

Official Rule Manual

for Web ver. 5.0

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*The illustrations in this manual may differ slightly from actual products.

About the Game

The Digimon Card Game is a trading card game where you battle against your opponent! Players play their Digimon partners to their battle area, and then attack their opponents. Digimon become stronger and gain new abilities by digivolving! Destroy all of the security cards guarding your opponent and deliver a finishing blow to achieve victory!

Card Information

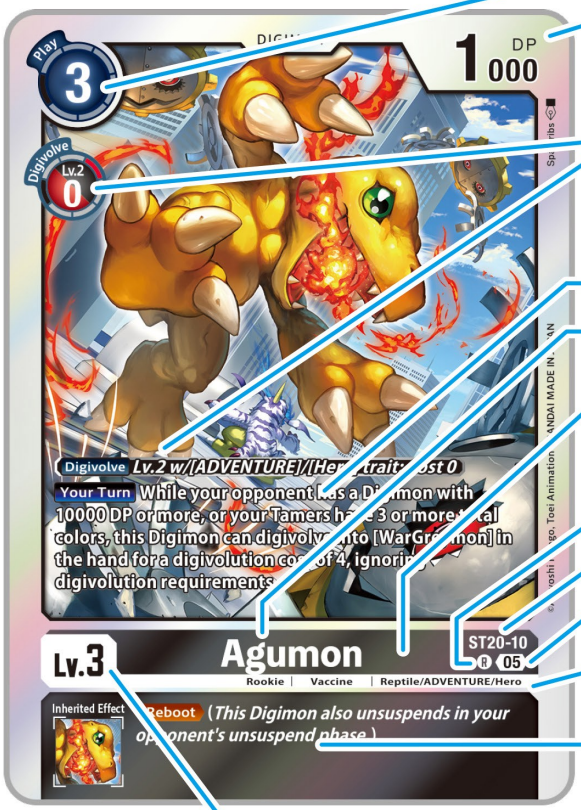
Digimon Cards/Digi-Egg Cards

- **Digi-Egg cards and Digimon cards are treated as Digimon while they are on the field.**





- **Only Digi-Egg cards have a white card back.**



- **Play Cost**: The required cost to play this card.
- **DP (Digimon Power)**: The Digimon's strength. During battles, the Digimon with the higher DP wins.
- **Digivolution Requirements**: The requirements to be able to digivolve into this card and the digivolution cost.
- **Effects**: Special abilities the card possesses.
- **Card Name**
- **Color**: The 7 colors include red, blue, yellow, green, black, purple, and white. There are also multicolor cards with 2 or more colors.
- **Rarity**
- **Card Number**
- **Block Icon**
- **Traits**: The card's characteristics such as Form, Attribute, and Type.
- **Inherited Effect**: An effect that a Digimon gains when this card is placed as a digivolution card.
- **Lv.**: This card's level.

Tamer Cards

- **Tamer cards are treated as Tamers while they are on the field.**



- **Play Cost**: The required cost to play this card.
- **Effects**: Special abilities the card possesses.
- **Card Name**
- **Color**: The 7 colors include red, blue, yellow, green, black, purple, and white. There are also multicolor cards with 2 or more colors.
- **Rarity**
- **Card Number**
- **Block Icon**
- **Security Effect (Inherited Effect)**: Effect activated when this card is flipped over in the security stack by a security check.

Option Cards



- **Use Cost**: The required cost to use this card.
- **Effects**: Special abilities the card possesses.
- **Card Name**
- **Color**: The 7 colors include red, blue, yellow, green, black, purple, and white. There are also multicolor cards with 2 or more colors.
- **Rarity**
- **Card Number**
- **Block Icon**
- **Security Effect (Inherited Effect)**: Effect activated when this card is flipped over in the security stack by a security check.

Game Areas

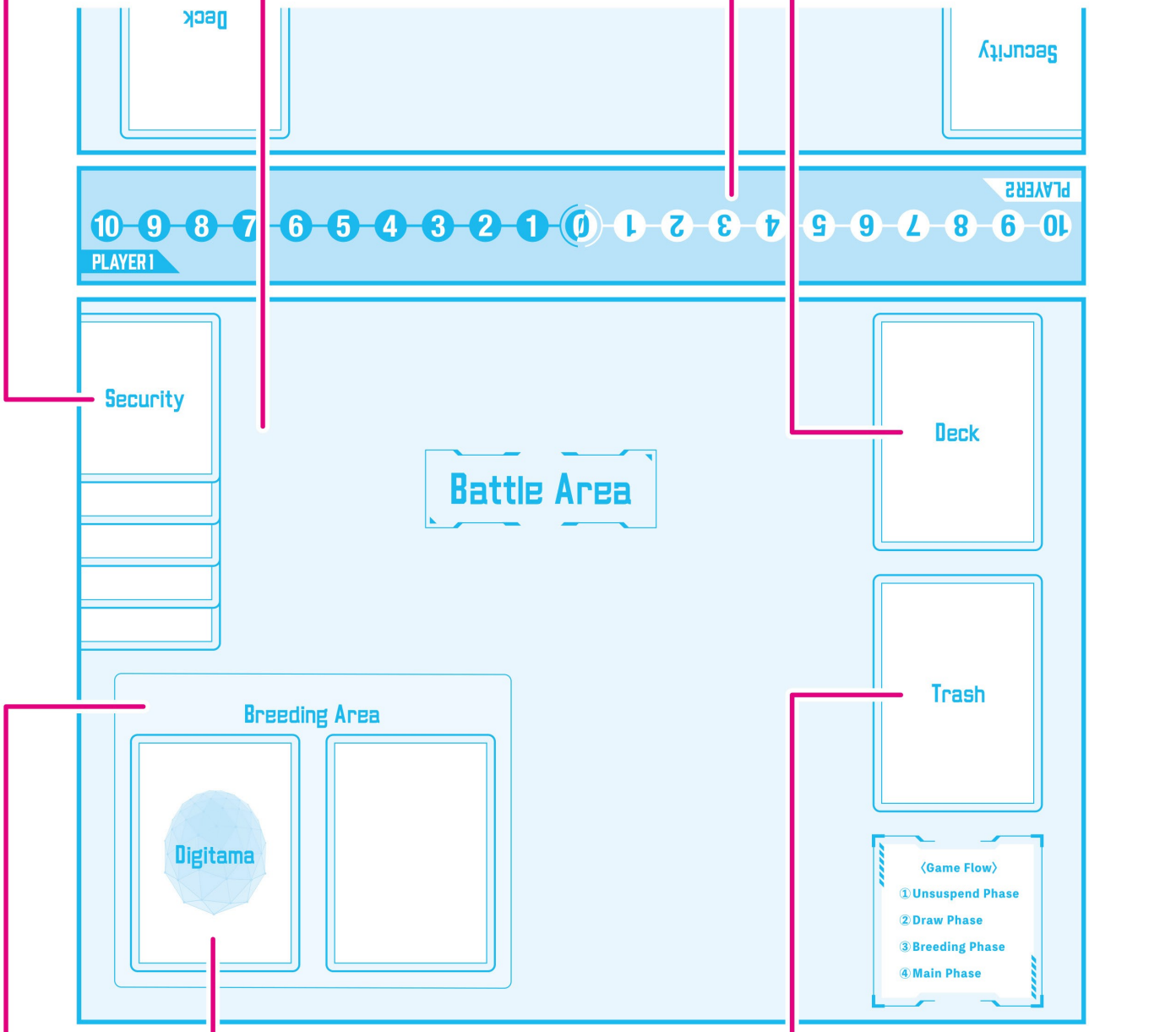
When playing, arrange your cards as shown below.

●Security Stack
A defensive wall that protects the player. A security check is performed when a player is attacked. A player loses the game when they are attacked by a Digimon that can perform 1 or more checks and they have no security cards left in their security stack.

●Memory Gauge
The gauge displays both players' memory.
A single gauge is shared between opponents.

●Battle Area
This is the main area of the game and part of the field. Any number of cards can be placed here.

●Deck Zone
Where your deck should be placed.



●Digi-Egg Deck Zone
Where your Digi-Egg deck should be placed.

●Trash
Place discarded cards here.

●Breeding Area
This is the part of the field where hatched Digimon from the Digi-Egg deck are placed. Unless specified otherwise, Digimon in the breeding area can't activate any effects, and unless an effect is specifically meant to affect Digimon in the breeding area, they are not affected by effects from other cards.

If there are any discrepancies between the rule manual and the card text, the card text should take precedence.

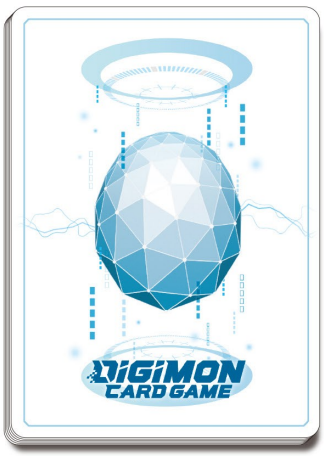
Decks

The following items are required to play the Digimon Card Game.

