

The logo for the Digimon Card Game. It features the word "DIGIMON" in a large, bold, blue font with a white outline and a pixelated effect on the left side. Below it, the words "CARD GAME" are written in a smaller, bold, blue font with a white outline. The logo is centered over a background of a glowing blue sphere with a wireframe grid, surrounded by various digital and circuit-like patterns in shades of blue and white.

# **DIGIMON**

## **CARD GAME**

**Official Rule Manual**  
for Web ver. 3.0

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

In the event of a discrepancy between the contents of the English and Japanese versions of the rulebook, the Japanese rulebook takes precedence.



# 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

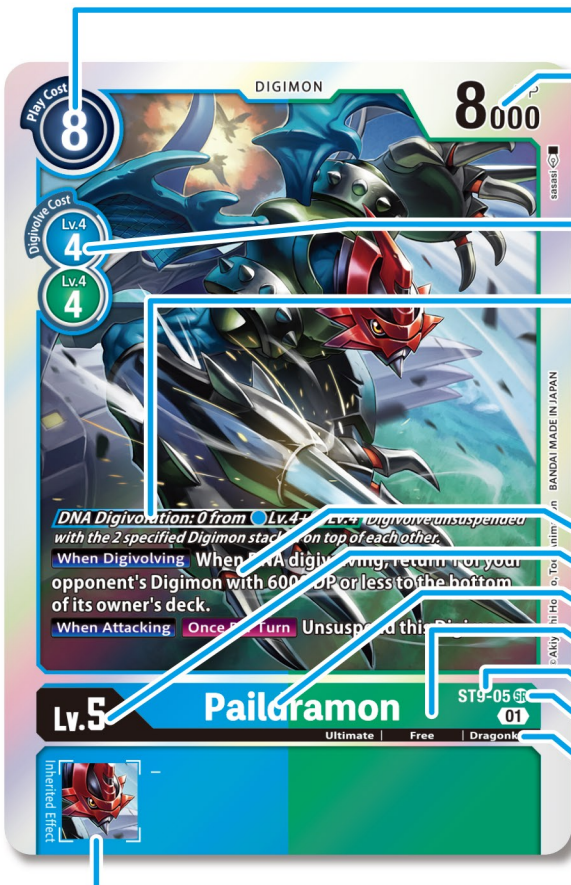


\* Digi-Egg cards have a different card back.

Digimon Cards

Digi-Egg Cards

\* Digi-Egg Cards are treated as Digimon after they are hatched from the Breeding Area.



- **Play Cost:** The required memory cost to play the Digimon to your battle area.
- **DP (Digimon Power):** The Digimon's attack power. During battles, the Digimon with the higher DP wins. If a Digimon's DP is reduced to 0 by an effect, that Digimon is deleted and placed in the trash (recycle bin).
- **Digivolution Requirements:** The color and level of Digimon that can digivolve into this Digimon, along with the digivolve cost.
- **DNA/Special Digivolution:** Digivolution requirements for DNA and special digivolutions. specific to Digimon with DNA digivolutions (digivolutions combining two Digimon) and Digimon with special digivolution conditions.
- **DigiXros Requirements:** The requirements for placing digivolution cards for a DigiXros. Specific to Digimon that can perform a DigiXros upon play.
- **Effects:** Special abilities the Digimon possesses.
- **Lv.:** The Digimon's level.
- **Card Name**
- **Color**
- **Card Number**
- **Rarity**
- **Traits (Form/Attribute/Type):** The Digimon's characteristics.
- **Inherited Effect:** Effects that can be activated while a card is placed as a digivolution card.

## Tamer Cards



● **Play Cost:** The required memory cost to play a Tamer to your Battle Area.

● **Effects:** Special abilities the Tamer possesses.

● **Card Name**

● **Color**

● **Card Number**

● **Rarity**

● **Security Effect (Inherited Effect):** Effect activated when this card is flipped over in the security stack by a security check. Some Tamer cards also have inherited effects written here instead of security effects.

## Option Cards



● **Cost:** Required memory cost to use the Option card.

● **Effect:** Effect that is activated when the Option Card is used.

● **Card Name**

● **Color**

● **Card Number**

● **Rarity**

● **Security Effect:** Effect activated when this card is flipped over in the Security Stack by a security check. Some Option cards have inherited effects written here instead of security effects.



# The Playing Field

When playing, arrange your cards as shown below.

## ●Security Stack

A defensive wall that protects the player.

When a player is attacked by a Digimon that can perform 1 or more checks and they have no security cards left in their security stack, they lose the game.

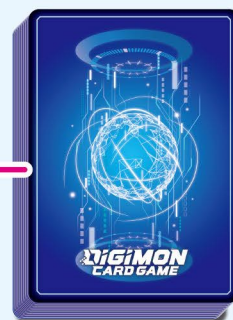
## ●Memory Gauge

The Memory Gauge is used when paying memory costs.

It is shared by both players.

## ●Deck Zone

Where your deck should be placed.



You

Battle Area

## ●Digi-Egg Deck Zone

Where your Digi-Egg deck should be placed.



## ●Trash (Recycle Bin)

Place discarded cards here face up.



## ●Breeding Area

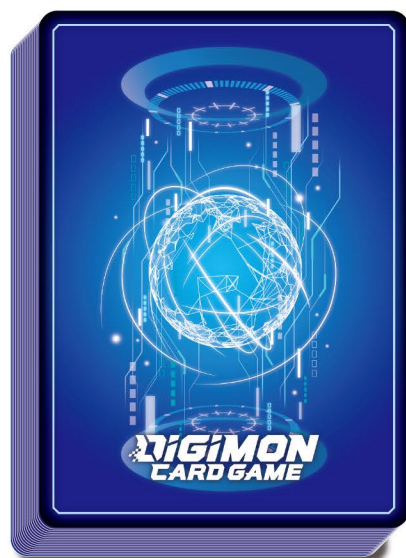
This is where Digimon hatched from the Digi-Egg Deck are placed.

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.

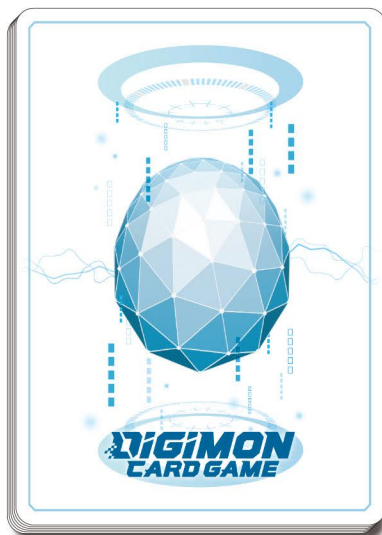
## Decks

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

- **Deck:** A deck with a total of 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

\* This counter is removable.

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

## Setting up the Game

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

- 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. 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. Players can choose not to redraw.
- 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 Memory Costs

This game uses a Memory Gauge (memory) system to pay the memory costs of cards. For example, to pay a memory cost of 3, you would need to move your memory counter 3 spaces to the right.

