.

8-4-3-3. A link card on the chosen card is placed on top of that Digimon as specified in the app fusion digivolution requirements. The player places it on top of the Digimon card to app fuse, draws 1 card, and the app fusion process is resolved.

## 9. Using Cards

9-1. Using Cards

9-1-1. Using a card refers to a rule where an Option card's [Main] effect is activated. When using a card, its color requirements must be met. For details, refer to 4-19 "Color Requirements")4-22

9-1-2. If an Option card is used, its [Main] effect will activate. Other effects and rule checks don't interrupt the period between use and activation.

9-1-3. When using an Option card, if its [Main] effect has conditions, the effect can be activated when the conditions are met. (Example: If an effect reads "[Main] By trashing 1 card in your hand, delete 1 of your opponent's level 6 or lower Digimon. If this effect trashed a card with the [Seven Great Demon Lords] trait, place this card in the battle area," and you trash a card from your hand after using that Option card, you delete 1 of your opponent's level 6 or lower Digimon.)

9-1-4. A used Option card is treated as not being in any area during the period from activation of its 1st [Main] effect until it's been resolved.

9-1-5. A used Option card is immediately trashed as pending processing as soon as the timing when its 1st [Main] effect has been resolved, unless that Option card is considered to be placed in an area. Other effects and rule checks don't interrupt the period between [Main] effect activation and trashing. (For details, refer to 18-1 "Pending Processing")

9-1-6. Immediate-type effects that trigger when a card would be used will trigger immediately after the card is revealed during the use procedure. (For details, refer to 15-8-5 "Immediate-Type Effects")

9-1-7. Cards are used 1 at a time. Multiple cards can't be used at the same time.

9-1-8. If a card can no longer be used after revealing it as part of the procedure for using it, the revealed card is returned to its original location. This isn't considered removal from an area. In addition, the memory doesn't move when a card can't be used because its cost can't be paid.

9-1-9. The processing for using an Option card is performed using the following procedure.

9-1-9-1. The player declares use of a card and reveals the Option card to be used.

9-1-9-2. The specified use cost is paid. (For details, refer to 2-7 "Use Costs")2-7

9-1-9-3. When use of an Option card is resolved, its 1st [Main] effect is activated.

## 10. Link

10-1. Link

10-1-1. A link is a rule where a card with [Link] can link by plugging it in sideways into one of your specified Digimon on the field according to the link requirements. A card from the hand or battle area can be linked to a Digimon in the battle area by paying the cost as part of the main phase actions. (For details, refer to 6-5 "Main Phase")

10-1-2. Link Rules

10-1-2-1. If a card already has stacked cards, the new card is plugged in at the bottom.

10-1-2-2. A card plugged in sideways for a link becomes a link card. (For details, refer to 4-7 "Link Cards")4-9

10-1-2-3. If an immediate-type effect triggers when linking would occur, it will trigger immediately after the card is revealed and the Digimon to be linked is chosen during the link procedure. (For details, refer to 15-8-5 "Immediate-Type Effects")

10-1-3. A link is performed using the following procedure.

10-1-3-1. The player declares a link and reveals 1 card to link. 1 link requirement is chosen on the revealed card, then the player chooses 1 of their Digimon that meets the requirement.

10-1-3-2. The specified link cost is paid.

10-1-3-3. The card to link is plugged in sideways into the chosen Digimon, and the link procedure is resolved.

## 11. Attacking

11-1. Attack Procedure

11-1-1. This is a rule where a player can attack a chosen target Digimon in the battle area.

11-1-2. Only the turn player can attack.

11-1-3. An attack proceeds using the following timings: Attack declaration, counter timing, block timing, confirming if the attack is successful, and the end of the attack.

11-1-4. The next timing won't begin until all of the processing is resolved for the current timing. (Example: After declaring an attack, the counter timing won't begin until any triggered [When Attacking] effects and other triggered effects have been resolved.)

11-1-5. Once an attack declaration has been made, all of the timings that follow will occur. (Example: Even if an

attacking Digimon leaves the battle area, the non-turn player's counter timing and block timing will still occur.)

11-2. Attack Declaration

11-2-1. The turn player can suspend their Digimon in the battle area and make an attack declaration.

11-2-2. At the same time as the attack declaration, the target of attack is chosen. (For details, refer to 11-2-7 "Attack Targets")11-2-7

11-2-3. 1 Digimon can perform 1 attack for an attack declaration. Multiple Digimon can't attack at the same time.

11-2-4. A new attack declaration can't be made during an attack. (Example: A new attack declaration can't be made using <Blitz> during an attack.)

11-2-5. An attack declaration can't be made using a Digimon that can't suspend.

11-2-6. Even if the attack target Digimon is removed during an attack, that Digimon remains the attack target, but the attack fails. (Example: Even if an attack target Digimon is deleted by a [When Attacking] effect, that Digimon remains the attack target. The attack fails because the attack target Digimon is removed.)

11-2-7. Attack Targets

11-2-7-1. When a player makes an attack declaration, they choose either the opponent or 1 of the opponent's suspended Digimon as the attack target.

11-2-7-2. After the attack declaration is made and an attack target is chosen, the attack target may switch to another target due to a rule or effect.

11-2-7-3. The attack target can't be switched to a target that is already an attack target.

11-2-7-4. If an attacking Digimon isn't in the battle area, its attack target can't be changed and its attack won't succeed on any target.

11-2-7-5. The processing for switching an attack target may affect the player that made the attack declaration. (Example: It is possible to switch the target of an attack by a Digimon that isn't affected by effects, and it is possible to switch the attack target to a Digimon that isn't affected by effects.)

11-2-7-6. If a trigger-type effect with text such as "if attacking XX" will be triggered by an attack, it will only trigger if the attack target chosen during the attack declaration procedure matches the target specified in the effect.

11-2-8. The processing for an attack declaration is performed using the following procedure.

11-2-8-1. The player makes an attack declaration, suspends 1 of their Digimon to make the attack in the battle area, and chooses an attack target.

11-3. Counter Timing

11-3-1. This is the timing when a non-turn player's [Counter] effect can activate.

11-3-2. During the counter timing, only 1 [Counter] effect can be activated per attack.

11-4. Block Timing

11-4-1. This is the timing when the non-turn player can use their Digimon with <Blocker> to perform a block. (For details, refer to 12 "Blocking")

11-5. Confirming if an Attack is Successful

11-5-1. This is the timing when confirmation is performed to see if a Digimon's attack on the opponent player or an opponent's Digimon is successful. The following situations are confirmed during this timing.

11-5-1-1. The attacked player has 1 or more security cards, the Digimon's attack is on the opponent player, and the attack is successful

11-5-1-1-1. In this situation, the attacking Digimon will perform a security check on the attacked player. (For details, refer to 13 "Security Checks")13

11-5-1-2. The attacked player has 0 security cards, the Digimon's attack is on the opponent player, and the attack is successful

11-5-1-2-1. In this situation, the player that made the attack declaration wins the game. However, they don't win if the attacking Digimon can't perform any security checks. For details, refer to 1-2-3 "Victory Conditions")1-2-3

11-5-1-3. The Digimon's attack is on a Digimon, and the attack is successful

11-5-1-3-1. In this situation, a battle occurs between

the attacking Digimon and the attacked Digimon. (For details, refer to 14 "Battles")14

11-5-1-4. If the Digimon's attack isn't successful on either the opponent player or an opponent's Digimon, the attack ends without anything happening. (Examples: If an attacking Digimon is deleted, the attack isn't successful and the attack ends without anything happening.)

11-6. End of Attack

11-6-1. The end of attack timing arrives and the attack ends.

11-6-2. For the end of the attack timing, the attack won't end until all processing has been resolved.

## 12. Blocking

12-1. Blocking

12-1-1. A block is a rule that allows a player to switch an attack target to a Digimon with <Blocker> in the battle area. (For details, refer to 16-4 "<Blocker>")16-5

12-1-2. A block can only be performed once per attack. Multiple Digimon can't block at the same time.

12-1-3. A new block declaration can't be made during a block.

12-1-4. A block can't be performed using a Digimon that can't suspend.

12-1-5. The attack target Digimon can't perform a block.

12-1-6. A block can only be performed if an attacking Digimon is in the battle area.

12-1-7. The processing for a block is performed using the following procedure.

12-1-7-1. The player makes a block declaration and suspends 1 of their Digimon in the battle area that will perform the block.

## 13. Security Checks

13-1. Security Checks

13-1-1. A security check is a rule that allows a player to perform a check on the opponent's security stack.

13-1-2. Only 1 security check can be performed during a single attack. However, if the number of cards that can be checked is modified by an effect on the attacking Digimon, the modified number of cards will be checked in a single security check.

13-1-3. A security check is performed one card at a time.

13-1-4. If a security check is to be performed, it is mandatory.

13-1-5. If the Digimon performing the security check is no longer present in the battle area, that card can't perform any more security checks.

13-1-6. A checked card is removed from the security stack and is treated as not being in any particular area.

13-1-7. A checked Digimon card is treated as a Security Digimon.

13-1-8. A security check is performed using the following procedure.

13-1-8-1. Security Checks

13-1-8-1-1. The top security card is revealed. If the card was already revealed, it remains revealed.

13-1-8-2. Processing for effects triggered upon a security check

13-1-8-2-1. If an effect is triggered by a security check, that effect is to be resolved. The next action won't begin until all of the processing is resolved for the current action.

13-1-8-3. Processing Battles against Security Digimon

13-1-8-3-1. A battle will occur between the Security Digimon and the Digimon that performed the security check. The next action won't begin until all of the processing is resolved for the current action. (For details, refer to 14 "Battles")14

13-1-8-3-2. If a Security Digimon isn't present, proceed to the next step.

13-1-8-4. A card revealed from a security check is placed in the trash unless it belongs to an area.

13-1-8-5. If the card performing the security check can perform another security check, it will then perform that security check.

## 14. Battles

14-1. A "battle" refers to comparing the DP of the two battling cards.

14-2. The processing for a battle is performed using the following procedure.

14-2-1. The DP values of the two battling cards are compared.

14-2-1-1. The card with the higher DP is the winner.

14-2-1-2. The card with the lower DP loses.

14-2-1-3. If both cards have the same DP, both lose the battle.

14-2-2. The Digimon that loses is immediately deleted. If both lose, both are deleted at the same time.

14-2-3. Security Digimon aren't deleted even when they lose a battle.

14-2-4. If an effect is triggered by a battle, that effect is to be resolved. The next action won't begin until all of the processing is resolved for the current action.

14-2-5. If an effect is triggered by the end of the battle timing when a battle ends, that effect is to be resolved.

## 15. Effect Rules

15-1. Effects

15-1-1. An effect refers to the processing activated by a card that affects the game or cards themselves.

15-1-2. A single effect is processed in the order shown in the text on the card.

15-1-3. A prohibiting effect takes precedence over an enabling effect. (Example: A Digimon with a "[Your Turn] This Digimon can also attack your opponent's unsuspended Digimon" effect can't attack an unsuspended Digimon with an "[Opponent's Turn] This Digimon can't be attacked" effect.)

15-1-4. In some cases, multiple processes will be performed in a single effect. Once all of the processes for such an effect have ended, the effect will be resolved.

15-1-5. If an effect is mandatory and not optional, its processing must be performed whenever possible.