- **Deck**: A deck with exactly 50 cards, made up of Digimon cards, Tamer cards, and Option cards. **A deck can contain no more than four copies of cards with the same card number.**
- **Digi-Egg Deck**: A deck made up of 0-5 Digi-Egg Cards. **A Digi-Egg deck can contain no more than four copies of cards with the same card number.** A Digi-Egg deck is not required to play.
- **Memory Gauge & Counter**: The gauge displays both players' memory. A single gauge is shared between opponents.
- **Token Cards**: If your deck includes cards that use Tokens, make sure you have enough Token cards for them. (For more details on Tokens, please see the "Tokens" section in this manual.)



●Deck



●Digi-Egg Deck



●Memory Gauge & Counter

Play sheets are not required, but it is recommended that each player has one.

Token Cards

Token cards are non-game cards used by effects that play tokens. Tokens must be separate cards from your deck and Digi-Egg deck, and they can't be played by normal means.
In order to use a Token, the player must prepare Token cards in advance.
Token cards can be any cards that can be differentiated from deck and Digi-Egg deck cards, but they must show a display format (unsuspended/suspended).
Token cards can't be included in a deck or Digi-Egg deck.
When using Token cards, you don't have to declare the card whose effect will be used with the Token in advance.
(Data for printing Token cards is available for download from the official Digimon Card Game website.)
A Token played as a Digimon will be treated the same as a normal Digimon, and a Token played as a Tamer will be treated the same as a normal Tamer. However, Tokens have different rules from normal cards.
The rules for Tokens are as follows.

- **When Tokens are played by effects that play Tokens, they are played as if they have card information such as a card name and effects.**
- **Tokens can't digivolve.**
- **Cards can't be placed under Tokens.**
- **When a Token is removed from the field, it is removed from the game instead of being placed in another area.**

Game Preparation

1. Shuffle your deck, then place it in the "Deck" zone.
2. Shuffle your Digi-Egg deck, then place it in the "Digi-Egg Deck" zone (if you are not using a Digi-Egg deck, skip to the next step).
3. Determine who goes first by Rock-Paper-Scissors. The winner automatically goes first.
4. Both players draw 5 cards from the top of their decks for their initial hand. After checking their hand, either player can redraw their hand once by announcing their intention to do so, starting with the player that goes first. To redraw, shuffle your hand into your deck and redraw a new hand of 5 cards.
5. Place 5 cards from the top of your deck face down in your "Security Stack" zone without looking at them (the top card of your deck should become the bottom card of your security stack).
6. Place the counter on the number 0 on the Memory Gauge, and you're ready to start the game!

☆Paying Costs

This game uses a Memory Gauge (memory) system to pay the memory costs of cards by moving the counter to the right from the current player's perspective.

Example: To pay a memory cost of 3, move your memory counter 3 spaces to the right.

Neither player can have more than 10 memory.
To pay a cost, you must be able to move the memory counter that many spaces.

However, if an effect that reduces the original cost is used and the cost can be paid, that card can then be used.

Example: To use a card with a cost of 13, your memory counter must be at 3 or more on your side.

However, if you can use an effect that reduces the cost from 13 to 10, the card can be used even when your memory is at 0.

Paying a memory cost of 3



Enough memory to pay a memory cost of 13



Not enough memory to pay a memory cost of 13



☆Display Format

Played and hatched cards are placed in an unsuspended (vertical) state. After performing an action such as attacking or blocking, they are rotated sideways to the suspended (horizontal) state.



Unsuspended

Returning a suspended card to the unsuspended state is called unsuspending, while changing an unsuspended card to the suspended state is called suspending.



Suspended

Turn Procedures

Gameplay consists of the following four phases, starting with the player who goes first.

❶ Unsuspend Phase

Unsuspend Phase
Unsuspend all of your suspended cards.
[Start of Your Turn] and [Start of Opponent's Turn] effects activate before unsuspending during the Unsuspend Phase.

❷ Draw Phase

Draw Phase
Draw 1 card from your deck.
The player who goes first does not draw a card during the Draw Phase on their first turn.If a player can't draw because there are 0 cards in their deck, that player loses the game.

❸ Breeding Phase

Breeding Phase
Players can do only one of the following:
- Hatch a Digi-Egg
- Move a Digimon out of the Breeding Area
- Do Nothing

This can only be done once per turn.

- Hatch a Digi-Egg

Flip 1 card face up from the top of the Digi-Egg deck and place it in the breeding area.
This can only be done when there are no Digimon in the breeding area.

- Move a Digimon out of the Breeding Area

A Digimon can be moved from the breeding area to the battle area if it has DP. (Digimon that don't have DP can't be moved to the battle area.) Moving Digimon from the breeding area to the battle area isn't considered playing the Digimon, so On Play effects won't activate. In addition, this isn't considered playing a Digimon, therefore a Digimon can attack on the same turn it was moved.

- Do nothing

Proceed to the next phase without doing anything.

❹ Main Phase

Main Phase
The primary phase of the game. During this phase, players can perform as many of the following actions as they like, in any order. (These can't be performed during processing for rules or effects.)

A. Play a Digimon Card or Tamer Card From the Hand
B. Digivolve Into a Digimon Card From the Hand
C. Use an Option Card From the Hand
D. Link a Card in the Hand or Battle Area
E. Attack
F. Activate Activation-Type Effects
G. Pass

End of the Turn

When the turn end conditions are met, the turn will end.
*See page 15 for details on turn end conditions.
If there are no rules or effects that must be resolved at the end of the turn, your turn will end and your opponent's turn will start.

A. Play a Digimon Card or Tamer Card From the Hand

A. Play a Digimon Card or Tamer Card From the Hand

•Card Playing Rules•
Cards can't attack on the turn they were played on the field.

Pay the cost for and place the card on the field.



① Declare that you are playing a card, then reveal 1 Digimon card or Tamer card from your hand to your opponent.
② Pay the play cost for the revealed card.
③ After paying, place the revealed card into the battle area unsuspended, and the play procedure has resolved.

B. Digivolve Into a Digimon Card From the Hand

B. Digivolve Into a Digimon Card From the Hand

•Digivolution Rules•
- You can declare a digivolution if a card on the field meets the digivolution requirements of a Digimon card in your hand.
- If a card has multiple digivolution requirements, you can choose from among the digivolution requirements that are met.
- Even if you digivolve on top of a card that can't attack due to being played, it still can't attack.



① Declare a digivolution, reveal a card from your hand, then choose a card on the field that meets 1 of the revealed card's digivolution requirements.
② Pay the digivolution cost for the chosen digivolution requirement.
③ Once paid, place the revealed card on top of the chosen card on the field.
At such times, the placed card is placed in the same display format as the card that will become a digivolution card, and that card is switched to vertical display.
(This isn't considered unsuspending that card.)
④ After drawing 1 card from your deck, the digivolution procedure has resolved.

Pay the digivolution cost and place a card on top of a card that meets the digivolution requirements on the field. When placing the cards, make sure the inherited effect (lower text) of the bottom cards of a stack are visible. (If a card doesn't have lower text, make sure its card name is visible.)

•Digivolution Requirements•



With the digivolution requirements in the image to the left, you can digivolve from a blue level 2 card, and the digivolution cost will be 0.



With the digivolution requirements in the image above, you can digivolve from a level 3 card with the [ADVENTURE] trait, and the digivolution cost will be 2.

Digivolution Cards

Cards placed below a Digimon become digivolution cards, and the inherited effects of those cards can now be activated. A digivolution card or other card stacked under another card isn't considered to be a card on the field. In addition, when a Digimon or Tamer would be removed from the field, any cards under it are trashed at the same time. When the top card of a stack is trashed due to an effect such as <De-Digivolve>, the cards below carry over the display format. (This isn't considered unsuspending or suspending of a card.)

C. Use an Option Card From the Hand

•Card Use Rules•

- You can declare the use of an Option card if its color requirements are met.
- A used Option card is treated as not being in any area until its [Main] effect has been resolved.
- Once a used Option card's [Main] effect has resolved, the card is trashed.
  (If that card's effect places it in an area, it isn't trashed.)

Pay the cost to use a card and activate its [Main] effect.



① Declare that you are using a card, then reveal 1 Option card from your hand to your opponent.
② Pay the use cost for the revealed card.
③ Once paid, use of the card has resolved, and its [Main] effect will activate immediately.

Color Requirements

- To meet color requirements, you must have a Digimon or Tamer on your field (battle area or breeding area) that has the same color as the Option card you want to use.
  Example: To use a red Option card, you must have a red Digimon or Tamer on the field.
- To use a multicolor Option card, you must have cards with all of those colors.
  Example: To use a yellow and purple 2-color Option card, you must have both a yellow Digimon or Tamer and a purple Digimon or Tamer on the field.
  Just 1 yellow and purple 2-color Digimon or Tamer can also meet the color requirements.

Field (Battle Area or Breeding Area)



or



OK to use!



Field (Battle Area or Breeding Area)





or



OK to use!

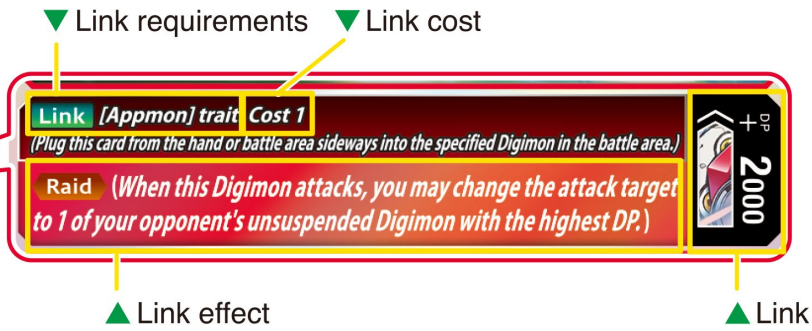


D. Linking



Card with <Link>

A card with <Link> in the hand or battle area can link with a Digimon in the battle area according to the link requirements.



