



Detailed Rules of 「Future Card Buddyfight」

This detailed rules contains the explanations of many common enquiries. It also explains some parts of the rule book through examples and the form of a Q & A.

☆ [With effect from June 2nd, 2018] Regarding Rule Changes

- ① Flow of Monster / Spell / Item
- ② Flow of a Play Timing / [Counter]
- ③ Flow of a turn
- ④ Abilities / Others
- ⑤ Impact Monsters
- ⑥ Irregulars List
- ⑦ Lost

Important inclusions or changes are marked in red and with **New** .

With regards to 「★ Resolution Check ★」

In some sections within these explanations, 「★ Resolution Check ★」 processes the following checks.

- The fighter loses when his or her 「Life is at 0」 and / or the fighter has 「No cards left in his or her deck」
- If there are two or more monsters or items in the same area, put a monster or item other than the last card to be called or put to the same area, into the fighter's drop zone.
- When the total size of all monsters on the fighter's field is 3 or greater, put monsters other than the last monster called to the drop zone until the total size becomes 3.



☆ [With effect from June 2nd, 2018] Regarding Rule Changes

● 1. Draw during first turn fighter's stand phase

Old Rule The first turn fighter cannot draw during the very first stand phase.

(e.g. the first turn fighter does not draw during the very first stand phase, but can proceed to charge and draw)

New Rule **The first turn fighter can also draw** during the very first stand phase.

(e.g. the first turn fighter draws during the very first stand phase, and proceeds to charge and draw)

● 2. [Counter] limitations during a battle

Old Rule You can only use [Counter] once during each battle.

(e.g. after using 'Thunder X Energy' once in a battle, no other [Counter] can be used during that same battle)

New Rule You can use [Counter] **any number of times** during each battle. ✕ The flow for play timings remains the same.

(e.g. turn fighter uses 'Thunder X Energy' once in a battle, and after its resolution, can use other cards with [Counter])

● 3. Extra turns from effects

Old Rule During an extra turn from effects, if a card with 'you get another turn' is played, the fighter will get another turn.

(e.g. during the extra turn from 'Great Spell, My Grandfather Clock', if another 'Great Spell, My Grandfather Clock' is played, the fighter gets another turn again)

New Rule During an extra turn from effects, **the next turn will become your opponent's turn.**

(e.g. during the extra turn from 'Great Spell, My Grandfather Clock', if another 'Great Spell, My Grandfather Clock' is played, the next turn will go to the opponent)



1. Flow of a Monster Call

● Flow of a Call

1. Declare a call

- 1.1. Declare the monster you wish to call. (Reveal it to your opponent)
 - ※You cannot declare the card if you cannot pay its [Call Cost].
 - ※You cannot declare a card with “You may only call this card if...” if those conditions are not fulfilled.
- 1.2. Designate the area where you wish to call.
- 1.3. If that call fulfills the conditions of a Buddy Call, decide if you wish to make it a Buddy Call. These conditions are:
 - The card that you wish to call has the same card name as the card in the Buddy Zone.
 - On top of that, you have not declared a Buddy Call during this game.
- 1.4. Determine if the call conditions of the monster have been met, determine if the cost of calling said monster can be paid, determine how the cost of the monster should be paid.
→ At this point, if any of the conditions are not met, then the call cannot proceed.
- 1.5. If this is a Buddy Call, place the called card to the Buddy Zone at Rest position, in place of that, the card originally in the Buddy Zone at the start of the game will be called to the designated area, and be treated as a called card.
- 1.6. At the same time, the cost of the called card must be paid.
- 1.7. ★ Resolution Check ★

2. Opponent's [Counter] Timing

- 2.1. The opponent may use a card with [Counter] once.
- 2.2. ★ Resolution Check ★
- 2.3. If so, the opponent's [Counter] will activate and resolve first.
- 2.4. ★ Resolution Check ★

3. Processing the Call

- 3.1. Place the monster in the designated area.
- 3.2. If it is a Buddy Call, after the monster has been placed in the designated area, the fighter gains life +1 from [Buddy Gift].
- 3.3. ★ Resolution Check ★



1. Flow of a Monster Call

● Q & A

Q1 Can “Begone!!” nullify a Buddy Call?