15-1-6. The processing to execute is chosen, then the processing is executed for the effect. Once the processing to execute is chosen, the effect is considered to be activated.

15-1-7. If an effect doesn't specify an area, it means that it can specify or reference a card in the battle area, or that it can affect the battle area. (Example: "[On Play] Delete 1 of your opponent's Digimon with <Blocker>" is an effect where you specify 1 of your opponent's Digimon with <Blocker> in the battle area to be deleted.)

15-1-8. Effects that specify or reference Security Digimon can specify, reference, or affect Security Digimon.

15-1-9. If an effect's trigger conditions or processing conditions include placing a card in an area other than the field, the conditions will be met even if the card isn't actually placed in that area due to Digi-Egg card or token rules.

15-1-10. If an effect's trigger conditions or processing conditions include a card being added to an area other than the field, the trigger conditions won't be met by a Digi-Egg or token because the card isn't actually placed in that area due to Digi-Egg card or token rules.

15-2. Effect Types

15-2-1. Effects are divided into the following types.

15-2-1-1. An effect activated by a Digimon card, Digimon, or Security Digimon is considered a Digimon effect.

15-2-1-2. An effect activated by a Tamer card or Tamer is considered a Tamer effect.

15-2-1-3. An effect activated by an Option card is considered an Option card effect.

15-3. Inherited Effects

15-3-1. An inherited effect is an effect gained by a Digimon from a digivolution card. This effect can't be activated by just 1 card.

15-3-2. An inherited effect gained by a Digimon is considered an effect activated by a Digimon regardless of the digivolution card's card category. Therefore, the effect type for these effects is considered to be Digimon effects.

15-3-3. If "this card" is specified in an inherited effect, that inherited effect is considered to be triggered and activated by that card itself that is or was in digivolution cards.

15-4. Effect States

15-4-1. Activation

15-4-1-1. Activation refers to an effect being executed.

15-4-1-2. When a card activates an effect, all of the effect is resolved, even if that card becomes a new card during the processing for the activated effect. (Example: If your Digimon has "[When Digivolving] Delete 1 of your opponent's Digimon with 8000 DP or less and return 1 of their level 6 or higher Digimon to the bottom of the deck," when

you delete 1 of your opponent's Digimon with 8000 DP or less, you will process "return 1 of their level 6 or higher Digimon to the bottom of the deck," even if another immediate-type effect deletes your Digimon.)

15-4-2. Triggering

15-4-2-1. Triggering refers to when the conditions have been met for an effect to trigger. Some effects activate without triggering.

15-4-2-2. When an effect's trigger conditions are met during a game, it will trigger no matter the circumstances, even when processing is being performed for a rule or effect.

15-4-2-3. Effects that are pending activation must be activated 1 at a time. Multiple triggered effects can't be activated at the same time.

15-4-2-4. If an already triggered effect's trigger conditions are met again before it activates, that effect will be triggered again.

15-4-3. Simultaneous Triggering

15-4-3-1. Simultaneous triggering refers to when multiple effects trigger at the same timing.

15-4-3-2. If multiple effects are triggered before a single rule or effect is resolved, they all trigger simultaneously. If effects trigger simultaneously, the effects will be pending activation and activate 1 at a time. (For details, refer to 15-4-4 "Pending Activation")15-4-4

15-4-3-3. When an effect is triggered by a rule check, it triggers simultaneously with other effects that triggered at that timing. (Example: An [On Deletion] effect on a Digimon that was deleted by its DP becoming 0 at the start of your turn will trigger simultaneously with [Start of Your Turn] effects.)

15-4-3-4. The activation order is determined for effects that trigger simultaneously by choosing the next pending activation effect after each effect has been resolved.

15-4-3-5. Effects that trigger simultaneously are processed by performing the following procedure.

15-4-3-5-1. The turn player chooses 1 of their effects to activate from among the effects that triggered simultaneously. This step is repeated until there are no more pending activation effects for the turn player.

15-4-3-5-2. Once there are no more pending activation effects for the turn player, the non-turn player chooses 1 of their effects to activate from among the effects that triggered simultaneously. This step is repeated until there are no more pending activation effects for the non-turn player.

15-4-4. Pending Activation

15-4-4-1. Pending activation refers to the period until a triggered effect activates.

15-4-4-2. Effects that are pending activation must be activated 1 at a time. Multiple triggered effects can't be activated at the same time.

15-4-4-3. When a card with an effect that's pending activation becomes a new card before the effect activates, the effect can no longer be activated. (Example: When an [On Play] effect is triggered by a card being played, if the card is removed from the battle area before the effect is activated, the effect can no longer be activated.)

15-4-4-4. When a card with an effect that's pending activation loses the effect before it activates, the effect can no longer be activated. (Example: When a Digimon with the text "[When Attacking] <Draw 1>" and "[When Attacking] This Digimon may digivolve into a Digimon card with the [Hybrid] trait in the hand with the digivolution cost reduced by 1" attacks, then it digivolves from the 2nd [When Attacking] effect, the 1st [When Attacking] effect can no longer activate.)

15-4-4-5. When a card with an effect that's pending activation no longer meets the trigger conditions of that effect before it activates, the effect can no longer be activated.

15-4-5. Derived Triggering

15-4-5-1. Derived triggering refers to an effect that newly

triggers while simultaneously triggered effects are still resolving. (For details, refer to 15-8-3 "Trigger-Type Effects")15-8-3

15-4-5-2. A derived triggering effect will activate before previously triggered effects that are pending activation.

15-4-5-3. If a derived triggering effect occurs for the non-turn player when there are pending activation effects for the turn player, the derived triggering effect will activate first.

15-5. Trigger Conditions

15-5-1. Trigger conditions are the conditions for an effect to trigger. As soon as the trigger conditions are met, that effect will trigger. Trigger conditions include timings when an effect would trigger such as "when [...] would" text.

15-5-2. A triggering from 1 trigger condition is considered to only trigger once, even if it occurred multiple times at the same time. (Example: An effect that reads "[Opponent's Turn] When a card is removed from your security stack, <De-Digivolve 1> 1 of your opponent's Digimon" will only trigger once, even if 2 or more cards are trashed from your security stack at the same time.)

15-5-3. If an effect's trigger conditions are met as soon as a card is placed in an area where they can trigger, that effect will trigger. Example: If a card has a "[Your Turn] [Once Per Turn] When your effect places a digivolution card under this Digimon, gain 1 memory" inherited effect, the trigger conditions will be met even when that card itself is placed in digivolution cards by one of your effects.)

15-6. Processing Conditions

15-6-1. When processing has processing conditions, its text will show the conditions for processing the effect. The processing can be executed when those conditions are met. Processing conditions include text such as "if" or "while". (Example: "While this Digimon is suspended" is a processing condition in an "[All Turns] While this Digimon is suspended, this Digimon gets +3000 DP" effect.)

15-6-2. A processing condition is a condition for a process to be performed after text such as "if" or "while." Different processes in the same effect don't have to meet the processing conditions for other processes. (Example: If an effect reads "[On Deletion] If you have 1 or fewer Tamers, you may play 1 [Kiriha Aonuma] from your hand without paying the cost. Then, <Save>," <Save> can be processed even if you have 2 or more Tamers.)

15-6-3. An effect can't be activated when none of its processing conditions are met. (Example: An effect that reads "[When Digivolving] If you don't have [Marcus Damon], you may play 1 [Marcus Damon] from your hand without paying the cost" can't be activated when you have [Marcus Damon] in the battle area.)

15-7. Optional Processing Conditions

15-7-1. If an effect has optional processing conditions, its text will show the conditions for processing the effect. If the player chooses to execute the processing for the conditions and is successful, the processing after the conditions is performed. Optional processing conditions include text such as "by X, Y." (Example: If an effect reads "[On Deletion] By trashing 1 card in the hand, gain 1 memory," The "by trashing 1 card in the hand" part is an optional processing condition.

15-7-2. If the content of the optional processing conditions isn't executed, the processing after the conditions can't be executed. (Examples: If an effect reads "[When Digivolving] By trashing 2 cards in your hand, this Digimon unsuspends. Then, if [WereGarurumon] or [X Antibody] is in this Digimon's digivolution cards, you may return 1 Digimon card with [Garurumon] or [X Antibody] in its name from your trash to the hand," unless the player trashes 2 cards in their hand, "this Digimon unsuspends" and the content after "then" can't be executed.)

15-7-3. It isn't possible to only perform some of the optional processing conditions. (Example: If an effect reads "[On Deletion] By returning 1 [Kimeramon] and 1 [Machinedramon] from your trash to the bottom of the deck, you may play 1 [Millenniummon] from your trash without paying the cost," a player can't just return 1 [Kimeramon] or 1 [Machinedramon] to the bottom of their deck.

15-7-4. A player can choose whether or not to execute the content of optional processing conditions, regardless of whether or not the content of the conditions can be executed. (Example: If an effect reads "[When Attacking] By trashing your top security card, 1 of your opponent's Digimon gets -5000 DP for the turn," and the player doesn't have even 1 security card, they can choose to execute the content of the conditions, but if executing them isn't possible, none of the processing after the conditions can be executed.)

15-7-5. A player can choose to execute the content of optional processing conditions, regardless of whether or not the content after the conditions can be executed. (Example: If an effect reads "[When Attacking] By trashing your top security card, 1 of your opponent's Digimon gets -5000 DP for the turn," a player can choose to trash their top security card even when the opponent doesn't have any Digimon in the battle area.)

15-8. Effect Categories

15-8-1. Effect categories include persistent, trigger-type, activation-type, and immediate-type.

15-8-2. Persistent Effects

15-8-2-1. Persistent effects are constantly activated without being triggered. This refers to effects with text such as "[Your Turn] This Digimon gets +1000 DP" that don't have any particular trigger timings shown.

15-8-2-2. Persistent effects are constantly activated as soon as their activation conditions are met. (Examples: If a Tamer card has an effect that reads "[Your Turn] All of your Digimon get +1000 DP," the effect will be constantly activated as soon as your turn begins.)

15-8-2-3. Persistent effects won't be activated as soon as their activation conditions are no longer met. (Examples: If a Tamer card has an effect that reads "[Your Turn] All of your Digimon get +1000 DP," the effect will no longer be activated as soon as the opponent's turn begins.)

15-8-2-4. When multiple persistent effects are activated, they all overlap.

15-8-2-5. If multiple persistent effects with conflicting content are activated, effects that activate afterward take priority, except prohibiting effects.

15-8-2-6. Persistent Effects With Processing Conditions

15-8-2-6-1. Persistent effects with processing conditions will be constantly activated while their processing conditions are met.

15-8-2-6-2. Persistent effects with processing conditions won't be activated as soon as their processing conditions are no longer met.

15-8-3. Trigger-Type Effects

15-8-3-1. A trigger-type effect will always trigger as soon as its trigger conditions are met, then the effect will activate. If an effect reads "[When Attacking] Lose 2 memory" or "[Your Turn] When effects suspend this Digimon, suspend 1 of your opponent's Digimon," that shows a trigger timing.

15-8-3-2. Trigger-type effects can't activate during the processing for a rule or effect.

15-8-3-3. A trigger-type effect will trigger when the specific conditions are met for the effect on that card to trigger.

15-8-3-4. Trigger-type effects won't trigger when their trigger conditions aren't met.