① Declare a link and choose a card to link in the hand or battle area.
*A card chosen from the hand is revealed to your opponent.
Choose one of your Digimon in the battle area that meets the link requirements on the linking card.
② Pay the link cost for the card to link.



Hand or battle area

Battle area

③ Plug the card sideways under the chosen Digimon, and the link is complete.
- A card plugged in sideways for a link becomes a link card.
  A link card isn't considered to be a card on the field.
  A link card isn't considered a digivolution card or other stacked card.
- The linked cards are referred to as "linked."



Battle area

•Link Rules•



If a card already has stacked cards such as digivolution cards, the link card is plugged in at the bottom.



・The link DP value shown on a linked Digimon's link card is added to that Digimon's total DP.





・When a Digimon is linked, it gains the link effects on the link card.



・When linking a Digimon in the battle area, that Digimon is considered to be removed from the battle area, therefore its digivolution cards are trashed.



・A single Digimon has a link limit so that it can have at most 1 link card. If linking when the link limit has already been reached, the new link cards replace as many of the original ones as needed to maintain the limit. The replaced link cards are trashed.



・If a linked Digimon no longer meets its link cards' link requirements, the link cards are trashed upon the rule check timing.

Digivolving into a card that doesn't meet the link requirements



E. Attack

Digimon in the battle area can attack. An attack proceeds using the following timings:
*Even if the attacking Digimon is removed, all of the timings will occur.

1 Attack Declaration
2 Counter Timing
3 Block Timing
4 Confirming if an Attack is Successful
5 End of Attack

1. Attack Declaration

Suspend your Digimon that you want to have attack, and declare an attack.
At the same time, you choose either the opponent player or 1 of your opponent's suspended Digimon as the attack target.
Once all of the processing is complete for the rules and effects for this timing, the counter timing will occur.

2. Counter Timing

The attacked player can activate 1 [Counter] effect.
Once all of the processing is complete for the rules and effects for this timing, the block timing will occur.

3. Block Timing

The attacked player can block with one of their Digimon in the battle area that has <Blocker>. (The attack target Digimon can't perform a block.)
To perform a block, suspend your Digimon that you want to block with, and declare a block.
Then, the attack target switches to the blocking Digimon.
Once all of the processing is complete for the rules and effects for this timing, players confirm if an attack is successful.

4. Confirming if an Attack is Successful

Confirmation is performed to see if a Digimon's attack on the opponent player or opponent's Digimon is successful.
The following situations are confirmed.

A. If the attacked player has 1 or more security cards, the attack is on the opponent player, and the attack is successful, the attacking Digimon performs a security check on the opponent player.
B. If the attacked player has 0 security cards, the attack is on the opponent player, and the attack is successful, you win the game. (However, you don't win if the attacking Digimon can't perform any security checks.)
C. If the attack is on an opponent's Digimon and the attack is successful, a battle occurs between the attacking Digimon and the target Digimon.

Once all of the processing is complete for the rules and effects for this timing, the end of attack timing occurs.

Battles

A battle means to compare the DP of the two battling cards. After comparing the DP of the two battling cards, the card with the higher value is the winner, and the card with the lower value is the loser.

If both cards have the same DP, both lose the battle. A losing Digimon is deleted, and once all of the processing is complete for the rules and effects, the end of battle timing occurs.
(Once all of the processing has been resolved for the end of the battle timing, the battle will end.)



Security Checks

A security check is a rule that allows a player to decrease their opponent's security stack.

●Security Check Rules●

- If multiple security checks can be performed due to an effect such as <Security A. +1>, the checks are performed 1 card at a time.
  (If the Digimon performing the security check is removed from the battle area, it can't perform any more security checks.)
- Even if a security stack is reduced to 0 cards, the game's winner and loser aren't decided just yet.
  (The winner and loser are decided once an attack is successful against a player with 0 security cards.)

① The player reveals their top security card.

The card is placed face up and is removed from the security stack at the same time.
If the card flipped over for the security check is a Digimon card, that card becomes a Security Digimon.
(A Security Digimon isn't considered a normal Digimon.)
If a card with a [Security] effect is checked, that effect activates immediately.
*No cost has to be paid.
*The color requirements don't have to be met for an Option card.

Once all of the processing is complete for the rules and effects for this timing, go on to the next step.

② Battles With Security Digimon

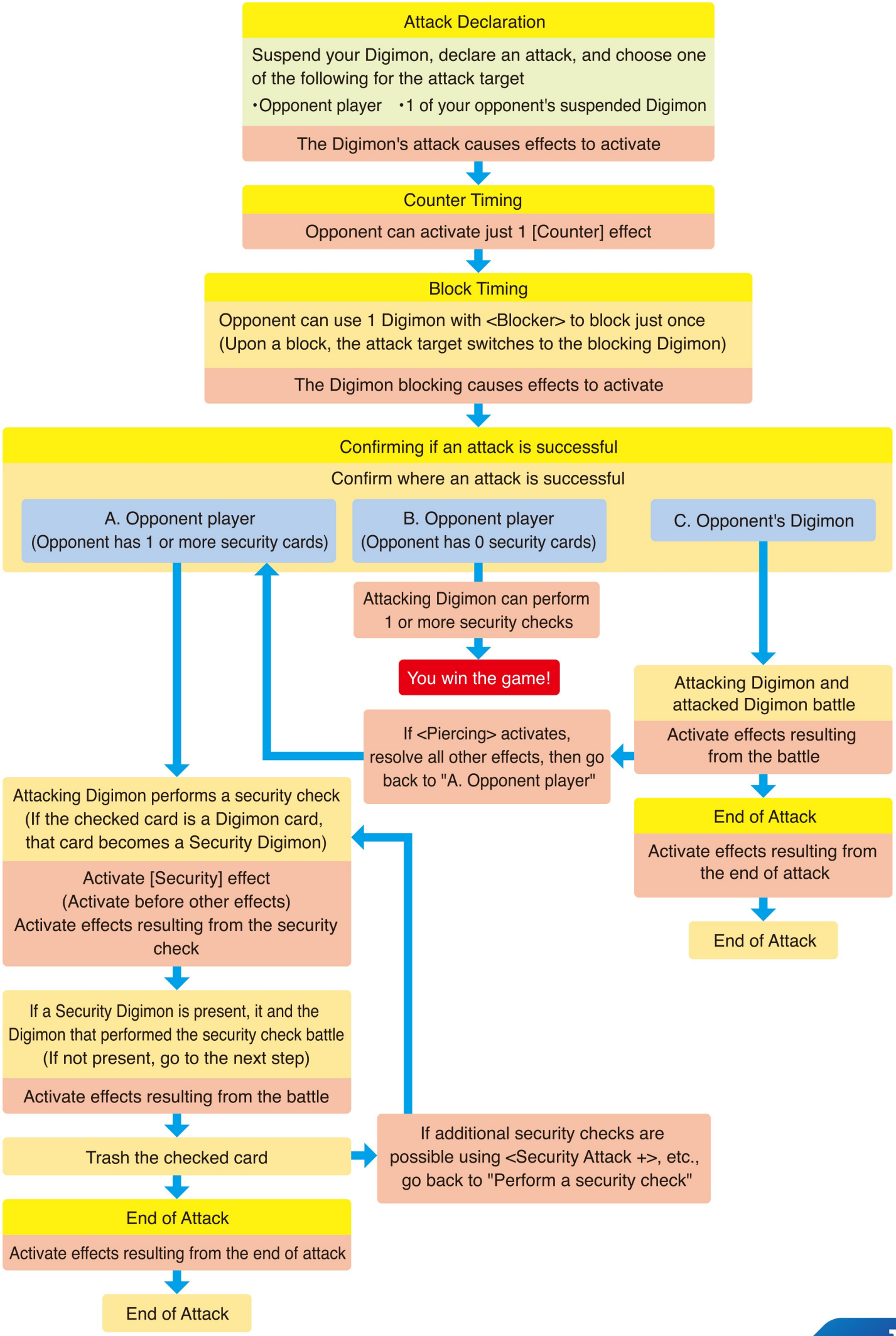
A battle will occur between the Security Digimon and the Digimon that performed the security check.
*If a Security Digimon isn't present, proceed to the next step.

Once all of the processing is complete for the rules and effects for this timing, the checked card is placed in the trash.
(If that card is placed in an area by an effect, it isn't placed in the trash.)

5. End of Attack

The attack ends. Once all of the processing is complete for the rules and effects for this timing, the attack will end.