A1 Yes, it can. In that case, the fighter who declared the Buddy Call does not get to place his or her Buddy Monster on the field, and does not get +1 life from Buddy Gift.



Q2 Using a [Counter] against a call, I cast “Magical Goodbye”. Will that card return to hand?

A2 No, it will not. At the timing during 2.1, even if you use “Magical Goodbye”, the monster being called has not yet been placed on the field, so there is no target to return to hand.



Q3 For “Armorknight Succubus”, if there are no cards with “Armorknight” in their card name in my drop zone, and one card with “Armorknight” in its card name is sent to the drop zone from the gauge as part of the cost, can I call then?

A3 No, you cannot. Since all of the [Call Cost] must be paid at the same time, if there are no cards with “Armorknight” in their card name in your drop zone for you to put into the soul during 1.4, you cannot call it.





1. Flow of a Monster Call

● Q & A

Q4 If I wish to call “Armorknight Demon”, and the designated area already has a monster on it, can I put that monster to the drop zone as payment for the [Call Cost]?

A4 Yes, you can. Since a monster enters the field after the [Call Cost] has been paid, it is possible to put the existing monster into the drop zone as the payment for its [Call Cost].



Q5 “Buddy Charge” refers to “if a buddy monster is on your field”. If I have a card with the same name as my Buddy Monster, but not on the field due to a Buddy Call, can I put 2 cards into my gauge?

A5 Yes, you can put 2 cards into your gauge. Any card with the same card name as your Buddy Monster is treated as your Buddy Monster.





1. Flow of a Spell / Impact card

● Flow of a Cast

1. Declare casting of spell / impact

- 1.1. Declare the spell or impact you wish to cast. Show it to your opponent.
※You cannot declare the card if you cannot pay its [Cast Cost].
※You cannot declare a card with “You may only call this card if...” if those conditions are not fulfilled.
- 1.2. Confirm that the conditions to cast the card are met and that you are able to pay its [Cast Cost], then decide how you wish to pay the [Cast Cost].
If you are unable to pay the cost, the casting will not take place.
- 1.3. Pay the cost of the card at the same time.
- 1.4. If the ability / effect of the card requires you to choose a card from either the field or drop zone, choose the card at this stage.
- 1.5. ★ Resolution Check ★

2. Opponent's [Counter] Timing

- 2.1. Your opponent can use a card with [Counter] once.
- 2.2. ★ Resolution Check ★
- 2.3. If your opponent uses a [Counter], it will activate and resolve before your card does.
- 2.4. ★ Resolution Check ★

3. Proceeding with the cast

- 3.1 The abilities/effects of the card cast will take effect.
※After the card resolves, it goes into the drop zone.
※Cards that have [Set] will remain on the field.
- 3.2 ★ Resolution Check ★



1. Flow of Equipping an Item

● Flow of equipping

The flow is the same for [Transform], [Ride], [Impact Transform], [Station]

1. Declare the equipping of item

- 1.1. Declare the item you wish to equip. Show it to your opponent.
 - ※You cannot declare the card if you cannot pay its [Equip Cost].
 - ※You cannot declare a card with “You may only call this card if...” if those conditions are not fulfilled.
- 1.2. If that equip fulfills the conditions of a Buddy Call, decide if you wish to make it a Buddy Call. These conditions are:
 - The card that you wish to equip has the same card name as the card in the Buddy Zone.
 - On top of that, you have not declared a Buddy Call during this game.
- 1.3. Confirm that the conditions to equip the card are met and that you are able to pay its [Equip Cost], then decide if you wish to pay the [Equip Cost].
If you are unable to pay the cost, the equipping will not take place.
- 1.4. If this equip is a Buddy Call, rest the equipped card on your Buddy Zone. The card you put in your Buddy Zone before the game is then treated as your equipped card.
- 1.5. Pay the cost of the card at the same time.
- 1.6. ★ Resolution Check ★