15-8-3-5. If a trigger-type effect triggers when a card is deleted, the card where it will be pending activation is the card that was the top card in the original area. (Example: Upon the deletion of a Digimon with an inherited effect that reads "[On Deletion] Gain 1 memory" on its digivolution card, that effect will trigger, and it will be pending activation for the card that was the top card of that Digimon.)

15-8-3-6. If a trigger-type effect triggers at the end of the turn timing, it will trigger as soon as the end of the turn timing arrives. Once an effect triggers, it will remain triggered, even if the memory increases or decreases.

15-8-3-7. If an unspecified reference is to be made during the processing for a trigger-type effect, the reference is made in the state when the processing is being performed. (Example: If an effect reads

"[All Turns] [Once Per Turn] When a card is added to your security stack, return 1 of your opponent's Digimon with a level less than or equal to the number of your security cards to the hand," if you have 4 security cards when referencing them for the processing, you would return 1 of your opponent's level 4 or lower Digimon to the hand.)

15-8-3-8. If a reference in the same state as the effect's trigger conditions is to be made during the processing for a trigger-type effect, the state where the effect has triggered will be referenced. The state where the effect has triggered will be referenced, even if the state changes after the effect triggers. This refers to effects where text such as "when another of your Digimon is played" is a trigger condition and a reference is made using text such as "Digimon with a level less than or equal to the played Digimon." (Example: When an effect plays a level 4 Digimon and an effect reads "[All Turns] When an effect plays another of your Digimon, delete 1 of your opponent's Digimon with a level less than or equal to the played Digimon," this effect deletes 1 of your opponent's level 4 or lower Digimon, even if the Digimon digivolves into a level 5 Digimon before this effect activates.)

15-8-3-9. Trigger-Type Effects With Processing Conditions

15-8-3-9-1. A trigger-type effect with processing conditions will always trigger as soon as its trigger conditions are met, then the effect will activate if the processing conditions are met.

15-8-3-9-2. Trigger-type effects will trigger if their trigger conditions are met, regardless of whether or not their processing conditions are met. However, the processing conditions must be met at the time of activation in order for the effect to activate.

15-8-3-9-3. If a reference is to be made in the processing conditions for a trigger-type effect, the reference is made in the state when the processing is being performed. (Example: If an effect reads "[All Turns] When your opponent plays a Digimon, by suspending this Tamer, if that Digimon is level 4 or higher, gain 1 memory. If it is level 3, <Draw 1>," you will gain 1 memory if your opponent's Digimon is level 4 upon being referenced when this effect activates.)

15-8-3-9-4. If a reference is to be made in the processing conditions for a trigger-type effect that will trigger when a card is removed from an area, the reference is made in the state when the effect triggered. (Example: If an effect reads "[On Deletion] When this Digimon has digivolution cards, you may play this card from your trash without paying the cost," it references whether or not that Digimon has digivolution cards upon deletion.)

15-8-4. Activation-Type Effects

15-8-4-1. Activation-type effects are effects that can be optionally activated by a player. These include effects with [Main] text such as "[Main] [Once Per Turn] By paying 2 cost, delete 1 of your opponent's Digimon with DP less than or equal to this Digimon's DP."

15-8-4-2. Activation-type effects can be activated during your main phase by declaring their activation when there is no unresolved processing.

15-8-4-3. Activation-Type Effects With Processing Conditions

15-8-4-3-1. A player can only declare activation of an activation-type effect while its processing conditions are met.

15-8-4-4. Activation-Type Effects With Optional Processing Conditions

15-8-4-4-1. If an activation-type effect has optional processing conditions, a player can only declare activation while the optional processing conditions can be performed. In addition, once declared, the optional

processing conditions must be performed. (Example: Activation of <Training> can be declared if suspending is possible. Once declared, suspending must be performed.)

15-8-5. Immediate-Type Effects

15-8-5-1. An immediate-type effect will always trigger as soon as its trigger conditions are met, then the effect can be activated. However, these effects will interrupt right before the cause of a rule or effect, unlike trigger-type effects. These include effects with "when X would" or "when X would be removed" in their text, such as "[Your Turn] When this Digimon would digivolve into a card with [Greymon] in its name, reduce the digivolution cost by 1 for each color on that card."

15-8-5-2. Activation of immediate-type effects will interrupt right before the cause of such effects. (Example: An immediate-type effect that triggers "when X would be deleted" will trigger immediately before the deletion, and if that "when X would be deleted" effect prevents the card from being removed from the battle area, it isn't deleted.)

15-8-5-3. Immediate-type effects will only trigger simultaneously with other immediate-type effects.

15-8-5-4. Each immediate-type effect can be activated once until the cause that first interrupted the immediate-type effect is resolved. (Example: If "[Main] Delete 1 of your opponent's Digimon" causes "[All Turns] When this Digimon would be deleted, by deleting 1 other Digimon with [Sukamon] in its name, it isn't deleted" to activate, until the deletion is resolved, the already activated "[All Turns] When this Digimon would be deleted, by deleting 1 other Digimon with [Sukamon] in its name, it isn't deleted" can't activate again.)

15-8-5-5. Immediate-Type Effects With Processing Conditions

15-8-5-5-1. An immediate-type effect with processing conditions will always trigger as soon as its trigger conditions are met, then the effect can be activated if its processing conditions are met.

15-8-5-5-2. Even if an immediate-type effect with processing conditions triggers when its processing conditions aren't met, it can be activated if its processing conditions are later met.

15-9. Mandatory Processing and Optional Processing

15-9-1. Mandatory Processing

15-9-1-1. Mandatory processing refers to text whose action is required.

15-9-1-2. The player must choose to execute the content of mandatory processing. A player can't choose to not execute it.

15-9-2. Optional Processing

15-9-2-1. Optional processing refers to text whose action is optional.

15-9-2-2. The player can choose to execute the content of optional processing.

15-10. Effect Targets

15-10-1. Effect Targets - Players

15-10-1-1. "You" or "Your"

15-10-1-1-1. If text includes "you" or "your," it affects the player of that card.

15-10-1-2. "Opponent"

15-10-1-2-1. If text includes "opponent," it affects the opponent player.

15-10-1-3. "Both Players"

15-10-1-3-1. If text includes "players" or "both players," it affects both players.

15-10-2. Effect Targets - Cards

15-10-2-1. If text such as "X Digimon" or "X cards" is written on a card, X number of cards or as many cards up to X as possible must be chosen. The individual processing is performed on those cards. (For details, refer to 15-11-1 "Individual Processing")15-11-1

15-10-2-2. If text such as "up to X Digimon" or "up to X cards" is written on a card, up to X number of cards are chosen. The individual processing is performed on those cards. (For details, refer to 15-11-1 "Individual Processing")15-11-1

15-10-2-3. When multiple cards are to be chosen at the same

time, the same target card can't be chosen multiple times. (Example: If an effect reads "[Main] 3 of your opponent's Digimon get -5000 DP and <Security Attack -1> until the end of their turn," the same Digimon can't be chosen 3 times.)

15-10-2-4. "All"

15-10-2-4-1. When "all" is specified, the target cards aren't chosen. Overall processing is performed on those cards. (For details, refer to 15-11-2 "Overall Processing")15-11-2

15-11. Individual Processing and Overall Processing

15-11-1. Individual Processing

15-11-1-1. Individual processing refers to when a target is chosen for processing. Individual processing affects the chosen target. This refers to processing where a target is chosen, including text such as "[Main] 1 of your opponent's Digimon gets -7000 DP for the turn."

15-11-1-2. If the chosen card for individual processing becomes a new card, that individual processing will be lost. (For details, refer to 3-1-3-1 "New Cards")3-1-3-1

15-11-1-3. Individual Processing With Conditions for Choosing a Target

15-11-1-3-1. When individual processing has conditions for choosing a target, only a target that meets those conditions can be chosen. This refers to processing with conditions for choosing a target including effects such as "[Main] Choose 1 of your opponent's Digimon with no digivolution cards. That Digimon can't attack or block until the end of your opponent's next turn."

15-11-1-3-2. When a target is affected by an effect where individual processing has conditions for choosing a target, the effect will continue affecting the target, even if the target no longer meets the conditions after being affected. (Example: If a Digimon is affected by an effect such as "[Main] Choose 1 of your opponent's Digimon with no digivolution cards. That Digimon can't attack or block until the end of your opponent's next turn," that Digimon can't attack even if it later gets a digivolution card.)

15-11-2. Overall Processing

15-11-2-1. Overall processing refers to when a target isn't chosen for processing. Overall processing affects cards overall. This refers to processing where a target isn't chosen, including effects with text such as "[On Play] [When Digivolving] All of your opponent's Digimon get -5000 DP for the turn."

15-11-2-2. Overall processing that is continuous will also affect targets that are added later. (Example: If an effect reads "[When Digivolving] [On Deletion] All of your opponent's Digimon get -5000 DP for the turn," Digimon placed in the battle area after this effect activates will also get -5000 DP.)

15-11-2-3. Overall Processing With Conditions for Affecting Targets

15-11-2-3-1. When overall processing has conditions for affecting targets, the processing affects all of the targets that meet those conditions. This refers to processing with conditions for affecting targets including effects such as "[All Turns] None of your opponent's Digimon with no digivolution cards can attack or block."

15-11-2-3-2. When overall processing has conditions for affecting targets, as soon as a target no longer meets the conditions after being affected, the processing will no longer affect that target. (Example: While an effect that reads "[All Turns] None of your opponent's Digimon with no digivolution cards can attack or block" is activated, an opponent's Digimon with no digivolution cards can't attack or block, but if it later gets a digivolution card, it will then be able

to attack or block.)

15-11-2-3-3. When overall processing has conditions for affecting targets, as soon as a target that wasn't affected meets the conditions, the processing will affect that target. (Example: While an effect that reads "[All Turns] None of your opponent's Digimon with no digivolution cards can attack or block" is activated, an opponent's Digimon with digivolution cards can attack or block, but if it later has no digivolution cards, it will no longer be able to attack or block.)

15-12. Effects That Add Information and Effects That Change Information

15-12-1. Effects That Add Information

15-12-1-1. "Effects that add information" refers to effects that add information to a card. These include effects such as "[Main] [Once Per Turn] 1 of your [Marcus Damon] is treated as a 3000 DP Digimon that can't digivolve for the turn."

15-12-1-2. Effects that add information can also add information that a card didn't already have.

15-12-1-3. An effect that adds information can only add to the play cost, level, or DP of 1 card at a time. If an effect adds information to a card that already has such information, the newly added information will overwrite the previous information. An effect that adds information can only add to the play cost, level, or DP of 1 card at a time. If an effect adds information to a card that already has such information, the newly added information will overwrite the previous information. However, if the same information has already been added by a persistent effect, that effect will always overwrite the information. If the persistent effect is lost, the information will return to the previous state.

15-12-1-4. If an effect that adds information treats a card as a Digimon, the rules for Digimon will also apply to that card. (For details, refer to 4-2 "Digimon")4-3

15-12-1-5. If an effect that adds information adds DP to a card that didn't originally have DP, the added DP will be treated as that card's original DP.

15-12-1-6. If an effect that adds information causes a card to be treated as both a Digimon and a Tamer card, an effect activated by that card will be considered both a Digimon effect and a Tamer effect. (Example: When an "[All Turns] Your opponent can't gain memory other than by Tamer effects" effect is activated, the effects of a Tamer that is also treated as a Digimon will still be considered to be Tamer effects, therefore its effects can still gain memory.)