End of Attack


Attack Declaration
Suspend your Digimon, declare an attack, and choose one of the following for the attack target
•Opponent player •1 of your opponent's suspended Digimon
The Digimon's attack causes effects to activate
Counter Timing
Opponent can activate just 1 [Counter] effect
Block Timing
Opponent can use 1 Digimon with <Blocker> to block just once (Upon a block, the attack target switches to the blocking Digimon)
The Digimon blocking causes effects to activate
Confirming if an attack is successful
Confirm where an attack is successful
A. Opponent player (Opponent has 1 or more security cards)
B. Opponent player (Opponent has 0 security cards)
C. Opponent's Digimon
Attacking Digimon can perform 1 or more security checks
You win the game!
Attacking Digimon and attacked Digimon battle
Activate effects resulting from the battle
If <Piercing> activates, resolve all other effects, then go back to "A. Opponent player"
End of Attack
Activate effects resulting from the end of attack
End of Attack
Attacking Digimon performs a security check (If the checked card is a Digimon card, that card becomes a Security Digimon)
Activate [Security] effect (Activate before other effects)
Activate effects resulting from the security check
If a Security Digimon is present, it and the Digimon that performed the security check battle (If not present, go to the next step)
Activate effects resulting from the battle
Trash the checked card
If additional security checks are possible using <Security Attack +>, etc., go back to "Perform a security check"
End of Attack
Activate effects resulting from the end of attack
End of Attack

F. Activate Activation-Type Effects

A player can activate activation-type effects on a card.
(Activation-type effects are effects such as [Main] effects that can be activated by declaring them.)
Activation-type effects can be declared and processed when there is no other processing for rules or effects.

G. Pass

A player can declare a pass.
After declaring a pass, the memory counter is moved to 3 on the opponent's side.



Turn End Conditions

If the memory counter moves to 1 or more on the opponent's side, the end of the turn timing occurs.
(If any rules or effects must be resolved, the end of the turn will occur once they are all resolved.)
If there are no rules or effects that must be resolved at the end of the turn, your turn will end and your opponent's turn will start.
(If the memory counter goes back to 0 or more at the end of the turn, the turn will continue without switching.)
Once the turn switches over, the opponent's turn will start at the current memory position.
Example: If the turn ends with the memory counter at 3 on the opponent's side, they will have 3 memory when their turn starts.



- **Digimon ACE cards are special Digimon cards with low play costs and abilities such as <Blast Digivolve> and <Blast DNA Digivolve>.**

In comparison with standard level 6 cards, they have lower play costs and are easier to play.

- **Card name (ACE icon isn't included in the name)**
- **Overflow**: Disadvantage of Digimon ACE cards

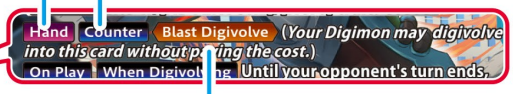


<Blast Digivolve>

After an opponent's Digimon attacks and all processing has been resolved for any effects that result from that attack, the counter timing will occur.
Once the counter timing arrives, a player can activate a [Counter] effect once.
<Blast Digivolve> allows one of your Digimon in the battle area to digivolve into a Digimon ACE card without paying the cost. (The digivolution requirements have to be met.)



- **Hand** : Icon for effects that can be activated from the hand.
- **Counter** : Timing for effects that trigger during your opponent's counter timing.
  Only 1 activation per counter timing is possible.



- **Blast Digivolve** : Allows one of your Digimon to digivolve into this card.

Attack Declaration

Opponent's Digimon



Activate effects such as [When Attacking] that result from the attack



Digimon ACE in the hand

Your Digimon in the battle area



Attack!

Once all processing has been resolved, the counter timing will occur

Counter Timing

Opponent's Digimon



Attack!

Draw 1 card after digivolving and activate effects such as [When Digivolving] that result from the digivolution

Your Digimon in the battle area





Digimon ACE in the hand

Blast Digivolve!

Once all processing has been resolved, the block timing will occur

<Blast DNA Digivolve>

In contrast with <Blast Digivolve>, <Blast DNA Digivolve> allows one of your specified Digimon in the battle area and a specified Digimon in the hand to DNA digivolve. (The digivolution requirements have to be met.)

For example, if a card has DNA Digivolve Lv.6 + Lv.6: Cost 0 for its DNA digivolution requirements and Hand Counter Blast DNA Digivolve《[Breakdramon] + [Slayerdramon]》, a player can digivolve from [Breakdramon] and [Slayerdramon] that meet the Lv.6 green and Lv.6 blue digivolution requirement.
The stacking order and rules are the same as those for DNA digivolution.



- **Hand** : Icon for effects that can be activated from the hand.
- **Counter** : Timing for effects that trigger during your opponent's counter timing.
  Only 1 activation per counter timing is possible.

Hand Counter Blast DNA Digivolve《[Breakdramon] + [Slayerdramon]》
Raid Piercing Blocker Evade

- **Blast DNA Digivolve《[XX]+[XX]》**
  : Effect that allows your specified Digimon and specified card in the hand to DNA digivolve into this card.

Attack Declaration

Opponent's Digimon



Attack!

Activate effects such as [When Attacking] that result from the attack





The Digimon ACE card and specified card in hand

Your Digimon in the battle area



Counter Timing

Opponent's Digimon

Opponent's Digimon



Attack!

Draw 1 card after digivolving and activate effects such as [When Digivolving] that result from the digivolution





The Digimon ACE card and specified card in hand

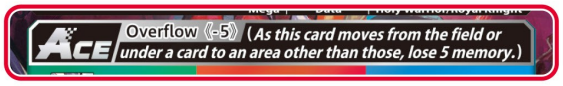
Your Digimon in the battle area



Blast DNA Digivolve!

Once all processing has been resolved, the block timing will occur

Overflow



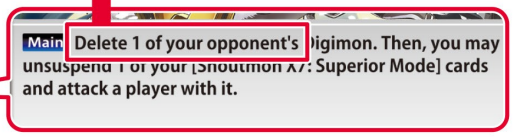
●<Overflow> is a rule for Digimon ACE.

When a card with Overflow on the field or under a card (digivolution card or card under a Tamer) is placed into another area, the memory counter is moved according to the specified value, even if other processing is being performed.

Example: As soon as a card with Overflow in the battle area is deleted or placed in the trash, or as soon as a Digimon's digivolution card with Overflow is trashed, Overflow is immediately processed.



Deleted and moved from the battle area to the trash



Overflow will be processed before the processing for the text after "then."

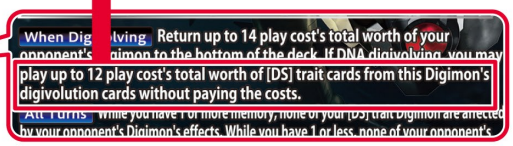


Overflow!

Example: Overflow isn't processed when a card with Overflow in the battle area is placed under a Digimon or when a card with Overflow is played from a Digimon's digivolution cards.



Play into the battle area from a Digimon's digivolution cards





Overflow isn't processed



DigiXros is a rule used when playing a Digimon card with DigiXros requirements. Before paying the play cost, it allows a player to place cards that meet the requirements from their hand or battle area under the Digimon to be played.

•DigiXros requirements

DigiXros -2 [Shoutmon] X [Ballistamon] X [Dorulumon] X [Starmons]
When you would play this card, you may place specified cards from your hand/battle area under it. Each placed card reduces the play cost.

With the above DigiXros requirements, a player can place 1 each of [Shoutmon], [Ballistamon], [Dorulumon] and/or [Starmons].

•DigiXros Rules•

- When you DigiXros a played Digimon card, the play cost is reduced by the specified amount shown in that card's DigiXros requirements for each card placed for the DigiXros.
- A player doesn't have to place all of the cards specified for the DigiXros. They can place only one or some of the cards.

When you would play this card, you may place specified cards from your hand/battle area under it. Each placed card reduces the play cost.

With the above requirements, 1 [Shoutmon] and/or 1 [Starmons] can be placed.
Even if just 1 card is placed under a card for a DigiXros, it is considered DigiXrosing.





① Declare that you are playing a card, then reveal the Digimon card to be played to your opponent. A DigiXros is declared immediately before paying the play cost. (If there are any "when XX would be played" effects, the DigiXros declaration comes after such effects.)
At the same time, the desired cards to be placed under the card to be played are chosen from the cards in the hand and/or battle area according to the DigiXros requirements.
*A card chosen from the hand is revealed to your opponent.



Hand

DigiXros!





Battle area

② The chosen cards are placed under the card to be played.
The play cost is reduced by the amount specified in the DigiXros requirements for each card placed for the DigiXros.
Then, the play cost is paid.



Hand





Battle area

For this card, the play cost is reduced by 2 for each card placed under it.
Here, 4 cards are placed, therefore the total cost reduction is 8, making the play cost 1.

Digivolution cards are trashed



DigiXros -2 *[Shoutmon] X [Ballistamon] X [Dorulumon] X [Starmons]*
When you would play this card, you may place specified cards from your hand/battle area under it. Each placed card reduces the play cost.

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. For this card, [Shoutmon] would be placed on the top.

③ Once the card is played, the DigiXros procedure is complete.

Play by DigiXros!



DNA Digivolve



DNA digivolution is a special digivolution rule for cards with [DNA Digivolve]. A new Digimon can digivolve by combining multiple specified Digimon that you have.

•DNA Digivolve



With the above DNA digivolution requirements, a player's blue level 4 and green level 4 Digimon in the battle area can DNA digivolve into this card.