During your turn, if the memory counter lands on a number greater than 0 on your opponent's side due to costs or other effects, your turn ends and it becomes your opponent's turn. (If the counter is on 0, your turn continues.)

\* After all effects have finished activating, your opponent's turn begins.

Neither player can have more than 10 memory.

To pay a memory cost exceeding 10, you must be able to move the memory counter that many spaces.

For example, you won't be able to play a card with a memory cost of 13 unless you have at least 3 memory.

### 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



## \* Suspended and Unsuspended States

Digimon that are played are typically placed upright in the *unsuspended* state. After performing an action such as attacking or blocking, they are rotated sideways to show they are in the *suspended* 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

# Game Flow

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

## ① Unsuspend Phase

### Unsuspend Phase

Unsuspend all of your suspended cards.

## ② Draw Phase

### Draw Phase

Draw one card from your deck.

If a player can't draw because there are no cards left in their deck, that player loses the game. The player who goes first does not draw a card during the Draw Phase on their first turn.

## ③ 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

This can only be done when there are no Digimon in the breeding area.

Flip one card face up from the top of the Digi-Egg deck and place it in the breeding area. A hatched Digi-Egg card is treated as a level 2 Digimon.

#### ● 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. It's possible for a Digimon to perform an attack on the same turn they were moved to the battle area.

#### ● Do Nothing

Proceed to the next phase without doing anything.

## ④ 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.

- A. Playing Digimon
- B. Digivolving
- C. Playing Tamers
- D. Using Option Cards
- E. Attacking
- F. Activating [Main] effects

\* The following pages contain a detailed explanation of the main phase.

## End of the Turn

If the memory counter lands on a number greater than 0 on your opponent's side due to costs or other effects, your turn ends and it becomes your opponent's turn. (After all effects finish activating, your opponent's turn begins. If an effect causes the memory counter to return to 0 or greater on your side, your turn continues.)



# Main Phase A, B, C, D

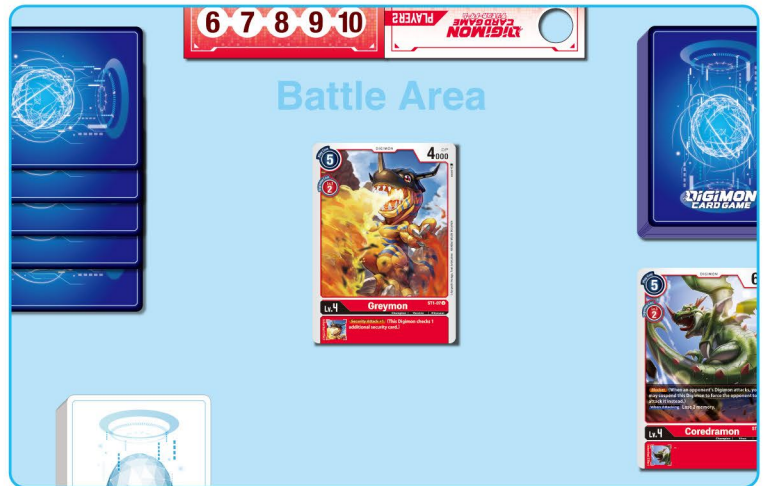
## A. Playing Digimon

Players can play Digimon cards from their hand to their battle area.

First, place the Digimon card you want to play in the battle area unsuspended.

Next, pay the play cost of that Digimon card. The Digimon is now played in the battle area.

Digimon can't attack on the turn they were played. There's no limit to how many Digimon can be placed in the battle area.



## B. Digivolving

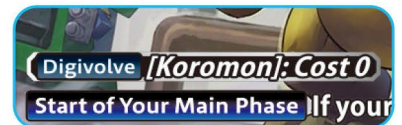
Players can digivolve the Digimon in their battle area or breeding area.

Check the digivolution requirements listed on a card in your hand. If you have a Digimon in play that matches the required color and level, it can digivolve into the Digimon card you have in your hand. If a card has multiple digivolution requirements, a Digimon must only satisfy one of those requirements to digivolve into it.

The image to the right illustrates the digivolution requirements for a card that digivolves from a black level 3 Digimon with a digivolve cost of 2.



Some cards have digivolution requirements that refer to name or traits instead of color or level, such as "<Digivolve> [Koromon]: Cost 0". This digivolution condition is treated as a normal digivolution. It can be performed in the Breeding Area, and applies for effects that increase and decrease digivolution costs.



Place the digivolved Digimon card from your hand onto the card that meets its digivolution requirements. Stack them so that any inherited effects of the card below it are visible. Next, pay the digivolve cost written on the card. Once digivolution is complete, draw 1 card as a digivolution bonus.

- \* When digivolving a suspended Digimon, it remains suspended after digivolution.
- \* Digimon can attack after digivolving. However, they still can't attack on the turn they are played, even if digivolved.
- \* [When Digivolving] effects activate after the digivolution bonus.

Cards placed below a Digimon due to digivolution or card effects become digivolution cards.

The inherited effects of those cards can be used after digivolving with them.

The digivolution card and digivolved Digimon are treated as a single Digimon.

If that Digimon is deleted, all of its digivolution cards are placed in the trash (recycle bin).

## C. Playing Tamers

Players can play Tamer cards from their hand to their battle area.

First, place the Tamer card you want to play in the battle area unsuspended.

Next, pay the play cost for the Tamer card. The Tamer is now played to the battle area.

There is no limit to how many Tamers can be placed in the battle area. Tamers can't attack or block.

## D. Using Option Cards

Players can use Option cards from their hand to activate their [Main] effects. To use an Option card, you must have at least one Digimon or Tamer in your battle area or breeding area that matches the color of the Option card. This is called a "color requirement" (a level 2 Digimon in a player's breeding area counts toward color requirements).

Place the Option card in the field from your hand, pay its cost, then the Option card's main effect is activated.

After the effect has been activated, the Option card is placed in the trash (recycle bin).

Security effects of Option cards can't be activated from your hand.



# Main Phase E

## E.Attacking

Digimon in the battle area can make attacks.

First, choose the target of your attack. You can either target one of your opponent's suspended Digimon in their battle area, or the opposing player.

Then, suspend an unsuspended Digimon you want to attack with and declare your attack. Any When Attacking effects or effects that activate when one of your Digimon attacks are activated at this point.

After all effects have been activated, counter timing occurs. During counter timing, the defending player can activate "when an opponent's Digimon attacks" effects once per attack. After all counter timing effects have been resolved, blocker timing occurs.

During this window, the defending player can block with any of their Digimon with <Blocker>. Blocking is the act of defending against the attack of your opponent's Digimon with one of your own Digimon. A player can block by suspending one of their unsuspended Digimon with <Blocker>. Blocking switches the target of the attack to the blocking Digimon, and the two Digimon battle.

Blocking can only be performed once per battle. Once all effects have been activated, proceed to the steps below.