15-12-2. Effects That Change Information

15-12-2-1. "Effects that change information" refers to effects that change the information on a card. These include effects such as "[Security] Change the original name of 1 of your opponent's Digimon to [Sukamon] (white/3000 DP) until the end of your turn."

15-12-2-2. Effects that change information can't change information that a card didn't originally have.

15-12-2-3. If an effect changes information on a card that has already been affected by an effect that changes information, the most recently changed information will overwrite the previous information. However, if the same information is changed by a persistent effect, that effect will always overwrite the information. If the persistent effect is lost, the information will return to the previous state.

15-13. Gained Effects

15-13-1. Some effects can be gained through other effects.

15-13-2. When an effect is gained, the effect and the state of the effect at that time will be carried over, even if a card is placed on top of that card or a card is removed from its stack.

15-14. Effect Icons

15-14-1. [X Per Turn]

15-14-1-1. [X Per Turn] means that an effect can be activated a number of times during 1 turn as specified by X, and each activation counts toward 1 use of X.

15-14-1-2. If an [X Per Turn] effect is used X number of times during 1 turn, it won't trigger again during

that turn.

15-14-1-3. The uses of an [X Per Turn] effect are counted individually for each copy of a card.

15-14-1-4. When a player chooses to activate an [X Per Turn] effect, it will count toward 1 use of [X Per Turn], even if the effect's processing can't be executed.

15-14-1-5. The number of uses for an [X Per Turn] effect will be reset in the following circumstances.

15-14-1-5-1. The turn changed.

15-14-1-5-2. The card with that effect is considered to become a new card. (For details, refer to 3-1-3-1 "New Cards")

15-14-2. {Hand}

15-14-2-1. An effect with the {Hand} icon can be activated when you reveal the card with the effect from your hand.

15-14-3. {Trash}

15-14-3-1. An effect with the {Trash} icon can trigger and activate while the card with the effect is in your trash.

15-14-4. {Breeding}

15-14-4-1. An effect with the {Breeding} icon can trigger and activate while the card with the effect is in the breeding area.

15-14-5. {Security}

15-14-5-1. An effect with the {Security} icon can trigger and activate while the card with the effect is placed face-up in the security stack.

15-15. Rules for Effect Text

15-15-1. Effects That End an Attack

15-15-1-1. If an attack is ended by an effect, the end of attack timing comes immediately after the processing for that effect.

15-15-2. "Gains"

15-15-2-1. "Gains" means that a target card gains an effect.

15-15-2-2. When a target gains an effect, it is affected by that effect.

15-15-3. Effects That Reveal Cards

15-15-3-1. A card being revealed isn't considered to cause the number of cards in its original area to increase or decrease. However, a card can't be referenced as a card in its original area while it's being revealed. (Example: Even if a card is revealed from a security stack, "when a card is removed from your security stack" effects don't trigger. In addition, even if cards revealed from a deck are trashed, they aren't treated as being trashed from the deck.)

15-15-3-2. If the number of cards being revealed increases or decreases, then the number of cards in the original area is considered to be modified. (Example: When cards are revealed from a security stack, then one or more of the revealed cards are trashed, "when a card is removed from your security stack" effects will trigger.)

15-15-3-3. Another effect can't increase the number of cards in a single area while all of those cards are revealed.

15-15-3-4. Until all of the revealed cards are placed into an area, the processing for revealing cards is considered a single process. (Example: If an effect reads "[On Play] Reveal the top 5 cards of your deck. Add 1 Tamer card among them to your hand. Return the rest to the bottom of the deck," once the remaining cards have been placed at the bottom of the deck, that text is considered resolved as a single process.)

15-15-3-5. If a player is to draw a card during processing for revealing a card from the deck, they draw from the unrevealed cards. (Example: When "[When Attacking] Reveal the top 3 cards of your deck. This Digimon may digivolve into 1 green level 6 Digimon card among them without paying the cost. Place the remaining cards at the bottom of your deck in any order" is used to digivolve, the bonus draw for digivolution is taken from the unrevealed cards of your deck.)

15-15-3-6. When returning multiple revealed cards to their original state, the player who owns the card that caused the action to be performed is the player who chooses the order in which the cards are returned. (Example: If an effect reads "[On Play] Reveal the top 4 cards of your deck. Add 1 card with

[Gammamon] in its text among them to your hand. Return the rest to the bottom of the deck," is used to return multiple cards to the deck at the same time, the player who activated this effect chooses the order in which the cards are placed at the bottom of the deck.)

15-15-3-7. Effects that reveal cards have 2 types: "Reveal" and "search"/"look at."

15-15-3-8. Revealing Cards

15-15-3-8-1. "Revealing" one or more cards means to reveal them to both players.

15-15-3-9. "Search"/"Look At"

15-15-3-9-1. "Searching" an area or "looking at" certain cards refers to cards that are only revealed to a specific player.

15-15-3-9-2. If a player isn't specified in text, only the player that activated the effect searches/looks at the cards.

15-15-3-9-3. After searching an area or looking at cards, the cards are returned according to the rules for the respective area.

15-15-4. Effects that add or reduce an effect's numerical value

15-15-4-1. An effect that adds to the numerical value of an effect will add to the value shown in text.

15-15-4-2. An effect that reduces the numerical value of an effect will reduce the value shown in text.

15-15-4-3. Effects that add or reduce an effect's numerical value can't add or reduce a numerical value that isn't shown in text for an effect. (Example: A "[Your Turn] Add 1000 to the maximum your DP-based deletion effects can delete" effect can't add to the maximum of a "[When Attacking] Delete 1 of your opponent's Digimon with DP less than or equal to this Digimon's DP" effect.

15-15-5. "Isn't affected by effects" cards

15-15-5-1. When a card isn't affected by effects, it won't be affected by processing caused by effects. (Example: Even if a card that isn't affected by effects is chosen for an "[On Play] Suspend 1 of your opponent's Digimon" effect, it isn't suspended.)

15-15-5-2. When a card isn't affected by effects, then it can be affected again, effects will immediately start affecting that card. (Example: When a -3000 DP effect is applied to a suspended Digimon with an "[All Turns] While this Digimon is suspended, this Digimon isn't affected by the effects of your opponent's Digimon" effect, the Digimon will get -3000 DP as soon as it's unsuspended.)

15-15-5-3. "Isn't affected by effects" cards can still be chosen for effects. (Example: A card that isn't affected by effects can be chosen for an "[On Play] Suspend 1 of your opponent's Digimon" effect, but it isn't affected by that effect and it isn't suspended.)

15-15-5-4. Even if a Digimon that isn't affected by effects gains an effect, the Digimon won't be considered to have that effect. (Example: If an effect reads "[On Play] 1 of your opponent's Digimon gains <Security A. -1> until the end of their turn," even if a Digimon that isn't affected by effects gains <Security A. -1>, the Digimon won't be considered to have <Security A. -1>.

15-15-6. Effects That Can Replace DigiXros Requirements

15-15-6-1. Effects that can replace DigiXros requirements allow cards to replace those shown in brackets in the DigiXros requirement text.

15-15-6-2. Effects that can replace DigiXros requirements can't replace DigiXros requirements that specify a card that isn't the same as another. (Example: Effects that can replace DigiXros requirements can't replace a card for "∞ Digimon cards w/[Xros Heart] or [Blue Flare] trait & different card numbers.")

15-15-7. Effects That Activate Other Effects

15-15-7-1. During the processing of effects that activate other effects, another effect will activate and process. (Example: If an effect reads "[When Digivolving] You may place 1 card with [Royal Knight] in its traits and a play cost of 13 or less from your hand or trash under this Digimon as its bottom digivolution card. Activate 1 of that card's [When Digivolving] effects as an effect of this Digimon. Then, <Blitz>," a [When Digivolving]

effect on the card placed as the bottom digivolution card will activate, then <Blitz> will be processed after that effect is processed.

15-15-7-2. If multiple other effects will activate, the player can choose their activation order. (Example: If "[When Attacking] Activate 1 of the following effects: If you don't have another Digimon, instead activate all of the following effects" is used to activate all of the other effects, the player can choose their activation order.)

15-15-7-3. If an effect that activates another effect has text such as "activate as this card's effect," the card that activated this effect will be considered to have activated the effect.

15-15-7-4. If the effect activating another effect is mandatory, then optional processing conditions chosen for that other effect become mandatory as well.

15-16. Effect Timings

15-16-1. Effect timings are shown using text in icons enclosed in brackets.

15-16-2. [On Play]

15-16-2-1. [On Play] is an effect timing where the effect is triggered at the point when the action of playing a card with that effect is complete.

15-16-3. [When Digivolving]

15-16-3-1. [When Digivolving] is an effect timing where the effect is triggered at the point when the action of digivolving into a card with that effect is complete.

15-16-4. [On Deletion]

15-16-4-1. [On Deletion] is an effect timing where the effect is triggered at the point when the card with that effect is deleted.

15-16-5. [When Attacking]

15-16-5-1. [When Attacking] is an effect timing where the effect is triggered at the point when an attack declaration is made for the card with that effect.

15-16-6. [When Linking]

15-16-6-1. [When Linking] is an effect timing where the effect is triggered at the point when the card with that effect becomes a link card.

15-16-7. [Main]

15-16-7-1. [Main] is an effect timing for activation-type effects. (For details, refer to 15-8-4 "Activation-Type Effects")15-8-4

15-16-8. [Your Turn] and [Opponent's Turn]

15-16-8-1. [Your Turn] and [Opponent's Turn] are timings where effects can be triggered and activated during the respective turns shown in text.

15-16-9. [All Turns]

15-16-9-1. [All Turns] is an effect timing where effects can be triggered and activated during both your turns and your opponent's turns.

15-16-10. [Security]

15-16-10-1. [Security] is an effect timing where the effect is triggered at the point when a security check is performed on the card with that effect.

15-16-10-2. A triggered [Security] effect will immediately activate without pending activation. Therefore, [Security] effects take precedence for activation even when they trigger simultaneously with other effects.

15-16-11. [Start of Your Turn] and [Start of Opponent's Turn]

15-16-11-1. [Start of Your Turn] is an effect timing where the effect is triggered at the point when your unsuspend phase has arrived. The effects trigger and activate before the unsuspending actions in the unsuspend phase.

15-16-11-2. [Start of Opponent's Turn] is an effect timing where the effect is triggered at the point when your opponent's unsuspend phase has arrived. The effects trigger and activate before the unsuspending actions in the unsuspend phase.

15-16-12. [End of Your Turn], [End of Opponent's Turn], and [End of All Turns]

15-16-12-1. [End of Your Turn] is an effect timing where the effect is triggered at the point when your turn ends.

15-16-12-2. [End of Opponent's Turn] is an effect timing where the effect is triggered at the point when your opponent's turn ends.

15-16-12-3. [End of All Turns] is an effect timing where the effect is triggered at the point when a turn ends for all players.

15-16-13. [Start of Your Main Phase] and [Start of Opponent's Main Phase]

15-16-13-1. [Start of Your Main Phase] is an effect timing where the effect is triggered at the point when your main phase has arrived.

15-16-13-2. [Start of Opponent's Main Phase] is an effect timing where the effect is triggered at the point when your opponent's main phase has arrived.