2. Opponent's [Counter] Timing

- 2.1. Your opponent can use a card with [Counter] once.
- 2.2. ★ Resolution Check ★
- 2.3. If your opponent uses a [Counter], it will activate and resolve before your card does.
- 2.4. ★ Resolution Check ★

3. Proceeding with the equip

- 3.1. Put the card of the equipped item into the item area.
- 3.2. If the equip is a Buddy Call, and the equipped card is on the field, the Buddyfighter who did the Buddy Call gains 1 life from Buddy Gift.
- 3.3. [Equipment Change] activates.
- 3.4. ★ Resolution Check ★



2. Flow of a Play Timing / [Counter]

1. Play timing starts

- 1.1. ★ Resolution Check ★

2. Turn fighter uses a card or an ability

- 2.1. The fighter who is playing that turn (turn fighter) may choose to use one card or an ability. If the fighter chooses not to use a card or ability, or there are no usable cards or abilities, proceed to 6.1.
- 2.2. If the chosen card has a cost such as [Call Cost], [Cast Cost], [Equip Cost] and etc, pay the cost. If the cost cannot be paid, or the conditions for using it has not been fulfilled, you cannot use that card.
- 2.3. ★ Resolution Check ★

3. Non-turn fighter uses a [Counter]

- 3.1. The fighter who is not playing that turn (non-turn fighter) may choose to use one card or an ability with [Counter]. If the fighter chooses not to use a [Counter], or there are no usable cards or abilities, proceed to 5.1..
- 3.2. If the chosen card has a cost such as [Call Cost], [Cast Cost], [Equip Cost] and etc, pay the cost. If the cost cannot be paid, or the conditions for using it has not been fulfilled, you cannot use that card.
- 3.3. ★ Resolution Check ★

4. Resolve the card or ability of the non-turn fighter

- 4.1. Resolve the card or ability of the non-turn fighter.
- 4.2. ★ Resolution Check ★

5. Resolve the card or ability of the turn fighter

- 5.1. Resolve the card or ability of the turn fighter.
- 5.2. ★ Resolution Check ★

Return to 2.1.

Turn fighter uses a card or ability



2. Flow of a Play Timing / [Counter]

6. Non-turn fighter uses a [Counter]

- 6.1. The fighter who is not playing that turn (non-turn fighter) may choose to use one card or an ability with [Counter]. If the fighter chooses not to use a [Counter], or there are no usable cards or abilities, proceed to 10.1..
- 6.2. If the chosen card has a cost such as [Call Cost], [Cast Cost], [Equip Cost] and etc, pay the cost. If the cost cannot be paid, or the conditions for using it has not been fulfilled, you cannot use that card.
- 6.3. ★ Resolution Check ★

7. Turn fighter uses a [Counter]

- 7.1. The fighter who is playing that turn (turn fighter) may choose to use one [Counter]. If the fighter chooses not to use a card or ability, or there are no usable cards or abilities, proceed to 9.1..
- 7.2. If the chosen card has a cost such as [Call Cost], [Cast Cost], [Equip Cost] and etc., pay the cost. If the cost cannot be paid, or the conditions for using it has not been fulfilled, you cannot use that card.
- 7.3. ★ Resolution Check ★

8. Resolve the card or ability of the turn fighter

- 8.1. Resolve the card or ability of the turn fighter.
- 8.2. ★ Resolution Check ★

9. Resolve the card or ability of the non-turn fighter

- 9.1. Resolve the card or ability of the non-turn fighter.
- 9.2. ★ Resolution Check ★

Return to 2.1.