### Comparing DP

#### ●Attacking the Opponent's Digimon Blocking an Opponent's Digimon

The attacking Digimon and the target Digimon battle each other.

The winner of the battle is determined by which Digimon has the higher DP.

The defeated Digimon is deleted and gets placed in its owner's trash (recycle bin).

If both Digimon have equal DP, the battle is a draw, and both Digimon are deleted.



## \* What Happens if a Digimon's DP Falls to Zero?

Digimon don't lose DP when they are attacked, but they can temporarily lose DP from certain effects. If a Digimon's DP drops to zero from an effect (it can't drop below zero), that Digimon is deleted and placed in the trash (recycle bin). Additionally, if an effect reduces a Digimon's DP to zero and deletes it, the Digimon is considered to have been deleted by rules processing, not the effect itself.

#### ●Attacking the Opposing Player

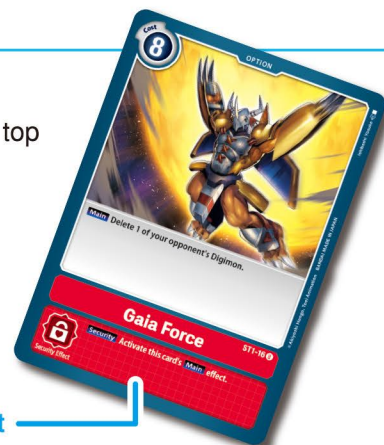
If the opposing player has at least 1 security card in their security stack, flip over their top security card. Flipping a security card face up during an attack is called checking.

If the checked card has a security effect, that effect is activated.

You don't need to pay any memory cost to activate a security effect, and security effects on Option cards ignore normal color requirements for Option cards. Proceed after the security effect has been activated, or if the card has no security effect.

Cards are activated as follows, depending on what type was turned over.

### Check the security effect



## Digimon Cards

If a Digimon card is flipped over, that card becomes a Security Digimon, and does battle with the attacking Digimon. Just like when a Digimon is attacked in the battle area, the Digimon with the higher DP wins.

Security Digimon are not considered regular Digimon, and effects that are effective on regular Digimon can't be activated against them.

Security Digimon also can't activate any of their effects, with the exception of security effects.

If the attacking Digimon is defeated, they are deleted, and the attack ends.

Regardless of the battle's outcome, the Security Digimon is placed in the trash (recycle bin) after the battle ends.

## Option and Tamer Cards

The card is placed in the trash (recycle bin). (\* Unless the card has a security effect that allows it to be played or added to the player's hand.)

If your opponent has zero cards in their security stack and you successfully attack your opponent with a Digimon and perform a security check of 1 or more, you win the game.



### \* When a Single Attack Requires Multiple Checks

For Digimon with abilities such as <Security Attack +1>, where a single attack requires checking multiple security cards, perform one check at a time.

If the attacking Digimon loses the battle with the first card checked, or is returned to the player's hand, the attack ends.

### \* What Happens When a Player has no Security Cards?

If there are no remaining security cards, yet an effect such as <Security Attack +1> allows for further security checks, the attack ends there.

The game continues even if a player has zero security cards at this point.

The opponent must make another successful attack against the player that has zero security cards in order to win the game.

### \* Defend Yourself with <Blocker>!

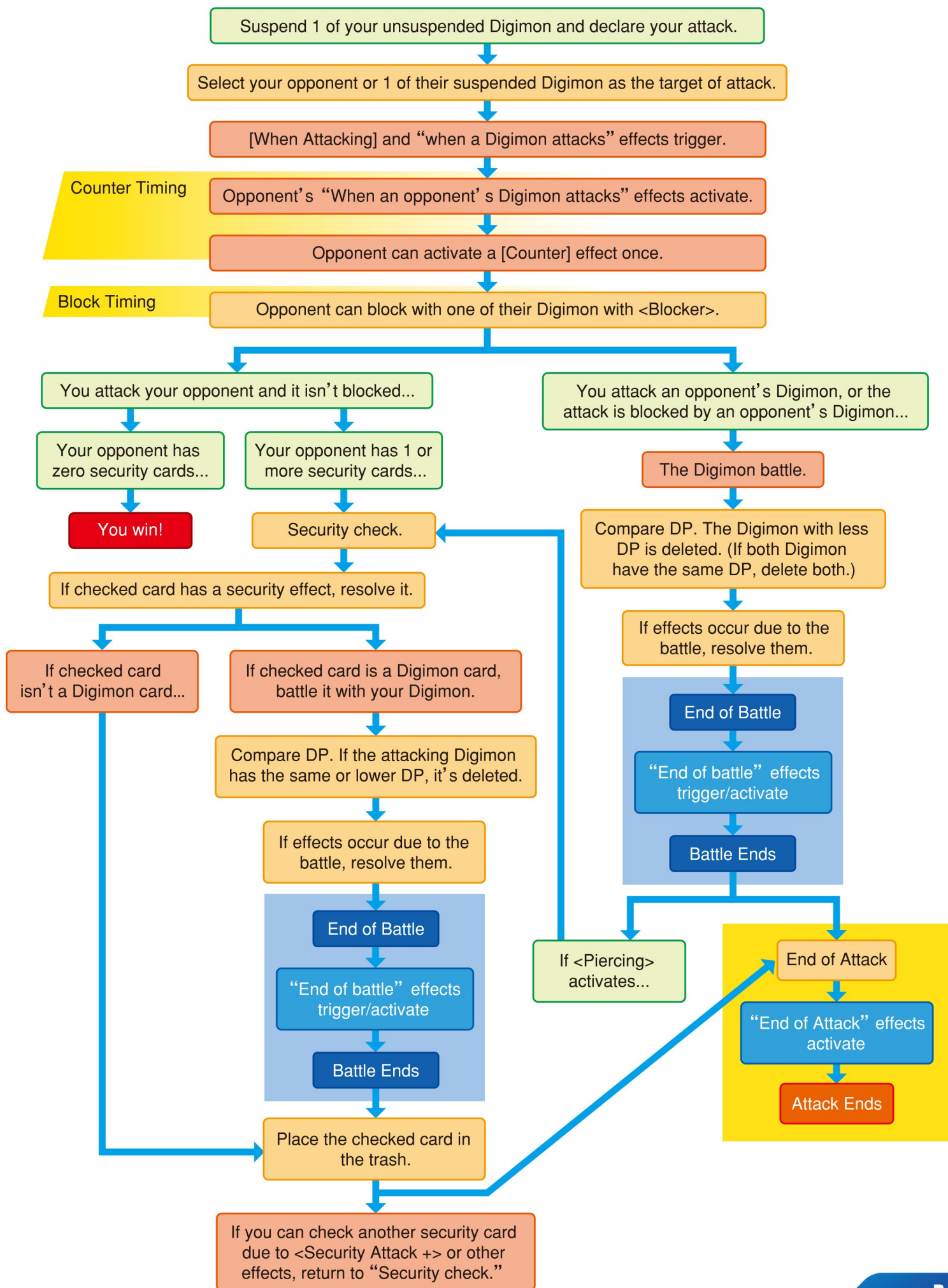
Some Digimon have the <Blocker> ability.