15-16-14. [Counter]

15-16-14-1. [Counter] is an effect timing for special activation-type effects. (For details, refer to 11-3 "Counter Timing")

15-16-15. [End of Attack]

15-16-15-1. [End of Attack] is an effect timing where the effect is triggered at the point when the end of the attack arrives after an attack is performed using the card with that effect.

15-16-16. [When Moving]

15-16-16-1. [When Moving] is an effect timing where the effect is triggered at the point when the card with that effect is moved.

## 16. Keyword Effects

16-1. Keyword effects are effects indicated by icons enclosed in brackets.

16-2. A keyword effect is considered to be the same type even if it has a different numerical value or specified card included in the icon enclosed in brackets.

16-3. "Specified cards" for a keyword effect refers to the cards that meet the conditions shown in parentheses for icons that use angle brackets.

16-4. <Security A.> (※formerly <Security Attack>)

16-4-1. <Security A.> is a keyword effect where the Digimon with this effect will have a modified number of security checks according to the number specified for this effect. This is shown on cards using text such as <Security A. +1>.

16-4-2. <Security A.> effects are persistent effects. The number of security checks is modified as soon as the effect is applied. (Example: If a Digimon gained <Security A. +1> at the point when it performs a security check, it will perform 1 additional security check.) (For details, refer to 15-8-2 "Persistent Effects")15-8-2

16-4-3. If 1 Digimon has multiple instances of <Security A.>, the number of security checks that can be performed is modified according to their numerical values. However, even if a card has multiple instances of <Security A.>, the effect isn't considered to be an effect with the combined values from <Security A.>. (Examples: 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>.)

16-4-4. Even if a negative value is the result of the number of security checks being modified, the actual number of security checks is 0.

16-5. <Blocker>

16-5-1. <Blocker> is a keyword effect that applies a rule that allows a Digimon with that effect to block. (For details, refer to 12 "Blocking")12-1

16-5-2. <Blocker> is a persistent effect. (For details, refer to 15-8-2 "Persistent Effects")15-8-2

16-5-3. Even if 1 Digimon has multiple instances of <Blocker>, the number of blocks that can be performed during the block timing is only 1.

16-6. <Recovery>

16-6-1. <Recovery> is a keyword effect where the specified number of cards from the specified area are placed face down on top of the security stack. This is shown on cards using text such as <Recovery +1>.

16-6-2. <Recovery> effects execute processing.

16-7. <Piercing>

16-7-1. <Piercing> is a keyword effect that reads "When this Digimon deletes your opponent's Digimon in battle while attacking, it checks security before the attack ends." (For details, refer to 13 "Security Checks")

16-7-2. <Piercing> is a trigger-type effect that triggers and activates when a Digimon with this effect battles an opponent's Digimon and the opponent's Digimon is deleted in battle. (For details, refer to 15-8-3 "Trigger-Type Effects")

16-7-3. The security check from using <Piercing> is mandatory.

16-7-4. <Piercing> is pending processing that is processed

immediately before the transition to the end of attack timing. Therefore, it will trigger simultaneously with effects triggered by the battle, but it is processed before the end of the attack. (Example: If a Digimon with <Piercing> attacks and deletes a Digimon with an [On Deletion] effect in the battle, first the [On Deletion] effect is resolved, then <Piercing> is processed.)

16-7-5. Only 1 security check can be performed during a single attack, even if <Piercing> activates multiple times. However, if the number of cards that can be checked by the attacking Digimon is modified, that number of cards will be checked in a single security check.

16-7-6. If there are no Digimon to perform a security check at the point when <Piercing> is processed, a security check won't be possible.

16-8. <Draw>

16-8-1. <Draw> is a keyword effect where a player draws the cards from their deck according to the number specified in the effect. This is shown on cards using text such as <Draw 1>.

16-8-2. <Draw> effects execute processing.

16-8-3. A draw from <Draw> is mandatory.

16-9. <Jamming>

16-9-1. <Jamming> is a keyword effect where a Digimon with this effect isn't deleted as a result of a battle with an opponent's Security Digimon.

16-9-2. <Jamming> is a persistent effect. (For details, refer to 15-8-2 "Persistent Effects")15-8-2

16-10. <Digisorption>

16-10-1. <Digisorption> is a keyword effect. When a digivolution into a Digimon card with this effect in the hand would occur, by suspending 1 of your Digimon, the digivolution cost is reduced according to the value specified in the effect. This is shown on cards using text such as <Digisorption -3>.

16-10-2. <Digisorption> is an immediate-type effect that triggers when a digivolution into a card with this effect in the hand would occur. (For details, refer to 15-8-5 "Immediate-Type Effects")15-8-5

16-10-3. "By suspending 1 of your Digimon" in <Digisorption> is an optional processing condition. If the content of that condition is executed, the processing for "the digivolution cost is reduced" will be mandatory.

16-10-4. If 1 Digimon card has multiple instances of <Digisorption>, they overlap when they trigger. Multiple instances of <Digisorption> can be activated for a single digivolution.

16-10-5. <Digisorption> can be used to suspend a Digimon that will become a digivolution card.

16-11. <Reboot>

16-11-1. <Reboot> is a keyword effect where a Digimon with this effect is unsuspended during the opponent's unsuspend phase.

16-11-2. <Reboot> is a persistent effect. (For details, refer to 15-8-2 "Persistent Effects")15-8-2

16-11-3. Even if 1 Digimon has multiple instances of <Reboot>, it is only unsuspended once during the opponent's unsuspend phase.

16-11-4. The unsuspending from <Reboot> is mandatory.

16-11-5. The unsuspending from <Reboot> is performed at the same time as the unsuspending of the turn player's Digimon. The unsuspends aren't performed in any particular order.

16-12. <De-Digivolve>

16-12-1. <De-Digivolve> is a keyword effect where the player declares a number from 1 up to the number specified in the effect, then the declared number of cards are trashed from the chosen stack(s) of cards starting with the top card. This is shown on cards using text such as <De-Digivolve 1>.

16-12-2. <De-Digivolve> effects execute processing.

16-12-3. The trashing from <De-Digivolve> is mandatory. Once activated, a player can't choose to trash 0 cards.

16-12-4. <De-Digivolve> can't trash cards from level 3 cards or lower.

16-12-5. If multiple cards are trashed using 1 instance of <De-Digivolve>, all of the cards are considered to be trashed at the same time, but the procedure for trashing them is 1 card from the stack at a time.

16-12-6. When using <De-Digivolve> to trash multiple cards, even if the category of the top card changes while the trashing is still being performed, the trashing will

continue until the declared number is trashed.

16-12-7. When separate instances of <De-Digivolve> are executed multiple times in a single effect, the processing is performed separately for each instance.

16-12-8. When separate instances of <De-Digivolve> are executed multiple times in a single effect, the state of the chosen card is confirmed after each single process for <De-Digivolve> ends. If an effect will be activated as a result of the confirmed state, it is then activated. (Example: When 3 instances of <De-Digivolve 1> are executed in a single effect, if the chosen card becomes an "unaffected by effects" card as a result of the 1st instance of <De-Digivolve 1>, that card is unaffected by the following instances of <De-Digivolve 1>.

16-13. <Retaliation>

16-13-1. <Retaliation> is a keyword effect where a battled opponent's Digimon is deleted when a Digimon with this effect is deleted in battle.

16-13-2. <Retaliation> is a trigger-type effect that triggers when just the Digimon with this effect is deleted in battle. (For details, refer to 15-8-3 "Trigger-Type Effects")15-8-3

16-13-3. The processing from <Retaliation> is mandatory.

16-14. <Digi-Burst>

16-14-1. <Digi-Burst> is a keyword effect where another effect specified by this effect will activate by trashing the specified number of digivolution cards from the Digimon with this effect. This is shown on cards using text such as <Digi-Burst 1>.

16-14-2. The processing from <Digi-Burst> is optional. For details, refer to 15-6 "Processing Conditions")15-6

16-15. <Rush>

16-15-1. <Rush> is a keyword effect where the Digimon with this effect can also attack in the same turn it was played.

16-15-2. <Rush> is a persistent effect. (For details, refer to 15-8-2 "Persistent Effects")15-8-2

16-16. <Blitz>

16-16-1. <Blitz> is a keyword effect where a Digimon with this effect can attack if your opponent has 1 or more memory.

16-16-2. <Blitz> effects execute processing.

16-16-3. <Blitz> has a processing condition that requires the memory to be at 1 or more on your opponent's side. "This Digimon may attack" is optional processing.

16-16-4. After using <Blitz> to make an attack declaration, the attack will proceed even if the memory moves to 0 or more.

16-16-5. An attack can't be made using <Blitz> if the memory is at 0 or more upon activating <Blitz>.

16-17. <Delay>

16-17-1. <Delay> is a keyword effect. While a card with this effect is in the battle area, by trashing that card, the effect specified in <Delay> will activate.

16-17-2. The processing from <Delay> is optional. (For details, refer to 15-7 "Optional Processing Conditions")

16-17-3. <Delay> can't be activated the same turn the card with the effect is placed in the battle area.

16-18. <Decoy>

16-18-1. <Decoy> is a keyword effect. When another of your specified Digimon would be deleted by an opponent's effect, by deleting the Digimon with this effect, <Decoy> prevents the Digimon specified by this effect from being deleted. This is shown on cards using text such as <Decoy (Black)>.

16-18-2. <Decoy> is an immediate-type effect that triggers when another of your Digimon specified by this effect would be deleted by an opponent's effect (For details, refer to 15-8-5 "Immediate-Type Effects")15-8-5

16-18-3. "By deleting this Digimon" in <Decoy> is an optional processing condition. If the content of that condition is executed, the processing for "<Decoy> prevents the Digimon specified by this effect from being deleted" will be mandatory.

16-19. <Armor Purge>

16-19-1. <Armor Purge> is a keyword effect. When a Digimon with <Armor Purge> would be deleted, by trashing the top card of the Digimon with this effect, this effect prevents the deletion.

16-19-2. <Armor Purge> is an immediate-type effect that triggers when the Digimon with this effect would be deleted. (For details, refer to 15-8-5 "Immediate-Type Effects")15-8-5

16-19-3. "By trashing the top card of the Digimon" in <Armor Purge> is an optional processing condition. If the

content of that condition is executed, the processing for "prevents the deletion" will be mandatory.

16-20. <Save>

16-20-1. <Save> is a keyword effect that allows you to place this card under 1 of your Tamers.

16-20-2. <Save> effects execute processing.

16-20-3. The processing from <Save> is optional.

16-21. <Material Save>

16-21-1. <Material Save> is a keyword effect. When a Digimon with this 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. This is shown on cards using text such as <Material Save 1>.

16-21-2. <Material Save> is an immediate-type effect that triggers when the Digimon with this effect would be deleted. (For details, refer to 15-8-5 "Immediate-Type Effects")15-8-5

16-21-3. The processing from <Material Save> is optional. However, if <Material Save> will be processed, the number of cards specified by this effect must be placed under your Tamer whenever possible.

16-21-4. When multiple cards would be placed under 1 Tamer for 1 instance of <Material Save>, the procedure for placing them is 1 card at a time, but they are considered to be placed at the same time. In addition, the placement order is chosen by the player processing <Material Save>.