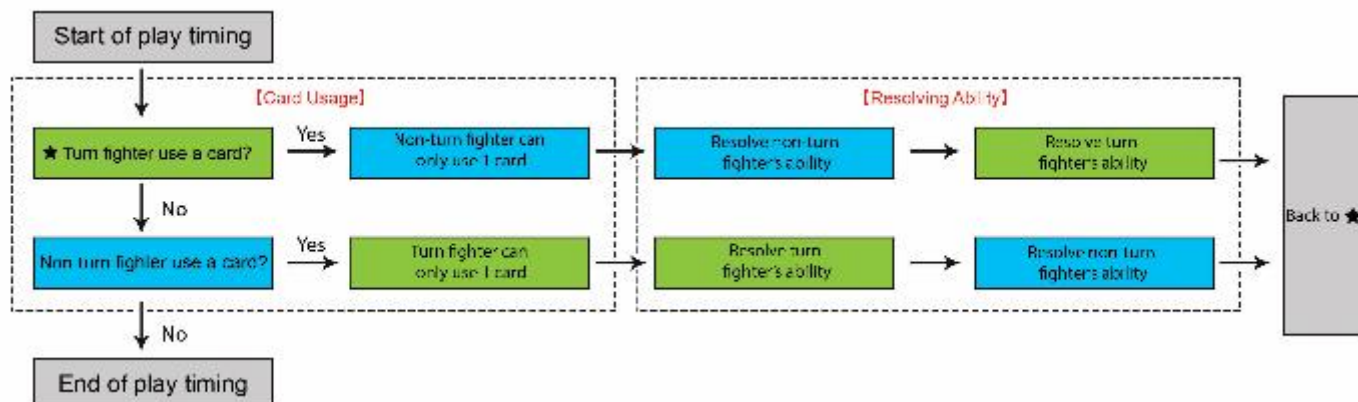
10. End of play timing.

- 10.1. The play timing ends.

Non-turn fighter uses a card or ability

2. Flow of a Play Timing / [Counter]

● Flow Chart Steps for a [Counter]



● Q & A

Q1 When “Demon Lord, Asmodai” is called, can we use [Counter] against the “Dangerous Back-drop!” ability?

A1 Yes, you can. With abilities which activate under the text “When~” (Auto Ability), [Counter] may be used.



Q2 If both fighters wish to use [Counter], which fighter should use [Counter] first?

A2 The turn fighter will be the first to use a card or ability. After that, the non-turn fighter will get to use a card or ability with [Counter] before the turn fighter's card or ability resolves.

Against that, the turn fighter may not use another card or ability, even if it has [Counter].



2. Flow of a Play Timing / [Counter]

● Q & A

Q3 I use “Dragononic Destroy”, and my opponent counters with “The Skies in your Hand”.

In this case, can I use the [Counter] of a “Dragon Breath” before the opponent resolves the effect of his or her “The Skies in your Hand”?

A3 No, you cannot. As each fighter will resolve the abilities of each of their ability or card when chosen, the resolution will be in this order: “The Skies in your Hand”→ “Dragononic Destroy”.

Because of that, the monster that was going to be destroyed by “Dragononic Destroy” will be returned to hand instead, and will not be destroyed.

If you wish to use “Dragon Breath”, it will be after that.





3. Flow of a Turn

● Flow of a Start Phase

1. Play Timing

- 1.1. Play timing occurs.
Abilities and effects that activate “At the beginning of your turn” also activates at this point.
- 1.2. ★ Resolution Check ★

2. Stand

- 2.1. The turn fighter stands all cards on his or her field.
- 2.2. Play timing occurs.
- 2.3. ★ Resolution Check ★

3. Draw / Charge & Draw

- 3.1. The turn fighter draws a card from the top of his or her deck.

3.1.1. Play timing occurs.

3.1.2. ★ Resolution Check ★

- 3.2. The turn fighter is allowed to put a card from his or her hand into his gauge zone. If so, the turn fighter can draw another card from the top of his or her deck.