Digimon with this ability are able to block an opponent's attack, taking the attack themselves.

When <Blocker> is used, the target of the attacking Digimon's attack switches to the blocking Digimon and they do battle.

Use <Blocker> to protect yourself or Digimon you don't want to lose!

# Attack Flowchart





## Main Phase F

### F. Activating [Main] effects

Activate the [Main] effects on any Option cards in the battle area or on your Digimon and Tamers.

Declare the activation of the effects that have [Main] timing, then resolve the text of the effects.

As with the use of Option cards from your hand, the activation of [Main] effects on any Option cards in the battle area or on your Digimon and Tamers can't interrupt attacks or other effects that are currently activating.

## Passing

If there is nothing left for you to do during a turn, you can pass the turn to your opponent.

When you pass your turn, the memory counter automatically moves to 3 on your opponent's side regardless of where it was before passing.



## Ending a Turn

During your turn, if the memory counter goes to 1 or above on your opponent's side due to costs or other effects, your turn ends and it becomes your opponent's turn. (If any effects or actions are mid-activation, it becomes your opponent's turn once those effects have finished activating. If the activation of those effects brings the memory counter to 0 or above on your side, your turn continues.)

The memory counter remains where it was at the end of the turn.

**Example :** If a player pays a memory cost of 5 while their memory is at 1, the memory counter moves to the opponent's 4, and the opponent begins their turn with 4 memory.

## Ending the Game

If either of the following occurs, you win the game.

- If you attack your opponent when they have zero security cards remaining.
- If your opponent can't draw during their draw phase because there are no cards left in their deck.

## Tokens

There is a card in the Booster Pack that has an effect that plays Tokens.

Tokens are special cards that can be treated as Digimon or Tamers.

You keep them separate from your deck and can't play them through normal means.

You only play them using effects that say "play a Token."

When doing so, please make sure to have cards ready to use as Tokens. They can be any type of cards as long as they are easy to distinguish from your deck.

Tokens aren't counted as part of your deck.

(We've created printable Token card data that you can download from the official Digimon Card Game website.)

- The names, abilities, and effects of Tokens differ based on the effect that played them.
- Tokens can't digivolve, become digivolution cards of other Digimon or be placed under Tamers. In addition, other cards can't be placed under Tokens.
- Tokens cannot have digivolution cards
- Any effect that applies to Digimon also applies to Tokens played as Digimon. Any effect that applies to Tamers also applies to Tokens played as Tamers. However, Tokens aren't affected by effects that don't apply to them, such as an effect that would place a card under a Token.
- If a Token would be deleted, trashed, returned to its owner's hand/deck, placed in a security stack or placed under another card, it is removed from the game instead. Tokens can't be placed in your deck, Digi-Egg deck, hand, or trash (recycle bin).
- Tokens remain in play, even if the card with the effect that played them leaves play.



## \* What Happens When a Digimon Without DP Enters the Battle Area?

Certain combinations of effects may cause a level 2 or lower Digimon to enter the battle area. If that happens, the level 2 or lower Digimon is placed in the trash (recycle bin) immediately, since level 2 or lower Digimon don't have DP and can't exist in the battle area. This is not treated as that Digimon being deleted.

## \* Effects That Make You Gain or Lose Memory

There are certain effects that can cause you to gain or lose memory.

The memory gained or lost is gained or lost by the player who uses the card.

For example, the card "Hammer Spark" has a security effect that says "Gain 2 memory." If that card is checked by your opponent, you gain 2 memory. From your opponent's point of view, they lose 2 memory.

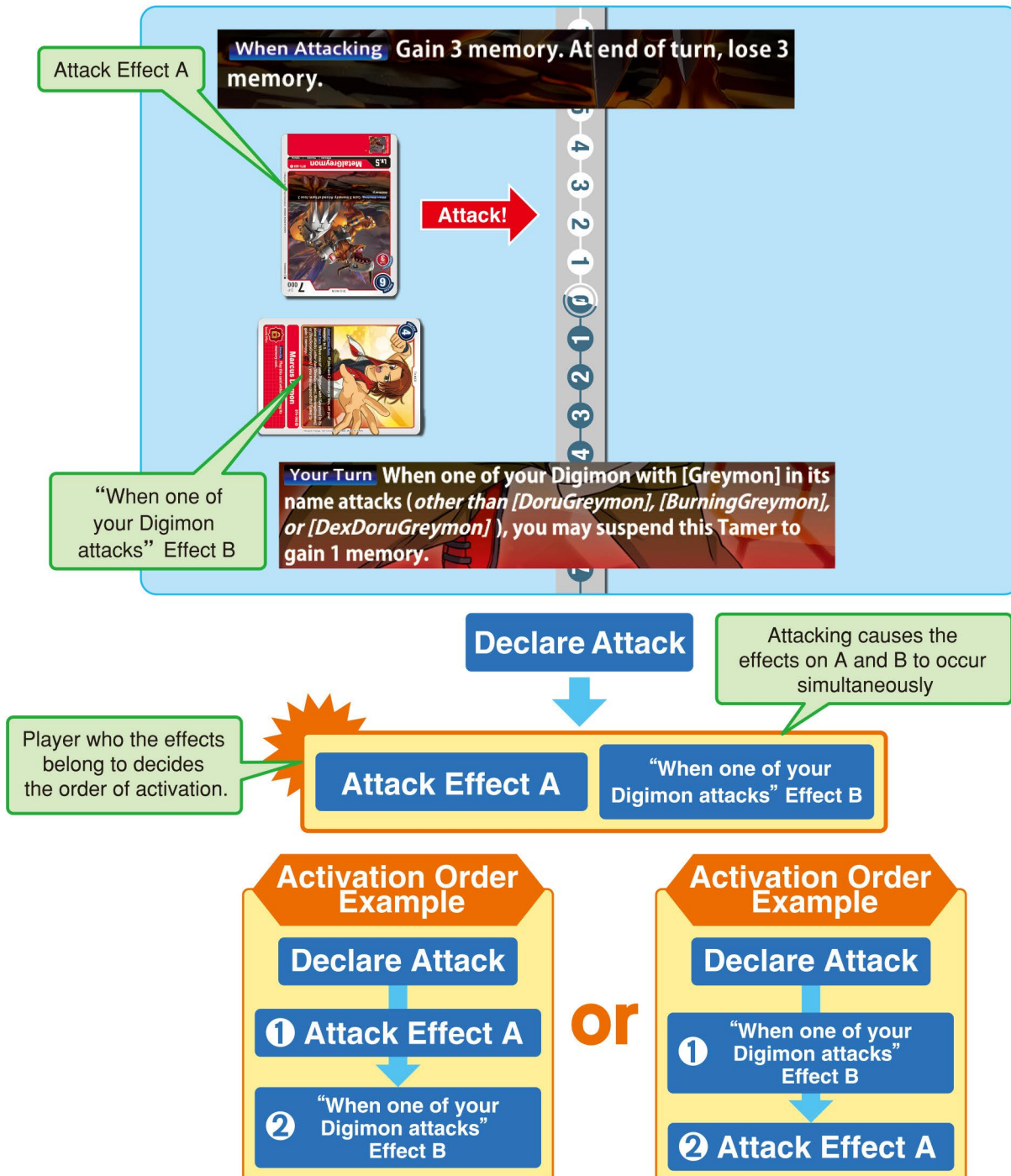
## Effect Activation Order

Sometimes, multiple effects can trigger at the same time. (For example, when a Digimon with multiple When Attacking effects attacks.)

