

General Rules

Deck Creation

№	Q	A
1	Can I include 4 copies each of [ST1-03 Agumon] and [BT1-010 Agumon] in my deck?	Yes. Cards are identified by their card number. As long as their card numbers are different, you can include 4 copies of two cards with the same name in your deck.
2	Can I include Digi-Egg cards in my deck?	No, you can't.
3	Can I include cards other than Digi-Egg cards in my Digi-Egg deck?	No, you can't.
4	Can I play without a Digi-Egg deck?	Yes. Digi-Egg decks can include between 0-5 cards, and players are free to not use a Digi-Egg deck at all.
5	Can I include five copies of the same card in my Digi-Egg deck?	No. Like your regular deck, you can only include up to 4 copies of a card with the same card number in your Digi-Egg deck.
6	My deck has 45 cards, and my Digi-Egg deck has 5, adding up to a total of 50. Is my deck legal?	No. Your deck must contain 50 cards on its own, with or without cards from your Digi-Egg deck.

Game Setup

№	Q	A
1	If I don't like my starting hand, can I shuffle the cards back into my deck and redraw?	No, you can't.
2	If I win rock paper scissors (or a coin flip, etc.) before the game begins, can I decide which player goes first?	No, the player who wins rock paper scissors automatically goes first.
3	Do we have to determine who goes first before drawing our starting hands?	Yes. Determine who goes first, then draw your starting hand.

Unsuspend Phase

No	Q	A
1	During this phase, can I unsuspend Tamers that have been suspended?	Yes. Suspended Tamers are unsuspending during this phase.
2	Can I choose <i>not</i> to unsuspend Digimon and/or Tamers during this phase?	No, suspended cards must be unsuspending during this phase.
3	During this phase, do I also unsuspend my opponent's Digimon and Tamers?	No. Only the player whose turn it is gets to unsuspend their Digimon and Tamers.

Draw Phase

No	Q	A
1	Can I choose <i>not</i> to draw cards during this phase?	No, you can't. If there are 1 or more cards in your deck, you must draw from it. If you have to draw but there are no cards left in your deck, you lose the game.
2	Is there a maximum hand size?	No, you can have as many cards in your hand as you like.

Breeding Phase

No	Q	A
1	Can I choose <i>not</i> to hatch a Digi-Egg or move a level 3+ Digimon from the breeding area to the battle area?	Yes, both hatching a new Digi-Egg and moving Digimon from the breeding area to the battle area are optional.
2	Can I hatch a new Digi-Egg when a Digimon is already in my breeding area?	No, your breeding area must be empty.
3	Can I trash the Digimon in my breeding area to hatch a new Digi-Egg card?	No, you can't. Digimon and Tamers can't be trashed or returned to your hand or deck unless the game rules require it.

4	Do I lose the game when my Digi-Egg deck runs out of cards?	No. You won't be able to hatch new Digi-Egg cards, but you won't lose the game.
5	Do I digivolve Digimon in my breeding area during my breeding phase?	No, digivolving Digimon in your breeding area takes place during your main phase.
6	I move a Digimon from my breeding area to my battle area. Does the Digimon's [On Play] effect activate?	No, it doesn't. Moving a Digimon to the battle area doesn't count as playing it.

Main Phase

No	Q	A
1	Can I digivolve a Digimon that just entered play?	Yes, you can.
2	If I digivolve a Digimon the same turn it entered play, can I attack with it?	No. Even if you digivolve it, you can't attack with a Digimon the same turn it entered play.
3	During my breeding phase, I move a Digimon from my breeding area to the battle area. Can I attack with it this turn?	Yes. Moving a Digimon to your battle area doesn't count as playing it, so you're free to attack with it.