3.2.1. Play timing occurs.

3.2.2. ★ Resolution Check ★

- 3.3. ★ Resolution Check ★

● Flow of a Main Phase

1. Play Timing

- 1.1. Play timing occurs.
Abilities and effects that activate “At the beginning of your main phase” also activates at this point.
※The turn fighter can call monsters, cast spells, equip items, and use 【Act】 abilities. Both fighters can use cards with [Counter] abilities or effects.
- 1.2. ★ Resolution Check ★



Flow of an Attack Phase

1. The attack phase begins

- 1.1. [Move] abilities activate.
 - 1.1.1. Monsters with [Move] may move from its original area to another open area. The attacking fighter (turn fighter) may change areas for his or her monsters with [Move] ability one at a time.
 - 1.1.2. Following that, the fighter being attacked (non-turn fighter) may change areas for his or her monsters with [Move] ability one at a time.
- 1.2. ★ Resolution Check ★

1. Play timing

- 1.3. Play timing occurs.
Abilities which activate during “at the beginning of your attack phase” will be resolved here as well.
- 1.4. ★ Resolution Check ★

2. Choosing to attack

- 2.1. If there are monsters which can attack, choose to either attack or not to attack. However, during the first turn of the starting fighter, he or she may only attack up to one time, and cannot link attack.
 - If attacking, proceed to 2.2.
 - If not attacking, proceed to 2.1.1.

- 2.1.1. Play timing occurs.
 - 2.1.2. ★ Resolution Check ★

- 2.1.3. If there are monsters which can attack, choose again to either attack or not to attack. → If attacking, proceed to 2.2. → If not attacking, proceed to 5.1.
- 2.2. Rest the attacking card, and choose a target.
When using a link attack, choose two or more cards to attack, and rest them.
- 2.3. From this point on the attacking card is considered “attacking” and “in battle”.
- 2.4. ★ Rule Resolution ★

2. Play timing

- 2.5. Play timing occurs.
Abilities which activate “when this card attacks/link attacks” and “when this card is attacked” will be resolved here as well.
- 2.6. ★ Rule Resolution ★

If the attacked or attacking card is removed from battle, or if the attack is nullified, proceed to 3.3. after all processing effects are complete.



Flow of an Attack Phase

3. Determination of battle

- 3.1. Determine if the attack hits.
 - 3.1.1. When the target is a monster, if the attacking card's power (or combined power in the case of a link attack) is equal or more than the defense of the monster under attack, the attack will hit, and the monster under attack will be destroyed.
 - 3.1.2. When the target is a fighter, the attack will hit, and deal damage equivalent to the critical of card (or the combined critical in the case of a link attack) performing the attack.
- 3.2. [Penetrate] and [Counterattack] activates.
 - 3.2.1. When the attack hits a monster in the opponent's center area, and if the attacking monster has the [Penetrate] ability, deal the opponent fighter the same amount of damage as that monster's critical. If the attack is a link attack, all the cards which took part in the link attack will each have their [Penetrate] abilities activate once.
 - 3.2.2. When cards with [Counterattack] have been attacked and are left on the field, if the attacking monster's defense is less than the power of the monster under attack with [Counterattack], choose that attacking monster and destroy it.
- 3.3. From this point on the attacking card is no longer considered "attacking" and "in battle".

3. Play timing

- 3.4. Play timing occurs.

Abilities which activate during "deals damage" and "destroys" will be resolved here as well. Abilities which activate during "end of battle" and "end of attack" will be resolved here too.
- 3.5. ★ Rule Resolution ★

4. Resolving the attack

- 4.1. [N Attack] activates.

✂For more information regarding [N Attack], please refer to ④ Ability / Others
- 4.2. ★ Rule Resolution ★

4. Play Timing

- 4.3. Play timing occurs.
- 4.4. ★ Rule Resolution ★

Return to 2.1. (Choosing to attack).