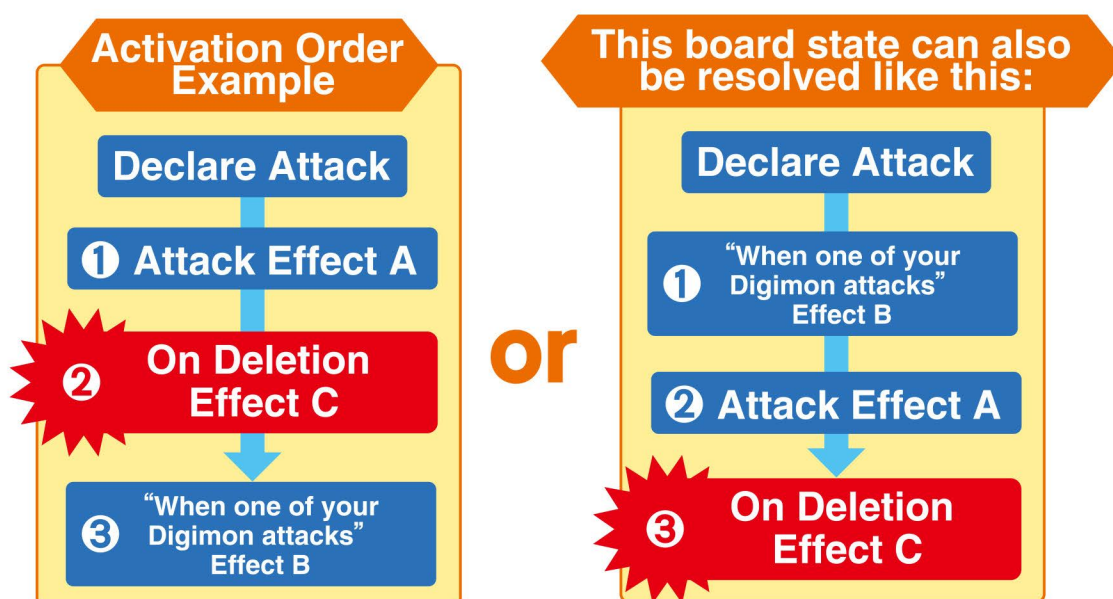
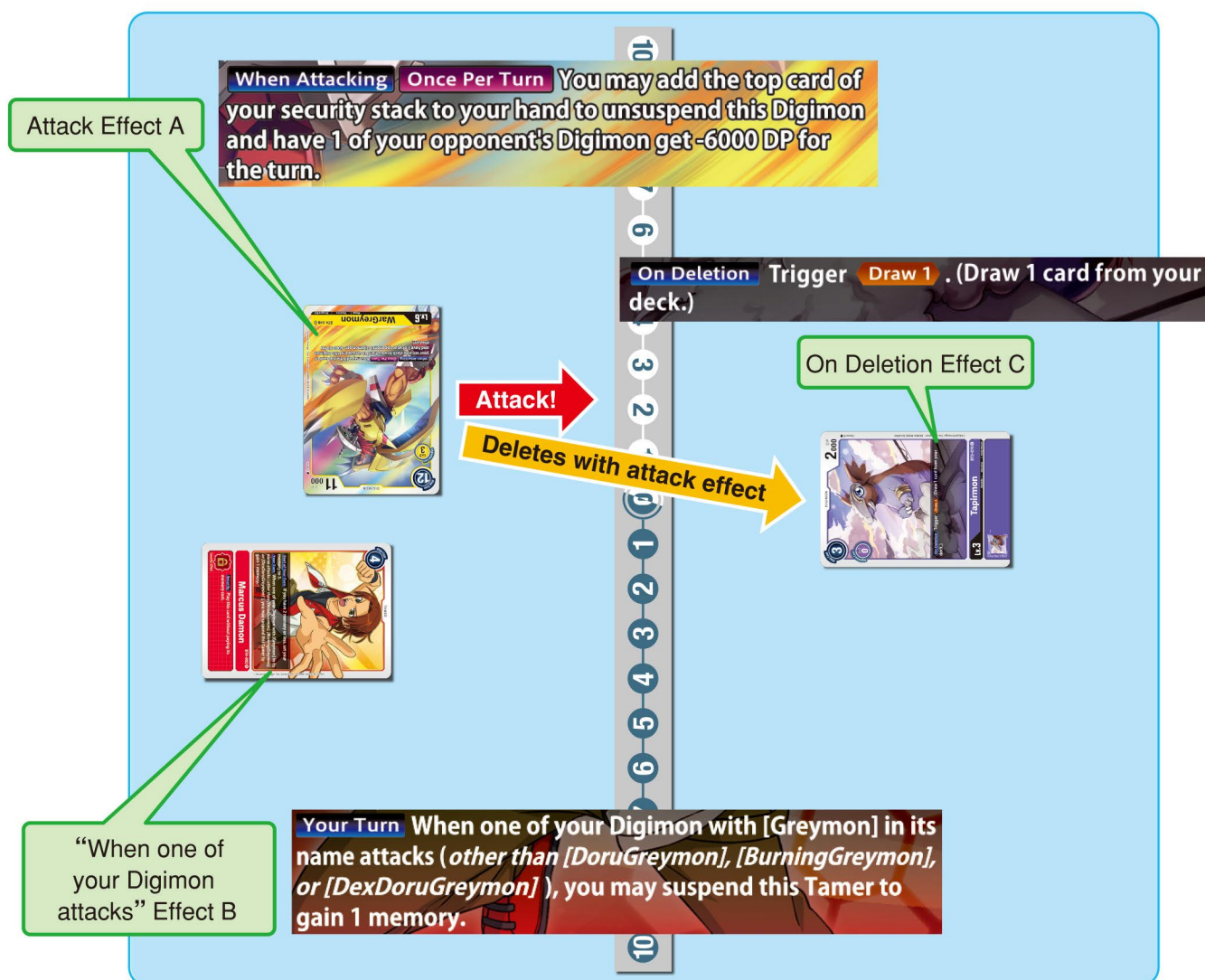
When multiple effects trigger at the same time, the player they belong to gets to decide their order of activation.

When effects belonging to both players trigger at the same time, effects belonging to the current turn's player take priority.

After all effects belonging to the current turn's player have been activated, effects belonging to their opponent activate.