4	I digivolve a suspended Digimon. Does this unsuspend it?	No. If you digivolve a suspended Digimon, it remains suspended.
5	If I digivolve into a Digimon that has an [On Play] effect, does it activate?	No. [On Play] effects don't activate with digivolution.
6	I digivolve a Digimon in my breeding area. Does its [On Digivolve] effect activate?	No, you can't activate effects on Digimon in your breeding area.
7	I have a Digimon whose power is being modified by an effect. What happens if I digivolve it?	It depends on the effect. If the effect lacks specific conditions, or if the effect asks you to choose a Digimon that meets conditions at the time of activation, the effect persists following digivolution. If the effect applies to all Digimon that meet specific conditions, and the Digimon no longer meets those conditions following digivolution, the effect ends.
8	If a card has a play/use cost of 11 or more, can I use it if your memory gauge is at zero?	No. From zero, you will only be able to move your memory counter to 10 on your opponent's side, but you need to move it to 11.

9	Can I use effects from Digimon, Tamers, and Options on Digimon in my breeding area?	No, you can't. Digimon in breeding areas aren't affected by card effects, and can't activate effects themselves.
10	I play a Digimon with an [On Play] effect or digivolve a Digimon with an [On Digivolve] effect, and paying the play/digivolve cost results in my memory counter moving to 1 on my opponent's side. Does my Digimon's [On Play] or [On Digivolve] effect activate?	Yes, it does. After resolving the effect on the card you paid for, or resolving effects resulting from that card, it becomes your opponent's turn.
11	Do effects with conditions like "If you have a Digimon with <X>" count Digimon in my breeding area?	No, Digimon in your breeding area don't count.
12	Multiple card effects have activated at the same time. What order should I resolve them in?	When multiple effects activate, the player who activated those effects decides the order they resolve in.
13	Both my opponent and I have activated multiple effects at the same time. What order should we resolve them in?	When multiple players activate effects at the same time, the player whose turn it is starts by resolving their card effects in whatever order they like. Then, the other player resolves their card effects in whatever order they like.

14	Can I attack my opponent's Digimon?	You can attack your opponent's Digimon so long as they're suspended. You can't attack your opponent's unsuspended Digimon.
15	I attack my opponent's Digimon, starting a battle. Does this count as being "blocked"?	No. Blocking occurs when a Digimon activates <Blocker>. Attacking an opponent's Digimon doesn't count as being blocked.
16	I have a Digimon with effects that activate on attack or at the end of attacks. Do these effects activate when my other Digimon attack?	No, they only activate when the Digimon with those effects makes an attack.
17	I have a Digimon with [When Attacking] effects and multiple inherited effects. When this Digimon attacks, can I activate each effect and choose targets individually?	Yes, you can.

18	When a Digimon or Tamer is deleted, returned to hand, or otherwise leaves play, do their effects applying to other cards end?	<p>It depends on the effect. If the effect has [Your Turn], [Opponent's Turn], or [All Turns], it ends as soon as the Digimon or Tamer leaves play.</p> <p>However, if the effect activates under certain conditions (for example, effects that begin with "When"), then the effect will resolve even if the card leaves play immediately beforehand.</p> <p>Effects that persist over time (for example, effects that include "for the turn," or "until the end of your opponent's next turn") will remain in effect even if the card that activated them leaves play.</p>
19	I play an Option card, and paying the play/digivolve cost results in my memory counter moving to 1 on my opponent's side. Does the Option card's effect activate?	Yes, it does. After resolving the effect on the card you paid for, or resolving effects resulting from that card, it becomes your opponent's turn.
20	Is it possible for a Digimon's DP to be negative?	No, zero is the minimum. A Digimon with a DP of zero is deleted.
21	I have an effect with [Once Per Turn] that I can choose whether or not to use. If I choose not to use the effect, can I use it later in the same turn, or does the [Once Per Turn] restriction prevent me from doing so?	If you chose not to use it, the [Once Per Turn] restriction doesn't apply. You can choose to use it later in the turn.