16-21-5. As long as you use a card specified in the DigiXros requirements, multiple copies of the same card can be placed under the Tamer for <Material Save>. (Example: If a Digimon with <Material Save 2> has [Shoutmon]×[Ballistamon]×[Dorulumon] in its DigiXros requirements, 2 copies of [Shoutmon] can be placed under the Tamer.)

16-21-6. If there are any cards stacked under the Tamer when processing <Material Save>, the new card is placed at the bottom.

16-22. <Evade>

16-22-1. <Evade> is a keyword effect. By suspending a Digimon with this effect when it would be deleted, this effect prevents the deletion.

16-22-2. <Evade> is an immediate-type effect that triggers when the Digimon with this effect would be deleted. (For details, refer to 15-8-5 "Immediate-Type Effects")15-8-5

16-22-3. "By suspending a Digimon with this effect" in <Evade> is an optional processing condition. If the content of that condition is executed, the processing for "prevents the deletion" will be mandatory.

16-23. <Raid>

16-23-1. <Raid> is a keyword effect that can switch the target of attack to the opponent's unsuspended Digimon with the highest DP when a Digimon with this keyword effect attacks.

16-23-2. <Raid> is a trigger-type effect that triggers when a Digimon with this effect attacks. (For details, refer to 15-8-3 "Trigger-Type Effects")15-8-3

16-23-3. The processing from <Raid> is optional.

16-23-4. If the opponent has multiple unsuspended Digimon with the highest DP when <Raid> activates, the player that activated the effect chooses a Digimon from among them and the attack target is switched to it.

16-24. <Alliance>

16-24-1. <Alliance> is a keyword effect. When a Digimon with this effect attacks, by suspending 1 of your other Digimon, add the suspended Digimon's DP to the attacking Digimon and it gains <Security A. +1> for the attack.

16-24-2. <Alliance> is a trigger-type effect that triggers when a Digimon with this effect attacks. (For details, refer to 15-8-3 "Trigger-Type Effects")15-8-3

16-24-3. "By suspending 1 of your other Digimon" in <Alliance> is an optional processing condition. If the content of that condition is executed, the processing for "when a Digimon with this effect attacks, by suspending 1 of your other Digimon, add the suspended Digimon's DP to the attacking Digimon and it gains <Security A. +1> for the attack" will be mandatory.

16-24-4. The value added to DP by <Alliance> is the value of the suspended Digimon upon the suspension. The added DP from <Alliance> isn't modified, even if the DP of

your suspended Digimon is later modified.

16-24-5. Even if your Digimon that was suspended by <Alliance> is removed from the battle area during the attack, the added DP and <Security A. +1> remain.

16-25. <Barrier>

16-25-1. <Barrier> is a keyword effect. When a Digimon with this effect would be deleted in battle, by trashing the top card of your security stack, this effect prevents that deletion.

16-25-2. <Barrier> is an immediate-type effect that triggers when the Digimon with this effect would be deleted in battle. (For details, refer to 15-8-5 "Immediate-Type Effects")15-8-5

16-25-3. "By trashing the top card of your security stack" in <Barrier> is an optional processing condition. If the content of that condition is executed, the processing for "prevents the deletion" will be mandatory.

16-26. <Blast Digivolve>

16-26-1. <Blast Digivolve> is a keyword effect that allows one of your Digimon to digivolve into a card with this keyword effect in the hand without paying the cost.

16-26-2. <Blast Digivolve> effects execute processing.

16-26-3. The processing from <Blast Digivolve> is optional.

16-26-4. <Blast Digivolve> is an effect that digivolves the chosen Digimon in the battle area.

16-27. <Fortitude>

16-27-1. <Fortitude> is a keyword effect. When a Digimon with digivolution cards and this effect is deleted, you play this Digimon without paying the cost.

16-27-2. <Fortitude> is a trigger-type effect that triggers when a Digimon with digivolution cards and this effect is deleted. (For details, refer to 15-8-3 "Trigger-Type Effects")

16-27-3. The processing from <Fortitude> is mandatory.

16-28. <Mind Link>

16-28-1. <Mind Link> is a keyword effect that places a Tamer with this effect in the digivolution cards of a Digimon with no Tamer cards in its digivolution cards.

16-28-2. <Mind Link> effects execute processing.

16-28-3. The processing from <Mind Link> is mandatory. However, if it uses the [Main] activation timing, it can be activated and processed at a timing chosen by the player.

16-29. <Partition>

16-29-1. <Partition> is a keyword effect. When a Digimon with this effect and 1 of each of the specified cards in its digivolution cards would be removed from the battle area other than by one of your effects or a battle, you may play 1 of each of the specified cards from the digivolution cards without paying their costs. This is shown on cards using text such as "<Partition (blue Lv.4 & green Lv.4)>."

16-29-2. <Partition> is an immediate-type effect that triggers "when a Digimon with this effect and 1 of each of the specified cards in its digivolution cards would be removed from the battle area other than by one of your effects or a battle." (For details, refer to 15-8-5 "Immediate-Type Effects")15-8-5

16-29-3. The processing from <Partition> is optional.

16-29-4. When <Partition> is activated, 1 of each of the specified cards is played from digivolution cards without paying their costs. A player can't choose to only play one or some of the specified cards.

16-30. <Collision>

16-30-1. <Collision> is a keyword effect. While a Digimon with this effect is attacking, all of your opponent's Digimon gain <Blocker> and the opponent player is forced to block whenever possible during the block timing.

16-30-2. <Collision> is a persistent effect. (For details, refer to 15-8-2 "Persistent Effects")15-8-2

16-30-3. <Collision> will activate while the Digimon with this effect is attacking.

16-30-4. "All of your opponent's Digimon gain <Blocker>" in <Collision> is processing that affects Digimon. "The opponent player is forced to block whenever possible" is processing that affects the opponent player.

16-31. <Blast DNA Digivolve>

16-31-1. <Blast DNA Digivolve> is a keyword effect. One of your Digimon specified in this effect and a card from your hand may digivolve into a card with this keyword effect in the hand without paying the cost. This is shown on cards using text such as "<Blast DNA Digivolve>

<[Durandamon] + [BryweLudramon]>."

16-31-2. <Blast DNA Digivolve> effects execute processing.

16-31-3. The processing from <Blast DNA Digivolve> is optional.

16-31-4. <Blast DNA Digivolve> is an effect that performs DNA digivolution. (For details, refer to 8-2 "DNA Digivolution")8-2

16-31-5. A Digimon card's DNA digivolution requirements can't be ignored for <Blast DNA Digivolve>.

16-31-6. When DNA digivolution is performed using <Blast DNA Digivolve>, the player reveals the cards that will become digivolution cards from their hand at the same time as when they choose their Digimon that meet the DNA digivolution requirements.

16-32. <Scapegoat>

16-32-1. <Scapegoat> is a keyword effect. By deleting 1 of your other Digimon when a Digimon with this effect would be deleted other than by one of your effects, this effect prevents the deletion.

16-32-2. <Scapegoat> is an immediate-type effect that triggers when the Digimon with this effect would be deleted other than by one of your effects. (For details, refer to 15-8-5 "Immediate-Type Effects")15-8-5

16-32-3. "By deleting 1 of your other Digimon" in <Scapegoat> is an optional processing condition. If the content of that condition is executed, the processing for "prevents the deletion" will be mandatory.

16-33. <Vortex>

16-33-1. <Vortex> allows the Digimon with this effect to attack an opponent's Digimon at the end of your turn. <Vortex> is a keyword effect that also allows a Digimon to attack in the same turn it was played.

16-33-2. <Vortex> is a trigger-type effect that triggers at the end of your turn. (For details, refer to 15-8-3 "Trigger-Type Effects")15-8-3

16-33-3. The processing from <Vortex> is optional.

16-34. <Overclock>

16-34-1. <Overclock> is a keyword effect. At the end of your turn, by deleting 1 of your Tokens or 1 of your other specified Digimon, the Digimon with this effect attacks a player without suspending. This is shown on cards using text such as <Overclock ([Puppet] Trait)>.

16-34-2. <Overclock> is a trigger-type effect that triggers at the end of your turn. (For details, refer to 15-8-3 "Trigger-Type Effects")15-8-3

16-34-3. "By deleting 1 of your Tokens or 1 of your other specified Digimon" in <Overclock> is an optional processing condition. If the content of that condition is executed, the processing for "the Digimon with this effect attacks a player without suspending" will be mandatory.

16-35. <Iceclad>

16-35-1. <Iceclad> is a keyword effect where you compare the number of digivolution cards instead of DP when you battle using the Digimon with this effect, other than battles against Security Digimon.

16-35-2. <Iceclad> is a persistent effect. (For details, refer to 15-8-2 "Persistent Effects")15-8-2

16-35-3. <Iceclad> is an effect that changes the rules of a battle.

16-35-4. When using <Iceclad> to compare the number of digivolution cards for two cards in a battle, the winner and loser of the battle are determined as follows.

16-35-4-1. The card with the higher number of digivolution cards is the winner.

16-35-4-2. The card with the lower number of digivolution cards is the loser.

16-35-4-3. If both have the same number of digivolution cards, both cards lose the battle.

16-36. <Decode>

16-36-1. <Decode> is a keyword effect. When the Digimon with this effect would leave the battle area other than by a battle, you may play 1 specified Digimon card from that Digimon's digivolution cards without paying the cost. This is shown on cards using text such as "<Decode (blue Lv.4)>."

16-36-2. <Decode> is an immediate-type effect that triggers when the Digimon with this effect would leave the battle area other than by a battle. (For details, refer to 15-8-5 "Immediate-Type Effects")15-8-5

16-36-3. The processing from <Decode> is optional.

16-37. <Fragment>

16-37-1. <Fragment> is a keyword effect. When a Digimon with

this effect would be deleted, by choosing and trashing the specified number of this Digimon's digivolution cards, it isn't deleted. The effect is indicated on cards by icons such as <Fragment (3)>.

16-37-2. <Fragment> is an immediate-type effect that triggers when the Digimon with this effect would be deleted. (For details, refer to 15-8-5 "Immediate-Type Effects")15-8-5

16-37-3. The processing from <Fragment> for choosing and trashing the specified number of this Digimon's digivolution cards is optional. If the content of that condition is executed, the processing for "prevents the deletion" will be mandatory.

16-38. <Execute>

16-38-1. <Execute> is a keyword effect. At the end of your turn, the Digimon with this keyword effect may attack. At the end of the attack, this Digimon is deleted. This effect also allows for attacking an opponent's unsuspended Digimon.

16-38-2. <Execute> is a trigger-type effect that triggers at the end of your turn. (For details, refer to 15-8-3 "Trigger-Type Effects")15-8-3

16-38-3. The processing from <Execute> is optional.

16-38-4. The processing from <Execute> for deleting this Digimon at the end of the attack is pending processing. (For details, refer to 18-1 "Pending Processing")18-1

16-39. <Progress>

16-39-1. <Progress> is a keyword effect that reads "this Digimon isn't affected by your opponent's effects while attacking."

16-39-2. <Progress> is a persistent effect. (For details, refer to 15-8-2 "Persistent Effects")15-8-2

16-39-3. <Progress> will activate while the Digimon with this effect is attacking.

16-40. <Link +>

16-40-1. <Link +> is a keyword effect that adds the specified number to the maximum link cards of the Digimon with this effect.