•DNA Digivolve Rules•

- A DNA digivolved Digimon is considered a different Digimon from the cards that became its digivolution cards.
  The statuses aren't carried over from the digivolution cards.
- A DNA digivolved Digimon will digivolve unsuspended without carrying over the display format from before the digivolution.
  (This isn't considered unsuspending any card.)
- Any effects applied to the Digimon that became digivolution cards will end.
- The new Digimon can attack even if the Digimon that became digivolution cards were played that turn.
- [X Per Turn] effects that have already activated X number of times can activate again.
- You cannot DNA digivolve by an effect unless the effect specifies that it performs or permits a DNA digivolution.
  Effects that only mention digivolving cannot be used to perform a DNA digivolution.

① Declare a DNA digivolution, then reveal the Digimon card to be DNA digivolved to your opponent. Choose 1 DNA digivolution requirement on the revealed card and choose the Digimon you have in the battle area that meet that requirement. Then, the cost is paid for the chosen DNA digivolution requirement.







Battle area

② Stack the Digimon chosen to become digivolution cards along with their own digivolution cards. When doing so, all the cards are stacked vertically. Place the DNA digivolved Digimon on top of the stack unsuspended, draw 1 card from your deck, and the DNA digivolution process is complete.





When cards placed for DNA digivolution are stacked, they are placed in order from top to bottom so that the card shown on the left side for [DNA Digivolve] goes on top.
For this card, the blue level 4 card goes on the top, and the green level 4 card goes on the bottom.

Burst Digivolve



Burst digivolve is a special digivolution rule for cards with [Burst Digivolve]. It allows a player's Digimon to digivolve by returning one of their Tamers specified in [Burst Digivolve] to the hand.

•Burst Digivolve

Burst Digivolve: 0 from [ShineGreymon] by returning 1 [Marcus Damon] to hand
At the end of the burst digivolution turn, trash this Digimon's top card

In the case of the above burst digivolve requirements, by returning 1 [Marcus Damon] to the hand, 1 of your [ShineGreymon] on the field can digivolve into this card.

•Burst Digivolve Rules•

- When a Digimon burst digivolves, its top stacked card is trashed at the end of the turn it digivolved. The top stacked card must be trashed even if the top stacked card isn't the card that burst digivolved due to digivolution or <De-Digivolve>, etc.
  If there are no stacked cards, no card is trashed.
- You cannot burst digivolve by an effect unless the effect specifies that it performs or permits a burst digivolution.
  Effects that only mention digivolving cannot be used to perform a burst digivolution.

① Declare a burst digivolution, then reveal the Digimon card to be burst digivolved to your opponent. Choose 1 burst digivolution requirement on the revealed card, then choose one of your Digimon on the field that meets the requirement.
Then, return 1 of your Tamers from the battle area to the hand as specified in [Burst Digivolve].





Hand



Battle area



Field

② Place the Digimon card to burst digivolve on top of the chosen Digimon card.
At such times, the cards that become digivolution cards are all placed vertically.
After drawing 1 card from your deck, the burst digivolve procedure is complete.





Field

App Fusion



App fusion is a special digivolution rule for cards with [App Fusion]. The Digimon and link card specified for app fusion are fused to digivolve that Digimon.

•App Fusion



With the above app fusion digivolution requirement, 1 of your Digimon in the battle area can digivolve into this card if it is 1 of [Gatchmon], [Navimon] or [Tweetmon], and any of the others are in its link cards.

•App Fusion Rules•

- App fusion allows a linked Digimon to digivolve using any combination of 2 different cards from among the cards specified for app fusion.
- You cannot app fuse by an effect unless the effect specifies that it performs or permits an app fusion. Effects that only mention digivolving cannot be used to perform an app fusion.



For this card's app fusion digivolution requirements, any of the combinations below are possible for app fusion.



▲DoGatchmon with [Timemon] link card



▲Timemon with [DoGatchmon] link card

① Declare an app fusion and reveal 1 Digimon card to app fuse to your opponent. Choose 1 app fusion digivolution requirement on the revealed card, then choose one of your Digimon on the field that meets the requirement.





Battle area

② Place the specified link card from under the Digimon to be digivolved on top of that Digimon. At such times, the cards that become digivolution cards are all placed vertically.





Battle area

③ Place the Digimon card to app fuse on top of the chosen Digimon card.
After drawing 1 card from your deck, the app fusion procedure is complete.



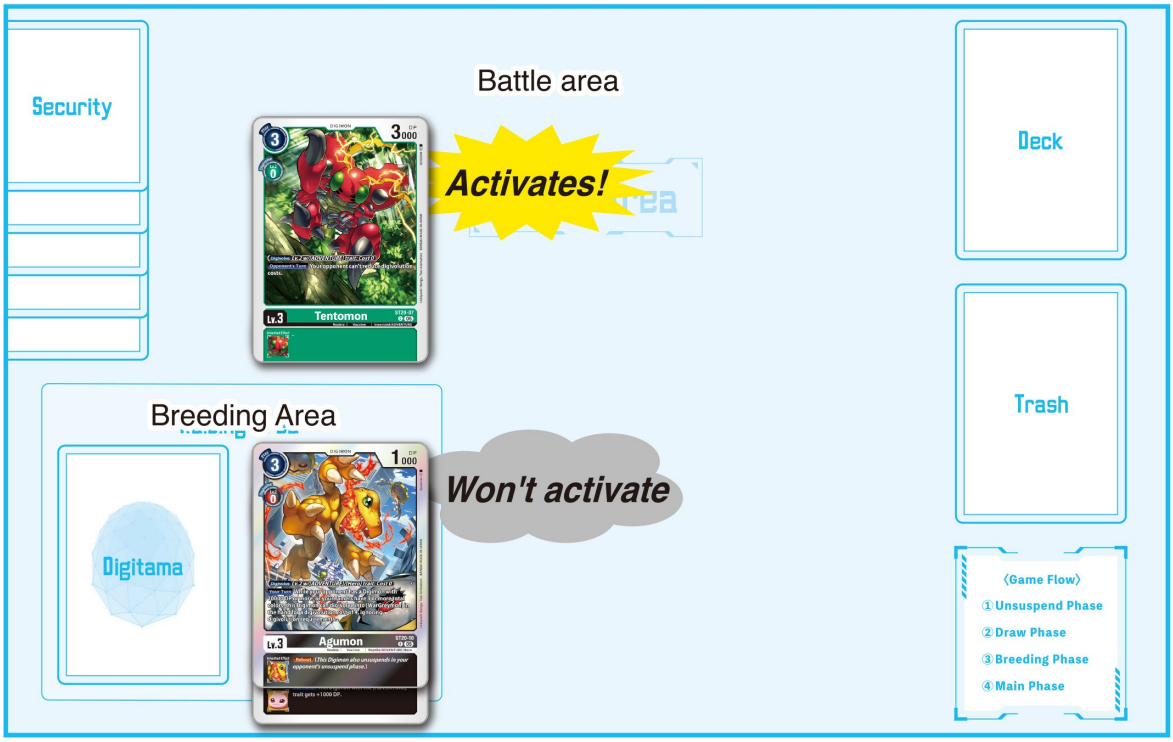


Battle area

Effects are processing that's activated on cards.

Effect Basics

・Unless specified otherwise, effects trigger/activate while the card is in the battle area.
For example, if a Digimon's effect doesn't specify an area, it activates from the battle area.
If a Digimon in the breeding area digivolves into a Digimon card with a [When Digivolving] effect, it doesn't activate.



・Unless specified otherwise, only cards in the battle area can be chosen or referenced by an effect.
For example, if an effect that digivolves a Digimon doesn't specify an area, a Digimon in the battle area must be chosen as the target for digivolution by that effect.
That means a Digimon in the breeding area can't be chosen.



●Effect Types

●Persistent Effects



These effects are always activated. They don't trigger.
If they have conditions for activation, they are always activated as long as those conditions are met.



●Trigger-Type Effects



These effects trigger when specific conditions are met.
A [When Attacking] effect will trigger upon an attack, and then the effect can activate.

If multiple trigger-type effects trigger simultaneously, the player chooses their activation order.

If they have conditions for activation, they can activate as long as those conditions are met.

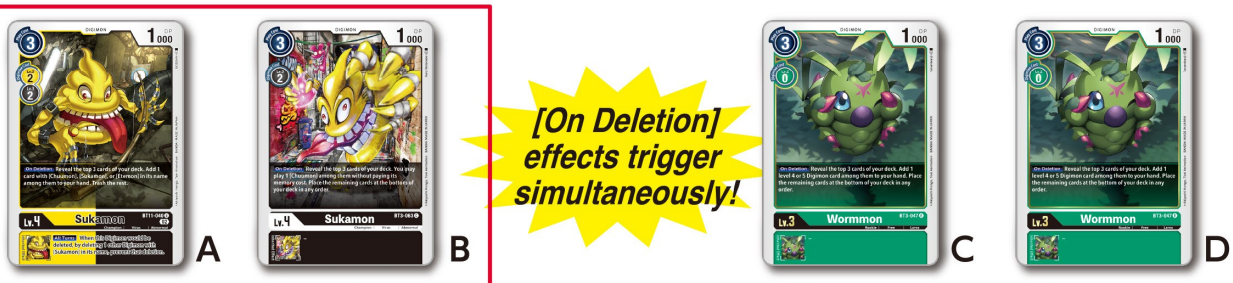
If the triggered effect is on a card that's removed from an area before the effect activates, the effect can't activate.