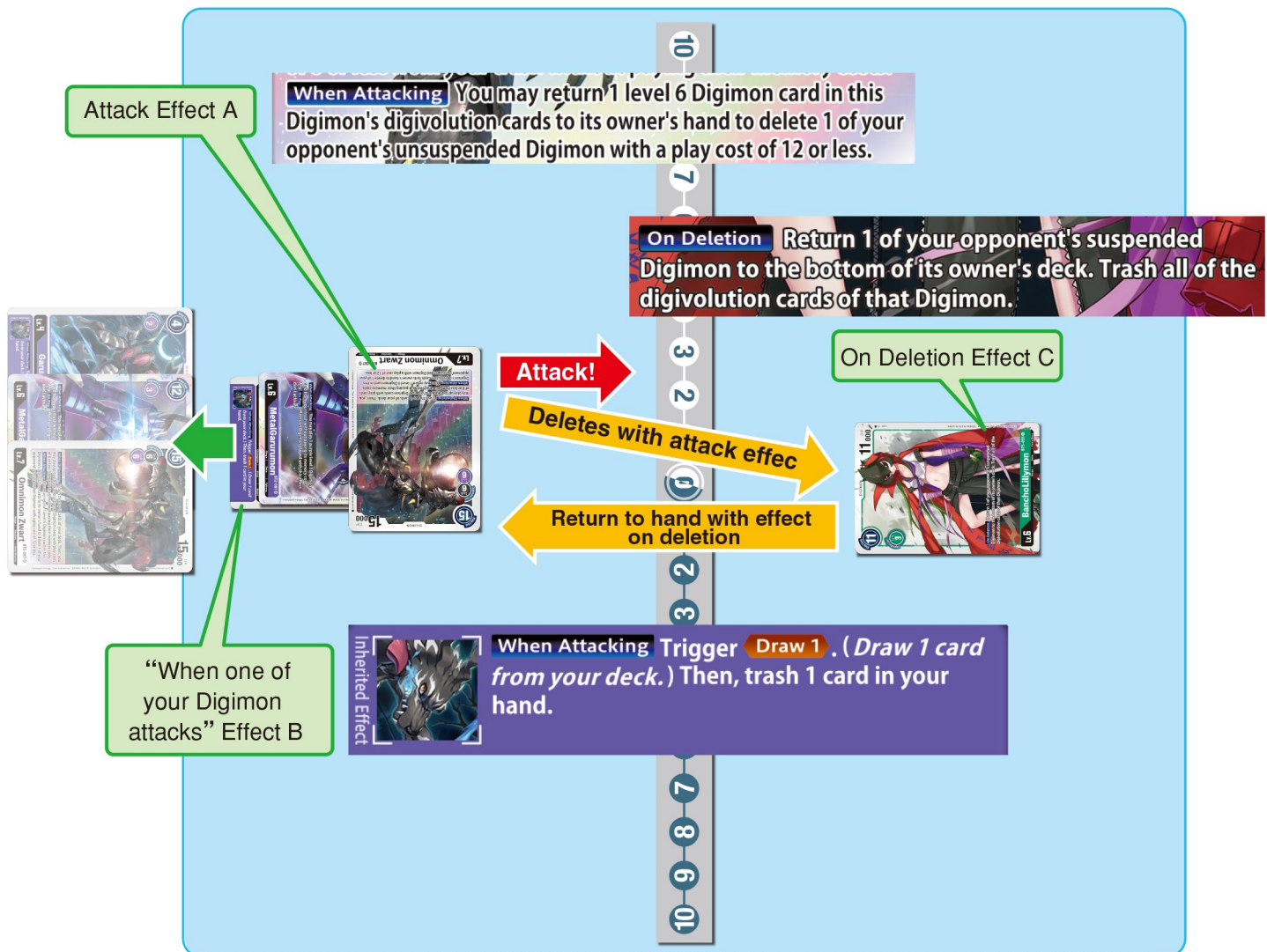


If activating an effect causes new effects to trigger, they activate before other effects. If those effects cause even newer effects to trigger, the newer effects activate before other effects. [On Deletion] effects activate after the card with the effect is moved to the trash.





If an effect is ready to be activated but the Digimon/Tamer with the effect is deleted or returned to hand before the effect can activate, the effect doesn't activate.



### Activation Order Example

Declare Attack

① Attack Effect A

② On Deletion Effect C

③ "When one of your Digimon attacks" Effect B

or

### This board state can also be resolved like this:

Declare Attack

① "When one of your Digimon attacks" Effect B

② Attack Effect A

③ On Deletion Effect C

If a Digimon leaves play before its effect is activated, the effect is cancelled.

# Multicolor Cards and DNA Digivolution

ST9 and ST10 introduce cards that have multiple colors, alongside DNA digivolutions, which fuse two or more Digimon together. This section will explain how these new mechanics work in detail.

## ●Multicolor Digimon

Say hello to multicolor Digimon! These Digimon have multiple colors, such as blue/green and yellow/purple, and are treated as having all of the specified colors simultaneously.

Unlike Digimon with effects such as “this Digimon is also treated as <color>,” multicolor Digimon are considered to have multiple colors in all areas, including your breeding area, hand, deck, and trash. Additionally, a single multicolor Digimon counts as having multiple colors for cards that care about color count.



Example: [ST9-05 Paildramon] is a blue/green Digimon that is counted as both a blue Digimon and a green Digimon in your breeding area—not just your battle area. It also meets the digivolution conditions for both blue and green Digimon, allowing it to digivolve into Digimon of either color. If a card effect requires you to have two or more colors of Digimon in play, a single blue/green [ST9-05 Paildramon] counts for two colors all by itself.

## ●Multicolor Option Cards

A multicolor Option card is treated as having all of the colors present. To use a multicolor Option card, you must meet all of its color requirements.



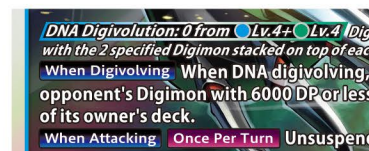
Example: [ST10-14 Chaos Degradation] is a yellow/purple Option card that is treated as both a yellow and purple Option card.

To use it, you must have both a yellow Digimon or Tamer, as well as a purple Digimon or Tamer.

If you have a yellow/purple or purple/yellow multicolor Digimon card, it fulfills the color requirements for both, allowing you to play [Chaos Degradation] with a single Digimon.

## ●DNA Digivolution

DNA digivolution is a new type of digivolution that combines two Digimon together to digivolve. Digimon cards with DNA digivolution requirements are able to DNA digivolve.





## ●DNA Digivolution Diagram

1. Look at the DNA digivolution requirements for the Digimon card in your hand. If you have all of the specified Digimon in your battle area, with the specified levels and colors, you're ready to perform DNA digivolution.

2. Place the Digimon card you're DNA digivolving into your battle area unsuspended, on top of the two Digimon specified by the DNA digivolution requirements—including their digivolution cards.