16-40-2. <Link +> is a persistent effect. (For details, refer to 15-8-2 "Persistent Effects")15-8-2

16-40-3. If 1 Digimon has multiple instances of <Link +>, the maximum number of link cards will increase according to those numerical values. However, even if a card has multiple instances of <Link +>, the effect isn't considered to be an effect with the combined values from <Link +>. (Examples: If a Digimon has 2 instances of <Link +1>, its maximum number of links will increase by 2, but the Digimon isn't considered to have <Link +2>.)

16-41. <Training>

16-41-1. <Training> is a keyword effect that reads "By suspending this Digimon during the main phase, place the top card of your deck at the bottom of this Digimon's digivolution cards. This effect can also activate in the breeding area."

16-41-2. <Training> is an activation-type effect. (For details, refer to 15-8-4 "Activation-Type Effects")

16-41-3. "By suspending this Digimon" in <Training> is an optional processing condition. If this condition is performed, "place the top card of your deck at the bottom of this Digimon's digivolution cards" is mandatory processing.

16-42. <Use Req.>

16-42-1. <Use Req.> is a keyword effect that allows a player to ignore the color requirements with the specified cards.

16-42-2. <Use Req.> is a persistent effect. (For details, refer to 15-8-2 "Persistent Effects")15-8-2

16-42-3. <Use Req.> allows a player to ignore the color requirements with specific Digimon and/or Tamers on the field.

16-43. <Ascension>

16-43-1. <Ascension> is a keyword effect. When the card with this effect is deleted, the player may place this card at the top of the security stack.

16-43-2. <Ascension> is a trigger-type effect that triggers when the Digimon with this effect is deleted. (For details, refer to 15-8-3 "Trigger-Type Effects")15-8-3

16-43-3. The processing from <Ascension> is optional.

16-44. <Engage>

16-44-1. <Engage> is a keyword effect where a Digimon with this effect may attack at the end of your turn.

16-44-2. <Engage> is a trigger-type effect that triggers at the End of Your Turn timing. (For details, refer to 15-8-3

"Trigger-Type Effects")15-8-3

16-44-3. The processing from <Engage> is optional.

16-45. <Guard>

16-45-1. <Guard> is a keyword effect. When any of a player's other Digimon would leave the battle area by an opponent's effect, by deleting the Digimon with this effect, it doesn't leave.

16-45-2. <Guard> is an immediate-type effect that triggers when any of a player's other Digimon would leave the battle area by an opponent's effect. (For details, refer to 15-8-5 "Immediate-Type Effects")15-8-5

16-45-3. The processing from <Guard> is optional.

16-46. <Detach>

16-46-1. <Detach> is a keyword effect that reads "When this Digimon would leave the battle area other than by your effects, by trashing 1 of its specified link cards, it doesn't leave." It is shown on cards using text such as "<Detach ([Seven Code] trait)>."

16-46-2. <Detach> is a trigger-type effect that triggers when the Digimon with this effect would leave the battle area other than by its owner's effects. (For details, refer to 15-8-5 "Immediate-Type Effects")

16-46-3. "By trashing 1 of its specified link cards" within <Detach> is an optional processing condition. If the content of that condition is executed, the processing for "it doesn't leave" will be mandatory.

16-47. <Succession>

16-47-1. <Succession> is a keyword effect that reads "This Digimon gains all effects other than <Succession> on its topmost specified digivolution card." It is shown on cards using text such as "<Succession ([Ceresmon])>."

16-47-2. <Succession> is a persistent effect. (For details, refer to 15-8-2 "Persistent Effects")

## 17. Rule Checks

17-1. Rule Checks

17-1-1. A rule check is a rule for performing the respective processing for certain circumstances during timings when rule checks are possible.

17-1-2. Rule checks aren't performed in the following situations.

17-1-2-1. Rule checks aren't performed during rule processing. (Examples: If an immediate-type effect activates during rule check processing and a Digimon is played, a rule check won't yet be performed for that Digimon even if it has 0 DP. A rule check will only be performed after the previous rule check is resolved. If the Digimon has 0 DP upon the new rule check, it will then be deleted.

17-1-2-2. Rule checks aren't performed during effect processing. (Example: If an effect reads "[On Play] [When Digivolving] 1 of your opponent's Digimon gets -3000 DP and <Security Attack -1> until the end of their turn," a Digimon whose DP becomes 0 due to getting -3000 DP will be deleted upon a rule check after it gains <Security A. -1>.)

17-1-3. The respective processing is performed simultaneously for the following circumstances during timings when rule checks are possible.

17-1-3-1. Deletion Targets

17-1-3-1-1. A Digimon placed in the battle area whose DP is 0

17-1-3-2. Trash Targets

17-1-3-2-1. Digimon without DP placed in the battle area

17-1-3-2-2. Option cards placed in the battle area (except Option cards placed in the battle area by an effect)

17-1-3-2-3. Cards other than Digimon placed in the breeding area (except cards placed in the breeding area by an effect)

17-1-3-2-4. Face-down cards placed on the field

17-1-3-2-5. Link cards for a Digimon that has exceeded the link limit (only the cards that exceed link limit are trashed)

17-1-3-2-6. Link cards that don't meet the link requirements

17-1-3-2-7. Linked cards in a card category other than those specified in the notes for <Link>

## 18. Other Information

18-1. Pending Processing

18-1-1. Pending processing refers to processing for rules or effects that is pending. Pending processing will be

processed at the predetermined timing for the corresponding rule or effect, similar to triggered effects. (Example: If an effect reads "[When Attacking] Gain 3 memory. Lose 3 memory at the end of the turn," "lose 3 memory at the end of the turn" is pending processing that is processed similar to how it would be processed if it triggered at the end of the turn.)

18-1-2. If other processing will be performed at the same time as pending processing, it is performed similar to effects that trigger simultaneously. For details, refer to 15-4-3 "Simultaneous Triggering")15-4-3

18-2. Overwrite Processing

18-2-1. Overwrite processing refers to when the processing that is normally performed for a rule or effect is overwritten with different processing using "instead" in text. (Example: In an effect that reads "[Main] Delete 1 of your opponent's Digimon with 6000 DP or less. If you have a Digimon with [Greymon] in its name, instead delete 1 of your opponent's Digimon with the lowest DP," the overwrite processing is shown right before "instead."

18-2-2. If overwrite processing is optional, it will be possible to choose to overwrite with the different processing shown for the "instead" in text, and it will be considered optional processing. (Example: If an effect reads "[On Play] Reveal the top 4 cards of your deck. Add 2 cards with the [Blue Flare] trait among them to the hand. Return the rest to the bottom of the deck in any order. When you have [Kiriha Aonuma], you may return 1 [MetalGreymon] from your trash to your hand instead," while the player has [Kiriha Aonuma], they can choose whether or not the processing is replaced with the processing shown for "instead," and they can choose whether or not they return 1 [MetalGreymon] from their trash to the hand.)

18-2-3. If overwrite processing is mandatory, the processing must be overwritten with the different processing shown for the "instead" in text, and it will be considered mandatory processing.

18-2-4. The overwrite processing for immediate-type effects can't be interrupted. (Example: If an effect reads "when any digivolution card would be trashed from another of your Digimon by effects, you may trash a digivolution card from this Digimon instead," it can't be interrupted.

18-3. Infinite Loops

18-3-1. An infinite loop refers to a state where a set of processing will continue infinitely or must be continued infinitely as a result of processing for a rule or effect, and game progress is no longer possible.

18-3-2. If an infinite loop occurs and neither player has the ability to stop it, that game ends in a draw.

18-3-3. If an infinite loop occurs and one of the players has the ability to stop it, use the following procedure. After performing the following processing, it will not be possible to perform the actions for the same infinite loop again.

18-3-3-1. The turn player declares to repeat the processing a certain number of times. If the turn player doesn't have the ability to stop the infinite loop, skip this step and go on to the next step.

18-3-3-2. The non-turn player declares to repeat the processing a certain number of times. If the non-turn player doesn't have the ability to stop the infinite loop, skip this step and go on to the next step.

18-3-3-3. The processing is executed at least the number of times that was declared it would be repeated, then the player stops the processing when possible.

## Update History

(2023/10/31) Ver.1.0

First Version

(2023/12/15) Ver.1.1

Deleted 2-3-3.

Merged 2-6-3 through 2-6-4 and 4-12.

Merged 4-2-3 and 4-4-1.

Updated 4-3-3 through 4-3-4.

Updated and made deletions in 4-4-1 through 4-4-6.

Updated 4-12-2-1 through 4-12-2-2.

Updated 4-12-2-2-1 through 4-12-2-2-3.

Deleted 4-12-2-3.

Merged 8-1-2-5 with 4-3-3 through 4-3-4.

Updated 11.

Merged 11-1-2 and 11-3-2.

Merged 11-2-1-1 and 1-2-1-1-1.

Updated and made deletions in 11-3-1 through 11-3-3.

Updated and made deletions in 12-4-2 through 12-4-3.

Merged 12-4-6 and 12-4-2.

Deleted 12-9-2.

Updated 12-12-1 through 12-12-6.

Deleted 12-12-7 through 12-12-9.

Deleted 12-14-2.

Deleted 12-16-2 through 12-17-2.

Deleted 12-20-2.

Updated 12-24-1 through 12-24-2.

Updated 12-24-4.

Updated 12-25-3.

Updated 12-29.

Updated 12-29-1 through 12-29-8.

Updated 12-30.

Updated 12-30-1 through 12-30-3.

Updated 12-30-4.

Updated 14-4-2.

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Updated 4-25.

Updated 4-25-1 through 4-25-6.

Updated 8-2.

Updated 8-2-1 through 8-2-10.

Updated 8-2-10-1 through 8-2-10-3.

Updated 12-31.

Updated 12-31-1 through 12-31-6.

Updated 12-32.

Updated 12-32-1 through 12-32-3.

(2024/04/05) Ver.2.0

Overall rewrite.

Overall rewrites/revisions to "1. Game Overview"

Overall rewrites/revisions to "2. Card Information"

Overall rewrites/revisions to "3. Game Areas"

Overall rewrites/revisions to "4. Basic Game Terminology"

Overall rewrites/revisions to "5. Game Preparation"

Overall rewrites/revisions to "6. Game Procedures"

Overall rewrites/revisions to "7. Playing a Card"

Overall rewrites/revisions to "8. Digivolution"

Overall rewrites/revisions to "9. Using Cards"

Overall rewrites/revisions to "10. Attacking"

Overall rewrites/revisions to "11. Blocking"

Overall rewrites/revisions to "12. Security Checks"

Overall rewrites/revisions to "13. Battles"

Overall rewrites/revisions to "14. Effect Rules"

Overall rewrites/revisions to "15. Keyword Effects"

Overall rewrites/revisions to "16. Rule Checks"

Overall rewrites/revisions to "17. Other Information"

(2024/05/24) Ver.2.1

Updated 3-1-3-1-3.

Updated 3-1-3-4.

Updated 3-1-3-6.

Updated 3-4-7-3 through 3-4-7-5.

Merged 4-2-6. through 4-2-7 with 3-4-7-3. through 3-4-7-4.

Updated 4-10-2.

Updated 4-11-2.

Updated 4-21-1 through 4-21-3.

Updated 8-2-2-1-2.

Updated 14-1-4 through 14-1-5.