Simultaneous Triggering

・If multiple effects are triggered while a single rule or effect is processing, they all trigger simultaneously. When effects trigger simultaneously, the players choose the order to activate their effects in, starting with the turn player.
Once there are no more effects pending activation for the turn player, the non-turn player activates their effects in the order of their liking.

Simultaneously Triggered Effects



Turn player's cards

Non-turn player's cards

① The turn player can activate the triggered effects A and B in any order.
Once one of the effects is resolved, the player chooses the next effect to activate.

Resolved


A


B

Turn player's cards

[On Deletion] effects trigger simultaneously!

Simultaneously Triggered Effects


C


D

Non-turn player's cards

① The non-turn player can activate the triggered effects C and D in any order.
Once one of the effects is resolved, the player chooses the next effect to activate.

Derived Triggering

- If a new trigger-type effect triggers while other triggered effects are still pending activation, it is considered derived triggering.
A derived triggered effect will activate before other effects that triggered before it and are pending activation.

Simultaneously Triggered Effects


A


B

Played!


C

[On Play] effect derived triggers!

On Deletion Reveal the top 3 cards of your deck. You may play 1 [Chuumon] among them without paying its memory cost. Place the remaining cards at the bottom of your deck in any order.

① Effects A and B simultaneously trigger, effect B is activated first, and it causes effect C to derived trigger.

Simultaneously Triggered Effects


A

Resolved

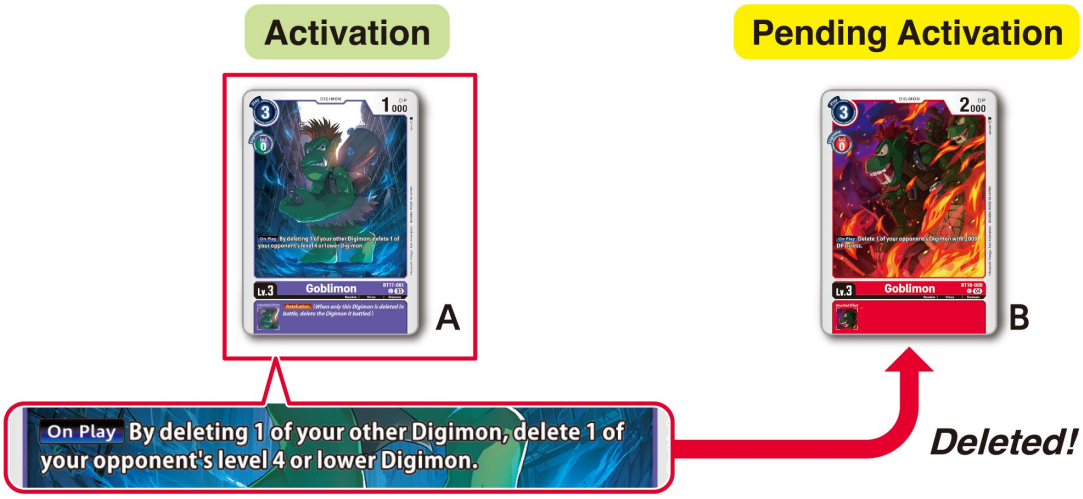

B

Derived Triggered Effects

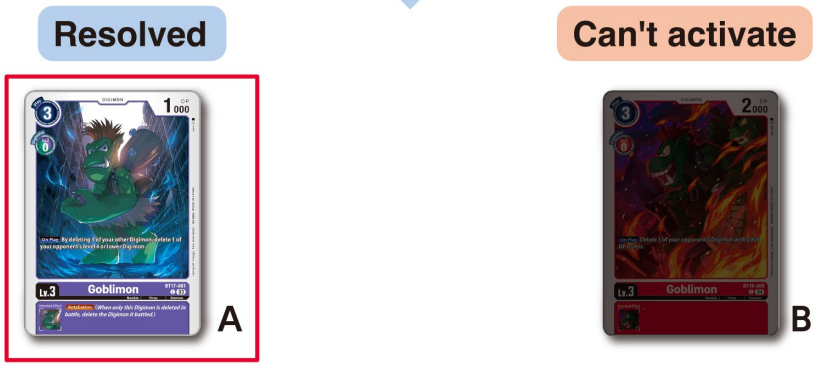

C

② The derived triggered effect C activates before the simultaneously triggered effect A.

If a card with an effect that's pending activation leaves an area before the effect activates, the effect can no longer be activated.



① Effect A activates first, and the card for effect B is deleted before that effect activates.



② Card B is placed in the trash before its effect activates, therefore it can no longer be activated.

•Activation-Type Effects



These effects can be activated by declaring their activation.

They can be activated during the turn player's main phase by choosing an activation-type effect on one of their cards when there are no rules or effects that need to be processed.



●Immediate-Type Effects



These effects trigger when specific conditions are met.
However, activation of these effects will interrupt immediately before the processing for the conditions that caused them to trigger, unlike trigger-type effects.

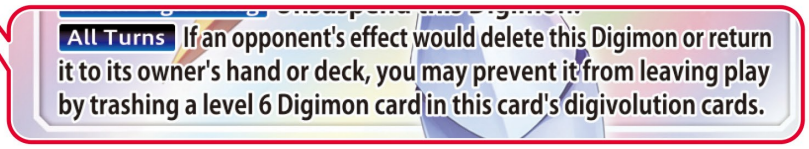
If a "when XX would be deleted" effect triggers, it activates immediately before the deletion.

At such times, the deletion hasn't yet occurred.

Immediate-type effects will only trigger simultaneously with other immediate-type effects.

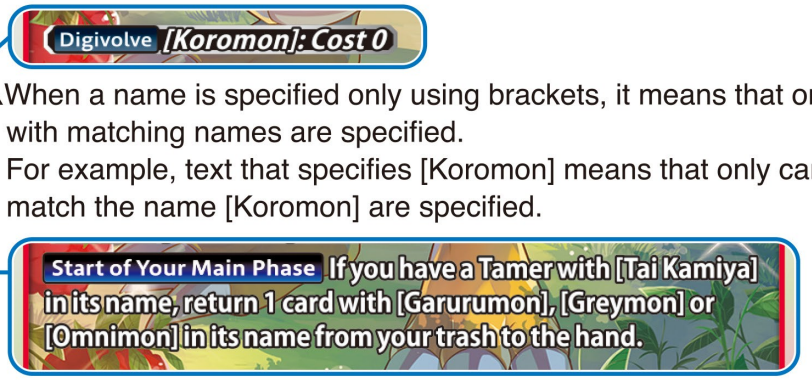
Each immediate-type effect can be activated one at a time until the processing that interrupted the first immediate-type effect is resolved.

Otherwise, the same rules as trigger-type effects are to be used, except for derived triggering rules.



Specifying Names





▲When a name is specified only using brackets, it means that only cards with matching names are specified.
For example, text that specifies [Koromon] means that only cards that match the name [Koromon] are specified.

▲When an effect specifies "with [XX] in its name," cards whose names include the text in brackets can be referenced.
For example, if text specifies "with [Greymon] in its name", it means that it specifies cards such as [MetalGreymon] or [WarGreymon] that have [Greymon] in their names.

Text that specifies "with XX in its text"

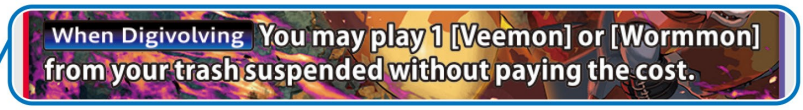




▲If card text specifies "with XX in its text," it refers to cards that contain the specified text or icon in their names, traits, effects, inherited effects, Link, Rule, digivolution requirements, DigiXros requirements, DNA Digivolve, Burst Digivolve or App Fusion.
Because the actual text on cards is to be referenced, even if a Digimon gains an effect, it isn't considered to have gained the effect's text.
In addition, when referencing that an icon needs to be in the text, only cards with the exact icon can be referenced.
For example, <Material Save> can't be referenced for an effect that specifies a card with <Save> in its text because the icon isn't the same.

Text that specifies "XX or YY"

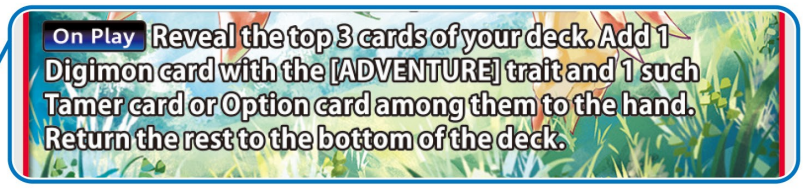




▲Text that specifies "XX or YY" refers to cards that are either XX or YY.
For example, if text specifies "[Veemon] or [Wormmon]," it means that it specifies cards whose names are [Veemon] or [Wormmon].

Returning Revealed Cards to the Deck

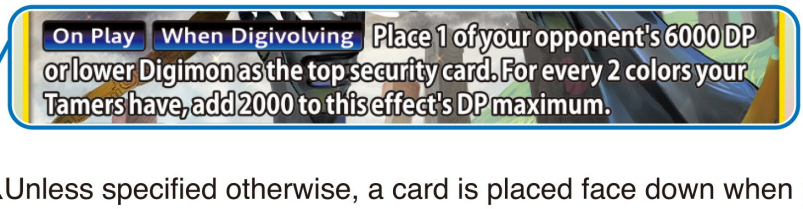




▲Processing that returns revealed cards to the deck allows the player that activated that effect to choose the order in which the cards are revealed to the opponent and returned to the bottom of the deck.