5. Attack phase ends

- 5.1. The attack phase ends, and proceeds to the final phase.

● Q & A

Q1 What happens when an attacking monster is destroyed?

A1 If it is destroyed and leaves the field before 3.1, that attack will not deal damage to the opponent fighter, or destroy the opponent's monster

Q2 When my monster in the center is attacked by a monster with [Penetrate], if I use a card like "Magical Goodbye" to remove my monster from the field, will my opponent monster's "Penetrate" ability activate?

A2 No, it will not. Since the monster in your center was not destroyed, you will not take damage.

Q3 During a link attack with 2 monsters, 1 of the attacking monsters is destroyed. Will that attack still be considered a link attack?

A3 No, it will not. If the attacking card becomes 1 or less, it will no longer be considered a link attack.

Q4 I attack the monster in my opponent's center area, and the monster under attack leaves the field using cards like "Magical Goodbye". Can I change the attack target to my opponent?

A4 No, you cannot. Once a target is chosen, if the monster under attack is no longer in the original area, the attack will hit nothing. Similarly, if the opponent fighter is chosen as the target, and a monster is called to his or her center with a card like "Dragon's Seal", the target will not be changed to the monster in your opponent's center.





Flow of a Final Phase

1. Play timing

- 1.1. Play timing occurs.
Abilities which activate “at the end of your attack phase”, “at the beginning of your final phase” will be resolved here as well.
※ The turn fighter may cast an “Impact” or call an “Impact Monster”, or both fighters may use the ability of a [Counter] card.
- 1.2. ★ Resolution Check ★

2. Choosing to attack

- 2.1. If there are cards which can attack during the final phase, choose to either attack or not to attack.
However, during the first turn of the starting fighter, he or she may only attack up to one time, cannot link attack, and cannot attack if he or she attacked during the attack phase.
→ If attacking, proceed to 2.2. → If not attacking, proceed to 2.1.1.

2.1.1. Play timing occurs.

2.1.2. ★ Resolution Check ★

2.1.3. If there are any cards that can attack during the final phase, you may choose to proceed with an attack.

If attacking, proceed to 2.2.

→ If not attacking, proceed to 5.1.

- 2.2. Rest the card that can attack during the final phase, and choose a target.
When using a link attack, choose two or more cards to attack, and rest them.

- 2.3. From this point on the attacking card is considered “attacking” and “in battle”.

- 2.4. ★ Rule Resolution★

2. Play timing

- 2.5. Play timing occurs.
Abilities which activate “when this card attacks/link attacks” and “when this card is attacked” will be resolved here as well.

- 2.6. ★ Rule Resolution ★

If the attacked or attacking card is removed from battle, or if the attack is nullified, proceed to 3.3.



Flow of a Final Phase

3. Determination of battle

- 3.1. Determine if the attack hits.
 - 3.1.1. When the target is a monster, if the attacking card's power (or combined power in the case of a link attack) is equal or more than the defense of the monster under attack, the attack will hit, and the monster under attack will be destroyed.
 - 3.1.2. When the target is a fighter, the attack will hit, and damage equivalent to the card's critical (or the combined critical in the case of a link attack) will be dealt.
- 3.2. [Penetrate] and [Counterattack] activates.
 - 3.2.1. When the attack hits a monster in the opponent's center area, and if the attacking monster has the [Penetrate] ability, deal the opponent fighter the same amount of damage as that monster's critical. If the attack is a link attack, all the cards which took part in the link attack will each have their [Penetrate] abilities activate once.
 - 3.2.2. When cards with [Counterattack] have been attacked and are left on the field, if the attacking monster's defense is less than the power of the monster under attack with [Counterattack], choose that attacking monster and destroy it.
- 3.3. From this point on, the attacking card is no longer considered "attacking" and "in battle".