22	When multiple card effects activate, do I decide the order of their resolution at the start, or can I choose which effect to resolve individually as I go?	You can choose which effect to resolve individually as you go.
23	If a card effect gives me more than 10 memory, what happens?	You can't have more than 10 memory. Any memory exceeding 10 is lost.
24	If an effect requires me to return multiple cards to my deck, do I need to tell my opponent the order I return the cards in?	Yes. The order you return cards in is public information.
25	Are [When Digivolving] effects resolved before or after I draw my bonus card for digivolving?	Resolve the effect after you draw the card for digivolving.
26	Three or more of my effects activated simultaneously. Do I decide what order they all resolve in at the start, or can I choose the order individually as I go?	You can choose which effect you want to resolve, one at a time.

27	I have a Digimon with a keyword effect that activates at a specific time -- for example, [On Play]. Can I choose it with an effect that specifies Digimon with that keyword, even outside its activation timing?	Yes, you can. The Digimon has the keyword effect, even if it isn't currently being activated.
28	I have a Digimon that gains a keyword effect when certain conditions are met. For example: "While you have 3 or fewer security cards, this Digimon gains <Blocker>." If I have an effect that specifies Digimon with <Blocker>, does it count this Digimon even when I have 4 or more security cards?	No, it doesn't. Digimon that gain keywords under certain conditions or from an effect are only considered to have that keyword when in play in the Battle Area, and when the condition is being met. They are not considered to have the keyword at other times.
29	I have a Digimon with multiple effects that last "for the turn," or "until the end of your opponent's next turn." Do these effects end in a certain order at the end of the turn?	There's no order. The effects end simultaneously at the end of the turn. If you had a Digimon with two effects, one that added DP and one that subtracted it, even if losing the positive DP bonus would cause the Digimon to reach 0 DP and leave play, the effects would end simultaneously, returning your Digimon to its original DP.
30	Do effects with [On Play], [When Digivolving], [On Deletion], [When Attacking] have to resolve at the timing specified? For example, if I have an effect with [On Deletion], am I required to activate it when the Digimon is deleted?	Yes, whenever possible. However, if the effect has "can" in its text, you can choose whether or not to activate it. Effects that read "you may" (or "do <X> to do <Y>") are optional, and can be chosen not to be activated.
31	My opponent only has one Digimon in play. Can I use an effect that targets two of my opponent's Digimon? (For example: "Suspend 2 of your opponent's Digimon.")	Yes, the effect can still be activated even if there are less Digimon in play than the effect specifies.

32	My opponent has two Digimon in play. Can I use an effect that targets two of my opponent's Digimon and only choose one of them? (For example: "Suspend 2 of your opponent's Digimon.")	It depends on the effect. <ul style="list-style-type: none"> ▪ If the effect reads, "2 of your opponent's Digimon," it must affect two Digimon. ▪ If the effect reads, "up to 2 of your opponent's Digimon," you can choose any number of Digimon to use the effect on, up to 2.
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Keyword Effect <Security Attack>

№	Q	A
1	I attack my opponent's security stack with a Digimon with <Security Attack +1>. The first card checked is a Security Digimon, which my Digimon loses to in battle. Do I still perform the remaining security checks?	If your attacking Digimon is deleted, returned to hand, or otherwise leaves play, the attack ends, and no further checks are performed.
2	If a Digimon has multiple <Security Attack +1>, do their effects stack?	Yes, they do. The Digimon will check cards equal to the total.
3	I have a Digimon with <Security Attack -1> and no other effects to increase its security checks. If I attack my opponent's security stack with it, do I check any of my opponent's security cards?	No, the Digimon's security check is zero. No checks are performed.