Placing Cards In Private Areas





▲Unless specified otherwise, a card is placed face down when placing it in a private area.
If specified as "place face up" or another method, the card is placed according to that method.

Placing Specified Cards From a Private Area in Another Private Area

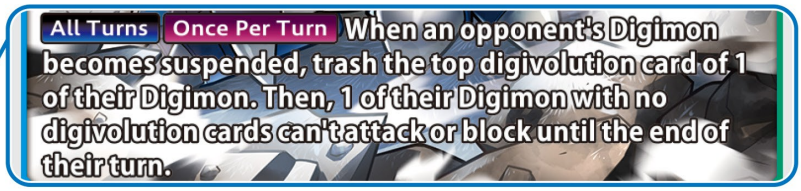




▲When a card from a private area (deck, Digi-Egg deck, hand, or security stack) is placed into another private area using text such as "card with XX," that card is revealed to the opponent before placing it.
Unless specified otherwise, the card is placed face down.

Effects That Choose Targets

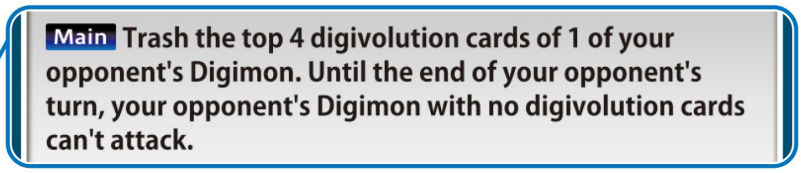




▲When an effect describes a number of Digimon or Tamers, that effect affects such chosen targets.
For example, for a "1 of your opponent's Digimon gets -2000 DP for the turn" effect, 1 opponent's Digimon is chosen, and that Digimon's DP is reduced by 2000.
In addition, if conditions apply for an effect that affects a target, only targets that meet those conditions can be chosen.
For example, a "1 of your opponent's Digimon with no digivolution cards can't attack or block until their turn ends" effect means a player has to choose 1 of their opponent's Digimon with no digivolution cards.
In addition, even if a chosen target no longer meets the conditions, it will continue to be affected by that effect.
If a Digimon chosen for the previous effect later gains digivolution cards, it still can't can't attack or block.

Effects That Don't Choose Targets (All/No/None)





▲Targets aren't chosen for effects such as "All Digimon." The effect will affect all matching cards.
If the effect is continuous, targets that later enter the target area will be affected by that effect.
For example, an "all of your opponent's Digimon get -5000 DP until their turn ends" effect will affect Digimon later placed in the battle area during the specified time period, so they will also get -5000 DP.
In addition, if conditions apply for an effect that affects targets, all targets that currently meet those conditions will be affected.
For example, when an "until your opponent's turn ends, none of their Digimon with no digivolution cards can attack" effect activates, an opponent's Digimon that has digivolution cards won't be able to attack if it later loses them.
On the other hand, if an opponent's Digimon with no digivolution cards later gains digivolution cards, it will then be able to attack.

Face-up Security Cards



Main Add your top security card to the hand. Then, place this card face up as the top security card.

▲Face-up security cards are cards that are placed face-up in the security stack.
Any **Security** effects on such cards are activated.
When shuffling a security stack with face-up cards, those cards are first placed face down before shuffling.
After shuffling, those cards are left face-down.
Other rules apply in the same manner as standard security cards.

Isn't Affected by Effects



On Play **When Digivolving** Until your opponent's turn ends, for every 2 colors your Tamers have, their Digimon's effects don't affect 1 of your Digimon.

▲A card with an "isn't affected by effects" effect will no longer be affected by effects.
A card that isn't affected by effects can still gain effects and be chosen for effects, but it can't be suspended by an effect that suspends, it won't be considered to actually have an effect such as <Security A. -1> after gaining it, etc.
In addition, once the card can be affected by effects again, it will immediately be affected by any effects that it had gained.
For example, if a Digimon that isn't affected by effects gains <Security A. -1>, and it later can be affected by effects again, then it will be affected by the <Security A. -1>.

Effects That Play/Digivolve/Use Cards



When Attacking This Digimon may digivolve into [Hisyaryumon] or a Digimon card with the [Chronicle] trait in the hand.

▲Unless it contains text such as "without paying the cost," the cost must be paid for an effect that plays, digivolves or uses a card.

Changing an Attack Target



Opponent's Turn When an opponent's Digimon attacks, by suspending this Tamer, switch the target of attack to 1 of your suspended Digimon with the [Insectoid] trait.

▲In addition to blocks performed by <Blocker>, some effects allow an attack target to be changed.
The attack target can't be changed to a target that is already an attack target.
This processing can be used to change the target of an attack by a Digimon that isn't affected by effects.
In addition, the target of attack can be changed to a Digimon that isn't affected by effects.

Ending an Attack



Opponent's Turn **Once Per Turn** When an opponent's Digimon attacks, by trashing 2 cards in your hand, end the attack.

▲If an attack is ended, the end of attack timing comes immediately.
If an opponent's Digimon attacks and then the attack is ended, a transition will occur from the attack declaration timing to the end of attack timing.
A transition to the counter timing or block timing won't occur, and the attack won't succeed.

By doing...



On Play By trashing 1 card in your hand, give 1 of your opponent's Digimon " **On Deletion** Lose 1 memory." until the end of their turn.

▲Text containing "by doing" indicates a condition for processing an effect.
A player may choose whether or not to perform the action for that condition.
If they do choose to perform that action, the processing that comes after the condition is performed.
If text reads "by trashing 1 card in your hand" and the player chooses to trash a card, the rest of the effect will be processed.
If an effect has an [X Per Turn] icon, once the player chooses to perform the "by" condition, it will count toward 1 use of [X Per Turn].
A "by" condition can't be performed partly.
For example, a "by trashing 2 cards in your hand" condition can't be tried if you can only trash 1 card.
If the action for the condition isn't performed, none of the processing that comes after the condition can be performed.
For example, if a player doesn't perform the action shown for "by," the processing shown later for "Then" can't be performed, either.
In addition, a player can perform the condition shown for "by" regardless of whether or not the processing after the condition can be performed.

With different XX



When Digivolving You may play 1 play cost 7 or lower Digimon card with the [NSp] trait from your hand without paying the cost. If DNA digivolving, you may instead play up to 2 such Digimon cards with different colors from your hand without paying the cost.

▲A "with different XX" card refers to combinations where each XX is different. For example, cards "with different colors" refers to a combination of cards with colors such as red, blue, and yellow.
If a card has multiple instances of the XX specified in "with different XX," the differing portions can be referenced and be treated as differing combinations. For example, if text specifies cards "with different colors," 2 cards that are both red and blue can each be treated as a combination of the different colors red and blue.

Effect Timings

1. **On Play**
   Triggers when that card is played.
2. **When Digivolving**
   Triggers when that card is digivolved into.
3. **On Deletion**
   Triggers when that card is deleted.
4. **When Attacking**
   Triggers when that card declares an attack.
5. **Main**
   An activation-type effect. Can be activated by declaring it.
6. **Your Turn** and **Opponent's Turn**
   Can trigger/activate during the specified player's turn.
7. **All Turns**
   Can trigger/activate during either player's turn.
8. **Security**
   Triggers upon a security check. Immediately activates upon triggering.
9. **Start of Your Turn** and **Start of Opponent's Turn**
   Triggers at the start of the specified player's turn.
10. **End of Your Turn**, **End of Opponent's Turn** and **End of All Turns**
    Triggers at the end of the specified player's turn.
11. **Start of Your Main Phase** and **Start of Opponent's Main Phase**
    Triggers at the start of the specified player's main phase.
12. **Counter**
    Triggers during the opponent's counter timing.
13. **End of Attack**
    Triggers when that card's attack ends.

Effect Icons

1. **X Per Turn**
   Can only activate up to the specified number of times during each turn.
2. **Hand**
   Can activate by revealing the card while it's in the hand.
3. **Trash**
   Can trigger/activate while the card is in the trash.
4. **Breeding**
   Can trigger/activate while the card is in the breeding area.
5. **Security**
   Can trigger/activate while the card is placed face-up in the security stack.

Rule checks are timings for performing the following rule processing for cards in specific situations.

●**A:** A Digimon with 0 DP in the battle area is deleted.



●**B:** A Digimon without DP in the battle area is trashed.



●**C:** An Option card in the battle area (except when placed in the battle area by an effect) is trashed. This isn't considered leaving battle area.



●**D:** Any Tamer cards or Option cards in the breeding area are trashed (except when placed in the breeding area by an effect). This isn't considered leaving breeding area.