When stacking the cards, the card on the left side of the DNA digivolution requirements should be placed on top of the card listed to the right. Each Digimon's digivolution cards should be included when stacking cards, without changing their order.



3. Pay the required digivolution cost, and draw a card from the digivolution bonus.

4. If there are any [When Digivolving] effects, activate them.

Inherited effects on any cards that become digivolution cards as a result of the DNA digivolution can now be used—just like normal Digimon.

The final stack of cards—including digivolution cards—is treated as a single Digimon.

- When DNA digivolving, even if one or both of the Digimon used are suspended, the post-DNA digivolution Digimon will enter play unsuspended.
- Any effects on the pre-digivolution Digimon end, and are reset.
- The usage limit on [Once Per Turn] effects reset, allowing you to use them again.
- Even if one or both of the Digimon used in the DNA digivolution came into play this turn, the post-DNA digivolution Digimon can attack as soon as it enters play.
- Just like normal digivolution, DNA digivolution causes effects that care about digivolution, like [When Digivolving] effects and “When one of your Digimon digivolves” to trigger. Additionally, effects that increase/reduce the cost of digivolution also do for DNA digivolution.
- To perform a DNA digivolution, all required Digimon must be in your battle area.



# DigiXros

"Xros Encounter" Booster Packs introduce the new "DigiXros" mechanic where a Digimon in a player's hand or battle area will be placed as a digivolution card when a Digimon card is played. This section will explain how this new mechanic works in detail.

With DigiXros, when a Digimon card with DigiXros requirements is played, you can place Digimon cards listed in its DigiXros requirements from your hand or battle area under the Digimon card being played as digivolution cards. For each card placed in this way, the Digimon's play cost is reduced by the amount listed.

DigiXros is performed according to the following steps:



1. Declare that you will play a Digimon card with DigiXros requirements and place it in your battle area.
2. Declare whether you are performing a DigiXros or not. If you are, check the DigiXros requirements, then place cards that meet the requirements (cards with the specified name or traits) from your hand or battle area under the Digimon card being played as digivolution cards.

**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.

Place Digimon cards that meet the requirements from your hand or battle area to the digivolution cards



**Battle area Digimon**



The digivolution cards for the Digimon performing the DigiXros are trashed

If placing a Digimon from your battle area, only the top Digimon card can be placed. If you do so, trash all of the remaining digivolution cards under that Digimon. This is not treated as deleting or trashing those cards.

When performing a DigiXros, you do not have to place all of the cards written in the DigiXros requirements. You can place as many or as few of the cards written in the requirements as you like. In addition, only one of each card written in the DigiXros requirements can be placed. When placing cards for a DigiXros, cards listed first on the left are placed above those cards listed after them on the right, regardless of the levels of the cards involved.



**DigiXros -2** [Shoutmon] × [Ballistamon] × [Dorulumon] × [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.*



The card listed on the left in the DigiXros requirements must be placed on the top for the digivolution card order.

It is not necessary to place all of the cards listed as DigiXros requirements.

3. Calculate the play cost. Reduce the play cost by the amount listed in the DigiXros requirements on each of the digivolution cards placed with the DigiXros. (Minimum play cost is 0.)
4. Pay the play cost and play the card.

**DigiXros -2** [Shoutmon] × [Ballistamon] × [Dorulumon] × [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.*



Each card placed as part of a DigiXros reduces the play cost by the amount listed.

The play cost is 9, and each of the cards placed as part of the DigiXros have -2. 2 cards were placed for a total of -4, reducing the play cost to 5!

As during normal play, effects such as [On Play] effects and "When you play a Digimon with..." effects will activate when playing a Digimon via DigiXros. In addition, the rule stating that Digimon can't attack the turn they're played still applies.

When a Digimon is played by a DigiXros, the cards placed for the DigiXros are included as digivolution cards.

If a Digimon has DigiXros requirements and you want to play it without performing a DigiXros, use the standard procedure you would use when playing a normal Digimon card.



## Burst Digivolve

“Versus Royal Knights” Booster Packs introduce the new “Burst Digivolution” mechanic where a low cost digivolution is possible by returning a Tamer to the hand. This section will explain how this new mechanic works in detail.



You can perform Burst Digivolution when digivolving into cards with Burst Digivolve. When the Digimon specified in the Burst Digivolve requirement of the card digivolves, digivolving for the specified digivolution cost is possible by returning a Tamer you have that is specified in the Burst Digivolve requirement to the hand. You still draw a card from the digivolution bonus.

**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**

**When Digivolving** You may play 1 [Marcus Damon] from your

At the end of the turn a Digimon burst digivolved, you trash the top card of that Digimon. You have to trash the top card even if that card is no longer the card that was burst digivolved into, perhaps due to digivolving or the effect of <De-Digivolve>. However, don't trash the top card if the Digimon doesn't have any digivolution cards



At the end of the turn a Digimon burst digivolved, you trash the top card of that Digimon



Trash

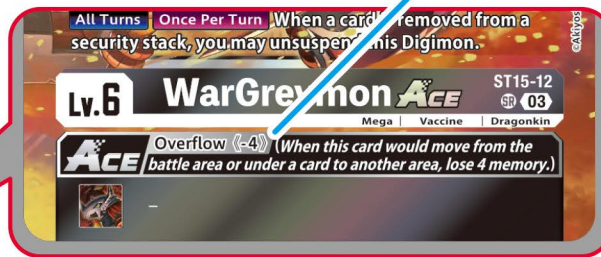
Just like normal digivolution, burst digivolution triggers effects that care about digivolution, like [When Digivolving] effects and “When one of your Digimon digivolves”. Additionally, effects that increase/reduce the cost of digivolution also affect it.

Note that you can't burst digivolve with effects that instruct you to digivolve. You can only burst digivolve with effects that specifically instruct your Digimon to burst digivolve



# ACE Digimon

“Dragon of Courage” and “Wolf of Friendship” Starter Decks introduce the new “ACE Digimon” cards that can digivolve during the counter timing. This section will explain how this new mechanic works in detail.



● **Overflow** : Lose memory when the ACE Digimon card would move to a location outside the Battle Area.

ACE Digimon are considered cards in the Digimon card category.

ACE Digimon are cards that are easier to play than other Digimon cards of the same level due to their lower play cost. Their greatest feature is <Blast Digivolve>, that lets you digivolve into them at counter timing on your opponent's turn.

<Blast Digivolve> is a [Counter] effect. When your opponent's Digimon attacks and after their “When Attacking” or other effects of that timing have activated, counter timing occurs and your Digimon may digivolve into a Digimon ACE card in your hand without paying the cost. (You must still follow digivolution requirements.)

As with normal digivolution, you still draw a card from the digivolution bonus when you <Blast Digivolve>.



When Blast Digivolving, [When Digivolving] effects still activate, and if digivolved into a Digimon with <Blocker>, it may block in the blocker timing following the counter timing. Note that you may not activate more than 1 [Counter] effect during an attack.