Overall rewrites/revisions to "14-7. Optional Processing Conditions"

Updated 14-8-3-2.

Updated 14-8-4-2.

Updated 14-8-5-4.

Updated 14-12-1-6.

Merged 14-14-1-5. with 14-12-1-1.

Updated 14-14-1-1.

Updated 14-14-1-3.

Updated "14-14-11. Effects that add or reduce an effect's numerical value"

Updated 15-29-3.

Updated 15-33-1.

Added "15-34. <Iceclad>"

Updated 16-2-2-2 through 16-2-2-3.

(2024/06/21) Ver.2.2

Added "1-4-5. Quick Reference Guide for Keyword Effects and Rules"

Added "4-10 Draw"

Updated 4-21-2 through 4-21-4.

Updated 4-22-3.

Updated 5-1-3.

Updated 7-2-2-11.

Updated 8-1-2-5.

Updated 10-1-2.

Overall rewrites/revisions to "12.-1 Security Checks"

Updated 14-1-6 through 14-1-9.

Added "14-2. Effect Types"

Added 14-3. "Inherited Effects"

Updated 14-5-1.

Merged 14-3-1 and 14-1-6.

Merged 14-3-2-1. through 14-3-2-3. with "14-2. Effect Types"

Merged "14-4. Inherited Effects" with "14-3 Inherited Effects"

Updated 14-6-1.

Updated 14-7-1.

Updated 14-7-3.

Merged 14-5-4. through 14-5-5. with 14-1-8. through 14-1-9.

Updated 14-8-3-1.

Updated 14-8-5-4.

Updated 14-9-1-1.

Updated 14-9-2-1.

Merged 14-7-3 and 14-1-8.

Updated 14-13-2 through 14-13-3.

Updated 14-14.

Overall rewrites/revisions to "14-14-2. [Hand]" through "14-14-4. [Breeding]"

Added "14-14-5. [Security]"

Updated 14-15.

(2024/08/01)　Ver.2.3

Overall rewrites/revisions to "2-3-5. (Rule)"

Merged "14-15-3. Effects That Affect Building Rules" and "2-3-5. (Rule)"

(2024/09/20)　Ver.2.4

Updated 3-1-3-3.

Merged 3-4-7-3. through 3-4-7-5. with "16. Rule Checks"

Updated 4-19-1 through 4-19-2.

Overall rewrites/revisions to "4-20-1. Slashes"

Added '4-23. "With different XX" cards'

Added "4-24. With/have X cards"

Updated 6-2-1-2.

Updated 7-1-2-2.

Updated 8-2-2-1-5.

Overall rewrites/revisions to "9. Using Cards"

Updated 14-1-3.

Updated 14-4-4-4.

Updated 14-4-4-5.

Merged 14-11-1-2. and は 14-14-2.

Added "14-14. Gained Effects"

Overall rewrites/revisions to "14-15-1. [X Per Turn]"

Overall rewrites/revisions to "14-17-7. [Your Turn] and [Opponent's Turn]"

Added "14-17-8. [All Turns]"

Merged 15-28-6. and 4-24.

Updated 15-31-4.

Updated 15-32-4.

Updated 15-33-4.

Added "15-35 <Decode>"

Overall rewrites/revisions to "16. Rule Checks"

Updated 17-1-1.

(2024/11/22)　Ver.2.5

Updated 4-21-3.

Merged 8-2-2-1-6. and 14-15-1-4.

Added "15-36 <Fragment>"

(2025/01/24)　Ver.2.6

Updated 1-4-4-5.

Updated 3-1-3-9. through 3-1-3-9-2.

Deleted 4-2-9.

Updated 4-19-4.

Updated 4-21-3.

Updated 6-5-1. through 6-5-1-1-1.

Deleted 6-5-1-3. through 6-5-1-3-1.

Updated 6-5-1-6. through 6-5-1-6-1.

Deleted 6-6-2.

Updated 14-4-5-1.

Deleted 14-8-4-2.

Updated 14-8-4-3.

Updated 14-13-4.

Updated 14-17-6-1.

Deleted 15-18-5.

Deleted 15-26-4.

Deleted 15-28-6.

Added "15-37 <Execute>"

(2025/04/04) Ver.3.0

Added "2-3-10. App Fusion"

Added "2-3-11. Linking"

Updated 2-5-3.

Added 4-2-5. through 4-2-8.

Added "4-7 Link Cards"

Added "4-8 Linked Cards"

Moved 4-19. through 4-22. to "15-16. Rules for Effect Text"

Updated 6-5-1.

Updated 6-5-1-2-4.

Added "6-5-1-4. Linking a Card in the Hand or Battle Area"

Updated 7-1-2-2.

Updated 7-2-2-11.

Updated 8-1-2-4.

Deleted 8-3-2-4.

Added "8-4. App Fusion"

Added "10. Linking"

Deleted 10-2-8-2.

Deleted 11-1-7-2.

Rewrote 11-2-8-1.

Rewrote 12-1-7-1.

Overall rewrites/revisions to "15-16. Rules for Effect Text"

Added "15-17-6. When Linking"

Added "16-38 <Progress>"

Added "16-39 <Link +X>"

Updated 17-1-3-4 through 17-1-3-6.

(2025/06/13) Ver.3.1

Added "2-3-11. Assembly Requirements"

Deleted 4-2-7. through 4-2-8.

Deleted 4-3-2.

Updated 4-5-3.

Updated 4-5-4.

Updated 4-5-7 through 4-5-9.

Updated 4-7-3.

Updated 4-7-5 through 4-7-6.

Updated 6-5-1-1-3.

Deleted 7-2-2-14.

Updated 7-2-3-1.

Updated 7-2-3-3.

Added "7-3. Assembly"

Updated 13-1-3.

Updated 14-2-4.

Updated 14-2-5.

Deleted 14-2-6.

Updated 15-1-4.

Updated 15-1-5.

Updated 15-6-2.

Updated 15-8-5-4.

Updated 15-11-2-2.

Updated 15-16-3-3.

Updated 15-17-3-1.

Updated 15-17-6-1.

Added "15-17-16. [When Moving]"

Updated 16-16-2.

Added "16-40 <Training>"

Updated 17-1-3-4 through 17-1-3-5.

(2025/07/04) Ver.3.2

Updated 4-5-4.

Updated 18-2-2.

(2025/09/05) Ver.3.3

Updated 1-3-11.

Updated 1-3-11-1 through 1-3-11-4.

Updated 4-15-5.

Updated 11-2-7-4.

Updated 15-15-1-3.

Updated 16-15-1.

Updated 16-15-3.

Updated 18-2-2.

(2025/10/03) Ver.3.4

Deleted 3-4-3.

Updated 8-1-2-2.

Updated 8-2-2-4.

Updated 9-1-6.

Updated 15-16-9-2.

Deleted "15-16-10. Effect Text That Specifies Multiple Targets"

Updated 18-2-1.

Deleted 18-2-2.

Updated 18-2-4.

(2025/11/21) Ver.3.5

Updated 4-3-2.

Updated 4-7-6.

Updated 4-18-3.

Deleted 4-18-4.

Updated 4-18-5.

Updated 8-2-2-1-2.

Deleted 8-2-2-4.

Updated 10-1-1.

Updated 10-1-2-3.

Updated 15-8-4-4.

Merged "15-13. Overwrite Processing" and 18-2.

Updated 15-16-3-2.

Deleted 15-16-3-4.

Deleted 16-19-4.

(2025/12/25) Ver.3.6

Overall rewrites/revisions to "1-4-5. Index (Quick Reference Guide for Keyword Effects and Rules)"

Added "1-4-6. Dice"

Updated 5-1-3.

Updated 15-15-3-3.

Updated 15-15-3-4.

Updated 15-15-4-3.

Updated 15-15-4-4.

Updated 15-15-4-5.

Updated 18-3-2.

(2026/03/13) Ver.3.7

Overall rewrites/revisions to "13. Security Checks"

Updated 15-4-1-2.

Moved 15-7. through 15-15-7-4. to "4-24. "Each" or "Every"

Updated 16-6-1.

Updated 16-6-5.

Deleted 16-6-6.

Updated 17-1-3-7.

(2026/03/27) Ver.4.0

Updated 1-4-4-4.

Deleted 1-4-4-6.

Updated 1-4-6.

Merged "2-3-4. Inherited Effects" with "2-3-11. Lower Text"

Merged "2-3-12. Link" with "2-3-11. Lower Text"

Added "2-3-11. Lower Text"

Updated 2-10-2.

Added "2-11. Arts Digivolve"

Updated 3-1-3-1-2.

Updated 4-2-1.

Merged 4-2-2 and 4-2-1.

Added "4-5 DUAL Cards"

Added "4-19. Arts Digivolve"

Updated '4-22. Cards "With XX in Their Texts'"

Added "4-27. Option Card in the Battle Area"

Updated 7-1-2-2.

Updated 8-2-2-1. through 8-2-2-1-7.

Updated 9-1-5.

Updated 11-3-1.

Updated "15-14-1. [X Per Turn]"

Added "15-15-3. Effects That Reveal Cards"

Merged "15-15-3. Revealing Cards" and "15-15-4. "Search"/"Look At" into "15-15-3. Effects That Reveal Cards"

Updated 15-15-7-3.

Updated 15-16-14-1.

Updated 16-3.

Deleted 16-12-4.

Updated 16-18-1 through 16-18-2.

Deleted 16-17-4.

Deleted 16-18-4.

Deleted 16-20-4.

Deleted 16-21-4.

Deleted 16-22-4.

Deleted 16-23-4.

Deleted 16-24-4.

Deleted 16-26-4.

Deleted 16-28-4.

Deleted 16-28-5.

Deleted 16-31-4.

Deleted 16-32-4.

Updated 16-34-1.

Updated 16-34-3.

Deleted 16-33-4.

Updated 16-36-1.

Deleted 16-35-4.

Deleted 16-36-4.

Deleted 16-37-5.

Added "16-42 <Use Req.>"

Added "16-43 <Ascension>"

Updated 17-1-3. through 17-1-3-2-7.

(2026/06/19)　Ver.4.1

Overall rewrites/revisions to "1-3-11. Rules for Declaring Use of a Card"

Overall rewrites/revisions to "2-3-4. (Rule)"

Updated 2-6-1.

Updated 2-7-1.

Updated 3-1-3-1-3.

Updated 3-4-4 through 3-4-5.

Updated 4-20-5.

Updated 7-1-2-1.

Deleted 7-1-2-2.

Updated 7-2-2-7.

Updated 8-1-1.

Merged 8-1-2-3 and 8-1-2-8 with 3-4-4.

Updated 8-2-1.

Updated 8-3-1.

Merged 8-3-2-2 through 8-3-2-3 with 8-3-2-1.

Updated 8-4-1.

Updated 15-4-3-5-1 through 15-4-3-5-2.

Updated 15-12-1-3.

Updated 15-12-2-3.

Updated 16-42-3.

Added "16-44 <Engage>"

Added "16-45 <Guard>"

(2026/08/07)　Ver.4.2

Overall rewrites/revisions to "1-3-11. Rules for Declaring Use of a Card"

Updated 4-1-1.

Added "4-2 Cost"

Rewrote 4-6-2.

Rewrote 15-15-7-4.

Rewrote 16-7-1 through 16-7-2.

Added "16-46 <Detach>"

Added "16-47 <Succession>"