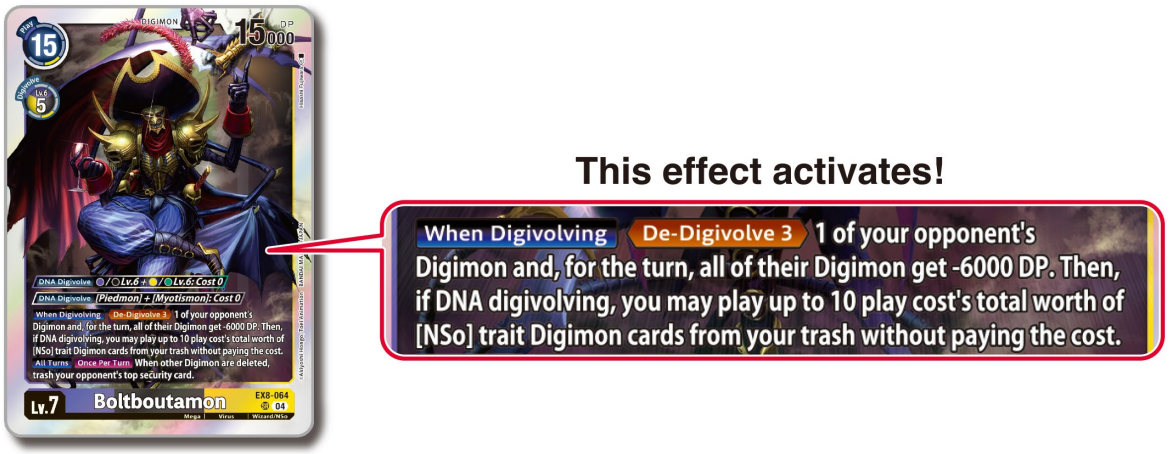
●**E:** A link card that doesn't meet the link requirements is trashed.



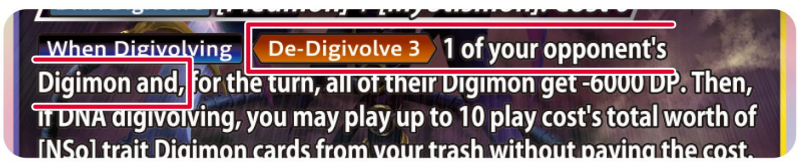
●Rule Check Timing●

- Rule checks aren't performed during the processing for rules or effects.
- All of the respective processing is performed simultaneously for cards in specific circumstances during timings when rule checks are possible.

●Examples



① <De-Digivolve 3> 1 of your opponent's Digimon!
Even if this effect causes a Digimon to no longer have DP, it isn't trashed yet.





②All your opponent's Digimon get -6000 DP until the end of their turn!
Even if this effect reduces a Digimon's DP to 0, it isn't deleted yet.

When Digivolving De-Digivolve 3 1 of your opponent's Digimon and, for the turn all of their Digimon get -6000 DP. Then, if DNA digivolving, you may play up to 10 play cost's total worth of [NSo] trait Digimon cards from your trash without paying the cost.

-6000 DP!



③ Play 10 play cost's total worth of [NSo] trait Digimon cards from your trash without paying the cost!

When Digivolving De-Digivolve 3 1 of your opponent's Digimon and, for the turn, all of their Digimon get -6000 DP. Then, if DNA digivolving, you may play up to 10 play cost's total worth of [NSo] trait Digimon cards from your trash without paying the cost.

Played!



[On Play] effects trigger

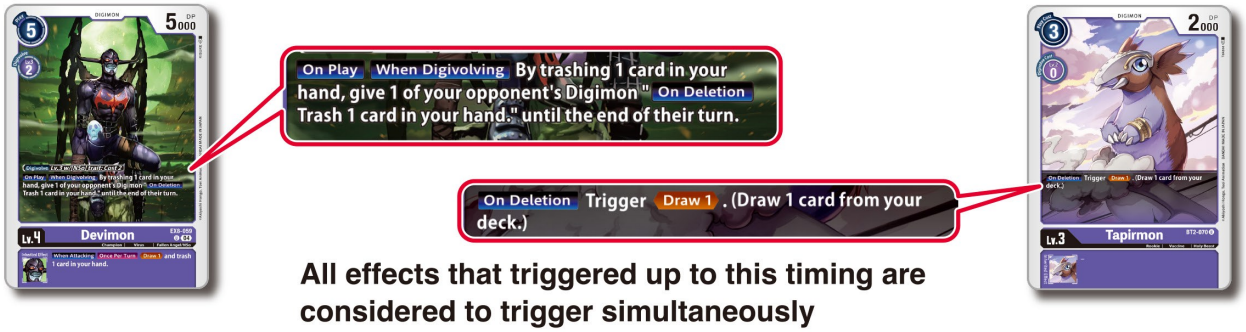
All processing for this effect is resolved

Rule Checks

④ The rule check timing occurs, and all of the rule processing is performed simultaneously for the cards in situations A, B, C, and D.



[On Deletion] effects trigger



All effects that triggered up to this timing are considered to trigger simultaneously

•Keyword Effects

1. Security A. (Security A. +X / Security A. -X)
This Digimon checks X additional security card(s).
This Digimon checks X fewer security card(s).

2. Jamming
This Digimon can't be deleted in battles against Security Digimon.

3. Piercing
When this Digimon attacks and deletes your opponent's Digimon in battle, it checks security before the attack ends.

4. Rush
This Digimon can attack the turn it was played.

5. Blocker
This Digimon can block in the blocker timing.

6. Draw X
Draw X card(s) from your deck.

7. Delay
By trashing this card after the placing turn, activate the effect.

8. Armor Purge
When this Digimon would be deleted, by trashing this Digimon's top stacked card, it isn't deleted.

9. Save
You may place this card under any of your Tamers.

10. Material Save X
When this Digimon would be deleted, you may place X card(s) in this Digimon's DigiXros requirements from this Digimon's digivolution cards under 1 of your Tamers.

11. Partition《XX & XX》
When this Digimon with each of the specified digivolution cards would leave the battle area other than by your effects or a battle, you may play 1 each of the specified cards without paying the costs.

12. Blitz
If your opponent has 1 or more memory, this Digimon may attack.

13. Raid
When this Digimon attacks, you may change the attack target to 1 of your opponent's unsuspended Digimon with the highest DP.

14. Progress
While attacking, your opponent's effects don't affect this Digimon.

15. Evade
When this Digimon would be deleted, by suspending this Digimon, it isn't deleted.

16. Iceclad
Other than against Security Digimon, compare the number of digivolution cards instead of DP in this Digimon's battles.

17. Decode《XX》
When this Digimon would leave the battle area other than in battle, you may play 1 XX Digimon card from its digivolution cards without paying the cost.

18. Recovery +X《Deck》
Place the top (X) card(s) of your deck as your top security card(s).

19. Barrier
When this Digimon would be deleted in battle, by trashing your top security card, it isn't deleted.

20. Overclock《XX》
At the end of your turn, by deleting 1 of your Tokens or other [XX] trait Digimon, this Digimon attacks a player without suspending.

21. Digisorption -X
When this card in your hand would be digivolved into, by suspending 1 of your Digimon, reduce the digivolution cost by X.

22. Alliance
When this Digimon attacks, by suspending 1 of your other Digimon, this Digimon gains <Security A. +1> and the suspended Digimon's DP for the attack.

23. Fortitude
When this Digimon with digivolution cards is deleted, you may play this card without paying the cost.

24. Vortex
At the end of your turn, this Digimon may attack an opponent's Digimon. With this effect, it can attack the turn it was played.

25. Reboot

This Digimon also unsuspends in your opponent's unsuspend phase.

26. De-Digivolve X

Trash the/up to X top stacked card(s).
You can't trash past level 3 cards.

27. Decoy《XX》

When your opponent's effects would delete any of your other XX Digimon, by deleting this Digimon, 1 of those Digimon isn't deleted.

28. Collision

During this Digimon's attack, give all of your opponent's Digimon Blocker, and the opponent blocks if able.

29. Fragment《X》

When this Digimon would be deleted, by trashing any X of its digivolution cards, it isn't deleted.

30. Retaliation

When only this Digimon is deleted in battle, delete the Digimon it battled.

31. Scapegoat

When this Digimon would be deleted other than by your effects, by deleting 1 of your other Digimon, it isn't deleted.

32. Execute

At the end of your turn, this Digimon may attack.
At the end of that attack, delete this Digimon.
Your opponent's unsuspended Digimon can also be attacked with this effect.

33. Digi-Burst X

By trashing any X of this Digimon's digivolution cards, activate the effect below.

34. Blast Digivolve

Your Digimon may digivolve into this card without paying the cost.

35. Blast DNA Digivolve《[XX]+[XX]》

1 of your specified Digimon and 1 specified card in the hand may DNA digivolve into this card.

36. Mind Link

Place this Tamer as any Digimon's bottom digivolution card if there are no Tamer cards in its digivolution cards.

37. Link +X

Add X to this Digimon's maximum links.

•Keyword Effects

1. Overflow《-X》

As this card moves from the field or under a card to an area other than those, lose X memory.

2. DNA Digivolve XX+XX: Cost 0

Stack the 2 specified Digimon and digivolve unsuspended.

3. DigiXros -X [XX]×[XX]: Cost 0

When this would be played, you may place specified cards from the hand/battle area under it. Each one reduces the play cost.

4. Burst Digivolve [XX]: By returning 1 [XX] to the hand, cost 0

At the end of the burst digivolution turn, trash this Digimon's top stacked card.

5. Link [XX] : Cost X

Plug this card from the hand or battle area sideways into the specified Digimon in the battle area.

6. App Fusion [XX] & [XX]: Cost 0

If 2 such cards are linked together, stack the link card on top and digivolve.