## Overflow

**<Overflow>** is a rule that applies when an ACE Digimon card in the battle area would be moved outside the battle area by being deleted, trashed, returned to hand or deck, or placed in a security stack.

<Overflow> immediately reduces memory by the specified amount when the conditions are met, even if some effects are still in progress.

Even though <Overflow> is written on the ACE Digimon card, it is a rule that applies to the ACE Digimon, not a Digimon effect.

<Overflow> also applies if an ACE Digimon card is moved from a Digimon's digivolution cards or from under a Tamer to the trash, hand, deck or security stack.

<Overflow> does not apply when an ACE Digimon card is placed in another Digimon's digivolution cards or under a card in the battle area. It also does not apply when the card moves while outside the battle area and not under a card in the battle area, such as being moved from the breeding area, trash, hand, deck or the security stack.

## "with X in its text" cards

As of the booster "Across Time," card effects now include text that reads "with X in its text" (where X is an arbitrary term(s)).

This "with X in its text" refers to cards that meet the corresponding requirements. The methods for determining the requirements are as follows.

- Determine if a card has the specified term(s) in the text of its card name, effect(s), inherited effect(s), security effect, DNA digivolution, special digivolution requirements, or DigiXros requirements.
- When choosing a card that meets the requirements from among Digimon and Tamers, only refer to text on the card placed on top. You can't use Digimon's digivolution cards or cards placed under a Tamer. The inherited effects of the top card of a Digimon can't be activated since that card isn't a digivolution card, but you can refer to its inherited effect text for determining "with X in its text." On the other hand, if the effect reads "digivolution card with X in its text," you can refer to the text of the inherited effect as well as other text on the card (such as the card name or effects), even if the card is placed under another Digimon.
- When the X in "with X in its text" is an effect, if that term is on a card, it is considered to have "X in its text," even if it doesn't actually possess that effect or is in a state where it can't activate that effect.
- A card is considered to have "X in its text" even if the text overlaps with part of another word. However, if a term is part of an icon (such as keyword effect text or the timing for activating an effect), the card isn't considered to have "X in its text" even if it overlaps with part of another word. Words in such icons only apply if they completely match the X in "with X in its text."



## ●Card Text Standardization

The following effects, which were previously spelled out in rule text, are now considered part of the game's basic rules. This simplifies card text, but the effects themselves will continue to behave as normal.

### • Effects that remove Digimon from battle areas

Effects that remove Digimon from battle areas (returning Digimon to decks/hands/security stacks, etc.) have previously included the line, "Trash all of the digivolution cards of that Digimon." Going forward, this line will not be included in card text. Instead, Digimon that leave the battle area will have their digivolution cards trashed as part of the game's core rules.

### • Effects that play Digimon from digivolution cards

Effects that play Digimon from digivolution cards have previously included the line, "play it as another Digimon." Going forward, this line will not be included in card text. Instead, Digimon played from digivolution cards will be played as separate Digimon as part of the game's core rules.

### • <Security Attack> Text (Ver. 3.0)

The <Security Attack> keyword effect has been changed to <Security A.>. Related rules and rulings have not changed.

### • <Blocker> Text (Ver. 3.0)

In conjunction with the addition of block timing, the reminder text for the <Blocker> keyword effect has been changed to the following:

"<Blocker> (At blocker timing, by suspending this Digimon, it becomes the attack target.)"

Along with this change, <Blocker> is now no longer an effect that triggers and activates. Instead, a card with <Blocker> can now block at the blocker timing.

### • Text Referring to Returning Revealed Cards to Deck (Ver. 3.0)

Previously, card text that referred to returning cards revealed from deck and security to their original locations read, "Place the rest at [X] in any order." However, going forward, this text will now be shortened to read, "Return the rest to [X]." Rules behavior for these effects is otherwise unchanged, and you can choose the order to place the cards in when returning multiple cards.

### • Text Referring to Placing Cards from Hand in Security or Decks (Ver. 3.0)

Previously, card text that referred to placing cards from hand in security, decks, and other hidden areas, if referring to specific colors or types of cards (such as "a [X] card" ), read "Reveal 1 [X] card from your hand and place it at the bottom of your security stack." However, this text has been shortened to read "Place 1 [X] card from your hand at the bottom of your security stack." Rules behavior for these effects is otherwise unchanged, and if the effect requires a card of a specific color or type, reveal the card to your opponent before placing it in the security stack or deck. If the text doesn't specify a condition for the card, and simply reads "Place 1 card," or "Place 1 card from your hand," place the card face down in the security stack or deck without revealing it.

### • Effect Text for Placing Digimon and Tamers in Security (Ver. 3.0)

Previously, effects that placed Digimon or Tamers in security stacks were written to read, "Place 1 of your (your opponent' s) Digimon on top of your (your opponent' s) security stack face down." However, this text has been shortened to read, "Place 1 of your (your opponent' s) Digimon on top of the security stack." Rules behavior for these effects is otherwise unchanged, and cards should still be placed face down in security stacks when using these effects.

### • Effect Text for Causing Digimon to Digivolve (Ver. 3.0)

Previously, effects that caused one of your Digimon to digivolve read, "1 of your Digimon may digivolve into [X] for the digivolution cost." However, this text has been shortened to read, "1 of your Digimon may digivolve into [X]." Rules behavior for these effects is otherwise unchanged, and unless otherwise specified, the digivolution cost specified by the card should still be paid.

## ●Partial Revisions to Digimon Card Game Rules

The following changes have been made to the rules of the Digimon Card Game.

### • Conditions for Digimon to Be Movable to Battle Areas, and Ruling for Lv.2 Digimon Appearing in Battle Areas

Previously, it wasn't possible to move a Lv.2 Digimon from your breeding area to your battle area, and if an effect caused a Lv.2 Digimon to appear in your battle area, it would be placed in your trash due to the rule that "Lv.2 Digimon can't exist in battle areas." However, this rule has been changed to "Digimon without DP can't exist in battle areas," which will still cause Lv.2 Digimon to be placed in your trash if one ends up in your battle area.

"Digimon without DP" are not the same as Digimon with DP of zero. It refers to cards that don't have DP values written on them, but which exist in breeding areas and battle areas as Digimon. This rule change prevents Digimon without DP from being moved to battle areas from breeding areas, regardless of their level. If a Digimon without DP ends up in the battle area due to an effect, it's placed in its owner's trash. Note that it's not treated as if it was deleted. Furthermore, if a Tamer card in a Digimon's digivolution cards becomes the top card of a Digimon, it's still treated as a Tamer and remains in play even if it doesn't have DP.

### • <Blocker> Effect (Ver. 3.0)

<Blocker> was previously an effect that triggered and activated. but with the introduction of blocker timing, <Blocker> is no longer an effect that is triggered and activated. Instead, the effect is now defined as "by having <Blocker> a card can now perform a block at blocker timing."

As a result, if an effect gives <Blocker> to a Digimon during the blocker timing, it's now possible for that Digimon to block at that time.