4	I attack my opponent's security stack with a Digimon with <Security Attack +1> as an inherited effect, and the first card checked is [ST2-14 Hammer Spark]. Its [Security] effect moves the memory counter to the opponent's side. Do I still perform the remaining security checks?	Yes, you do. It doesn't become your opponent's turn until the attack is completely resolved.
5	I attack my opponent's security stack with a Digimon with <Security Attack +1> as an inherited effect, and the first card checked is [ST3-16 Holy Flame]. Its [Security] effect gives my attacking Digimon <Security Attack -1>. Do I still perform the remaining security checks?	No, <Security Attack -1> cancels out your Digimon's <Security Attack +1>. You no longer have the right to make additional checks.
6	I attack my opponent's security stack with a Digimon with <Security Attack +1> as an inherited effect, and the first card checked is [BT1-101 Howling Crusher]. Its [Security] effect trashes a digivolution card under my attacking Digimon with <Security Attack +1>. Do I still perform the remaining security checks?	No, after the cards are trashed, the <Security Attack> effect is immediately lost. No further checks are performed.
7	A Digimon with no effects granting additional security attacks gets <Security Attack -3>. If I attack my opponent's security stack with this Digimon, how many security cards do I check?	A Digimon can't have negative security checks, but in this case, the number of checks performed is zero. Additionally, if a Digimon with multiple <Security -X> effects attacks the security stack, your opponent doesn't add security cards to it.
8	A Digimon with no effects granting additional security attacks gets <Security Attack -3>. If it then gets <Security Attack+1>, how many security checks does it make?	<Security Attack +1> negates part of <Security Attack -3>, but the end result is still -2, so even if the Digimon successfully attacks the opponent's security stack, no checks are performed.

Keyword Effect <Blocker>

№	Q	A
1	If my opponent attacks with a Digimon, and I have an unsuspended Digimon with <Blocker>, do I have to block the attack no matter what?	No, you can choose not to block.
2	If one of my Digimon is attacked, can I block the attacker?	Yes, you can. If you do, the attack target switches to the blocking Digimon.
3	My opponent attacks my security stack with a Digimon that has an attack that reads, "If you attack one of your opponent's Digimon..." If I block this attack, does the effect activate?	No, it doesn't.
4	I attack with a Digimon, and my opponent blocks it. Can I make a block of my own in response?	No, <Blocker> can only be activated in response to an attack from an opponent's Digimon.
5	I have two Digimon with <Blocker>. Can I use both of them to block a single attack?	No, you can't. Blocker can't be activated by two Digimon simultaneously.
6	Which comes first: resolving "when attacking" effects, or declaring the use of <Blocker>?	Resolving "when attacking" effects comes first. You can decide whether or not to use <Blocker> after seeing how the situation plays out.

Keyword Effect <Recovery>

№	Q	A
1	I have 5 security cards. Can I activate <Recovery>?	Yes, you can. Your security stack has no maximum card limit.
2	I have 0 security cards. Can I activate <Recovery>?	Yes, you can. If you do, add 1 card to your security stack.
3	I have 0 cards left in my deck. Can I activate <Recovery +1 (Deck)>?	No, if the area specified by <Recovery> has no cards in it, you can't activate the effect.
4	I have 0 cards left in my deck. If I activate <Recovery +1 (Deck)> do I lose the game?	No, you only lose the game if you can't draw a card from your deck during your draw phase. Any other situation won't cause you to lose the game.
5	Can I activate <Recovery +1 (Deck)> to place cards from my Digi-Egg deck in my security stack?	No, you can't. Your Digi-Egg deck is not considered to be part of your deck.

Keyword Effect <Piercing>

№	Q	A
1	My Digimon with <Piercing> deletes an opponent's Digimon in battle, leading to a security check. If a Digimon card is revealed from the security stack, does a battle occur?	Yes, you battle Security Digimon the same way you would if you attacked the security stack normally.

2	When battling Security Digimon with <Piercing>, do any effects received from the preceding battles persist?	It depends on the effect. Effects that read "If you attack one of your opponent's Digimon..." don't persist, as Security Digimon aren't considered normal Digimon.
3	My Digimon with <Piercing> deletes an opponent's Security Digimon in battle. Does <Piercing> allow me to make further security checks?	No, battles with Security Digimon don't activate <Piercing>.
4	I have a Digimon with <Piercing> and <Security Attack +1>. I use it to attack and delete an opponent's Digimon. Do I check an extra security card thanks to <Security Attack +1>?	Yes, you do.
5	I have a Digimon with <Piercing> and <Security Attack -1>. I use it to attack and delete an opponent's Digimon. Do I perform a security check?	No, <Security Attack -1> reduces the Digimon's security checks to zero. No security check is performed.
6	I attack my opponent using a Digimon with <Piercing>. It's blocked by a Digimon with <Blocker>. If my Digimon deletes the opponent's Digimon in battle, does <Piercing> activate?	Yes, it does.

7	If I attack and delete an opponent's Digimon using a Digimon with <Piercing>, and my opponent's security stack is empty, do I win the game?	No, <Piercing> only performs security checks. If your opponent's security stack is empty, nothing happens.
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Keyword Effect <Draw>

№	Q	A
1	Can I activate <Draw> effects when my deck is empty?	No, if your deck is empty, <Draw> has no effect.
2	If I activate a <Draw> effect when my deck is empty, do I lose the game?	No, you only lose the game if you can't draw a card from your deck during your draw phase. Any other situation won't cause you to lose the game.
3	There's 1 card left in my deck. What happens if I activate <Draw +2>?	Draw as many cards as you can. If you run out of cards to draw, the effect ends.

Keyword Effect <Jamming>

№	Q	
1	A Digimon with <Jamming> checks the opponent's security stack. If a card with a security effect is flipped over, does it activate?	Yes, it does.
2	A Digimon with <Jamming> and <Security Attack +1> loses a battle against a Security Digimon. Does the attack end even if there are one or more security checks left to be performed?	No, <Jamming> prevents the attacking Digimon from being deleted, so you can still perform the remaining security checks.

Keyword Effect <Digisorption>

№	Q	
1	When digivolving a Digimon in your breeding area into a Digimon card with <Digisorption>, can you use <Digisorption> to reduce the memory cost of the digivolution?	No. You can't use <Digisorption> when digivolving Digimon in your breeding area.
2	You have a Digimon card with <Digisorption> in your hand. Can you use that card's <Digisorption> to digivolve onto a suspended Digimon?	Yes, you can. The Digimon you digivolve onto will remain suspended, however.

Keyword Effect <Reboot>

№	Q	
1	I have a Digimon with <Reboot>. Does it only unsuspend during my opponent's unsuspend phase?	No, a Digimon with <Reboot> unsuspends during both your unsuspend phase and your opponent's.

Keyword Effect <De-Digivolve>

№	Q	
1	A level 4 Digimon that digivolved from a level 2 Digi-Egg loses its level 3 digivolution card due to an effect, resulting in a level 4 Digimon card on top of a level 2 Digi-Egg card. If you use <De-Digivolve> on it, does the level 2 card remain in the Battle Area? What happens to the Digimon?	Level 2 Digimon can't remain in battle areas, so it's immediately sent to the trash. (The Digimon is not considered to have been deleted.)
2	I have a Digimon with an active effect. If <De-Digivolve> causes the Digimon to lose the card with the effect, what happens? Does the effect end?	If the effect lasts for a specified period of time ("this turn," etc.), the effect will persist until the end of the time specified, even if the card with the effect is trashed. Effects that are always active, like [Opponent's Turn] and [All Turns] effects, end immediately once their card is trashed.
3	If I use <De-Digivolve> on a Digimon with a Tamer card in its digivolution cards, can I trash the Tamer card with <De-Digivolve>?	Yes, Tamer cards that are part of another card's digivolution cards can be chosen by <De-Digivolve>. If there are no other digivolution cards beneath the Tamer card, however, you can't trash any more cards with <De-Digivolve>.
4	If I use <De-Digivolve> on a Digimon with a Tamer card in its digivolution cards such that the Tamer card becomes the top-most card in the stack, what happens?	The card becomes a Tamer. Note that this doesn't count as the Tamer being played.
5	If I use a card effect to <De-Digivolve 1> a level 6 Digimon with two level 5 Digimon cards in its digivolution cards, what happens?	The card stacked on top becomes a Digimon. Even if a card with the same level is in its digivolution cards, it's still treated as a digivolution card.

Keyword Effect <Retaliation>

№	Q	
1	I have a Digimon with <Piercing>, which I use to attack and delete the opponent's Digimon with <Retaliation>. My attacking Digimon is deleted by <Retaliation>, but what happens to the <Piercing> effect?	The Digimon with <Piercing> was deleted, so <Piercing> has no effect.
2	If I delete an opponent's Digimon with <Retaliation> in battle, does this fulfill the condition for "When this Digimon attacks and deletes an opponent's Digimon and survives the battle"?	Yes, it does.

Keyword Effect <Digi-Burst>

№	Q	A
1	What does <Digi-Burst> do?	It allows you to activate a powerful effect by trashing a specified number of digivolution cards beneath the Digimon with <Digi-Burst>. Effects vary from card to card.
2	Does trashing digivolution cards to activate <Digi-Burst> occur before or after <Digi-Burst>'s effect activates?	Trash the specified number of digivolution cards, then activate the effect.
3	If I have a Digimon with <Digi-Burst 2> that only has 1 digivolution card under it, can I activate <Digi-Burst 2> by trashing all of its digivolution cards?	No, you can't use <Digi-Burst> unless you trash the specified number of cards.

4	Can I trash the digivolution cards under other Digimon to activate <Digi-Burst>?	No, you can't.
5	When trashing digivolution cards to use <Digi-Burst>, can I trash them in any order I like, or do I have to trash them in a specific order?	You can trash digivolution cards in any order you like.
6	If a Digimon's digivolution cards includes a card that <i>isn't</i> a Digimon, can I trash it to use <Digi-Burst>?	Yes. As long as it's a digivolution card, you can trash it to activate <Digi-Burst>.
7	If a <Digi-Burst> effect has [Main] attached to it, can I use it during my main phase?	Yes.
8	Do I have to suspend a Digimon after it uses <Digi-Burst>?	No. Unless otherwise specified, Digimon remain unsuspending after using <Digi-Burst>.

9	Can suspended Digimon use <Digi-Burst>?	Yes, they can.
10	If a <Digi-Burst> effect doesn't have [Once Per Turn], can I use it two or more times per turn?	Yes. You can activate <Digi-Burst> as many times as you want -- you just have to trash the specified number of digivolution cards each time.
11	I digivolve a Digimon that has the effect "[When Digivolving] <Digi-Burst>" -- Can I activate this effect multiple times if I have enough digivolution cards?	No, you can't. [When Digivolving] <Digi-Burst> effects can only be activated once per digivolution.
12	If an effect specifies a "Digimon with <Digi-Burst>" or a "Digimon card with <Digi-Burst>," does it apply to Digimon whose <Digi-Burst> effects have [On Play] or [When Digivolving] attached?	No, Digimon whose <Digi-Burst> effects have [On Play]/[When Digivolving]/etc. are also considered to have <Digi-Burst> and are affected by any effect that specifies a "Digimon with <Digi-Burst>."

Keyword Effect <Rush>

No	Q	A
1	What does <Rush> do?	Digimon with <Rush> can ignore the rule that prevents Digimon from attacking the turn they come into play. In short: Digimon with <Rush> can attack as soon as you play them.

2	I pay for a Digimon with <Rush>, putting the memory counter at 1 or greater on my opponent's side. Can the Digimon still attack?	No, it can't. <Rush> ignores the rule that prevents Digimon from attacking the turn they come into play, but if it becomes your opponent's turn after you pay the memory cost, you no longer have the opportunity to attack.
3	I play a Digimon without <Rush>, then digivolve it into a Digimon with <Rush> during the same turn. Can it attack?	Yes, it has <Rush> now, allowing it to attack.
4	I play a Digimon with <Rush>, then digivolve it into a Digimon without <Rush> during the same turn. Can it attack?	No, it can't. It lost <Rush> after you digivolved it, so it can no longer attack.
5	I play a Digimon with <Rush> and attack with it. If I use an effect to unsuspend it, can I attack with it again?	Yes, you can.