3. Play timing

- 3.4. Play timing occurs.
Abilities which activate during "deals damage" and "destroys" will be resolved here as well. Abilities which activate during "end of battle" and "end of attack" will be resolved here as well.
- 3.5. ★ Rule Resolution ★

4. Resolving the attack

- 4.1. [N Attack] abilities activate.
※For more information regarding [N Attack], please refer to ④Ability / Others
- 4.2. ★ Rule Resolution ★

1.1. Return to (Play Timing)

5. Final phase ends

- 5.1. Play timing occurs.
Abilities which activate at "at the end of turn" will be resolved here as well.
- 5.2. ★ Rule Resolution ★
- 5.3. The final phase ends, and proceeds to the opponent's start phase.



Flow of a Final Phase

● Q & A

Q1 Can monsters and items attack during my final phase?

A1 No, they cannot. However, if the card has the ability with the text “can also attack during your final phase”, it can attack.

Q2 After calling my impact monster, can the impact monster attack before my opponent uses a [Counter]?

A2 No, it cannot. During a play timing, both fighters are allowed to choose to use cards or abilities. Therefore, after calling an impact monster, your opponent may play a card.

Q3 During the final phase, can I use an impact or call an impact monster during any of the play timings?

A3 No, you cannot. Casting impact or calling impact monsters can only be done at the play timing at 1.1 during your final phase. (With exceptions of [Counter])

Q4 What is the flow if resolving the “attack with it” effect of “Drill Bunker!!”’s ability?

A4 In the case when the effect “attack with it” of an ability is to be resolved, the card rests by the effect and skips to 2.2, choosing the target, then follow the steps until 4..





4. Abilities / Others

● Abilities are classified as 3 types, namely, “Activated”, “Automatic” and “Continuous” abilities.

Activated abilities: These abilities are written as **【Act】** in the text, and can be activated at will. Abilities without [Counter] can only be activated during the fighter’s main phase.

Automatic abilities: These abilities automatically activate when the situations stated on the ability occurs. Automatic abilities have higher priority than the casting of cards and using of abilities.

Continuous abilities: These abilities are in effect as long as the conditions stated are fulfilled.

1. Using activated abilities

- 1.1. When using an ability with **【Act】** written on it, declare the use of an ability.
 - 1.1.1. When the effect chooses a target, choose any card in a public zone (field, drop zone) that fulfills all the conditions.
- 1.2. Timing to use [Counter] by the opponent of the fighter who used the **【Act】** occurs.
 - 1.2.1. The opponent may use a card or ability with [Counter] up to only once.
 - 1.2.2. ★ Rule Resolution ★
 - 1.2.3. Should the opponent use [Counter], the [Counter] activates, and resolves.
 - 1.2.4. ★ Rule Resolution ★
- 1.3. Resolve the activated ability declared at 1.1..
 - 1.3.1. All effects of the written text resolves.
If the action can be chosen to proceed or not, choose to proceed with it or not at this time.
 - 1.3.2. Should conditions be referred to by the effect, in the case that the conditions cannot be fulfilled, the effect that follows after the condition will not resolve.
- 1.4. ★ Rule Resolution ★



4. Abilities / Others

2. Using automatic abilities

- 2.1. When the stated situation occurs, automatic abilities will go into stand-by.
 - 2.1.1. The turn fighter chooses an automatic ability that is in stand-by.
When the effect chooses, choose any card stated in a public zone (field, drop zone) that fulfills all the conditions of the effect.
If chosen, go to 2.2.. If there are no automatic abilities to choose, go to 2.1.2..
 - 2.1.2. The non-turn fighter chooses an automatic ability that is in stand-by.
When the effect chooses, choose any card stated in a public zone (field, drop zone) that fulfills all the conditions of the effect.
If chosen, go to 2.2.. If there are no automatic abilities to choose, go to 2.4..
- 2.2. Timing to use a [Counter] by the fighter who did not choose to use an automatic ability occurs.
 - 2.2.1. The fighter who chose not to use an automatic ability may use an ability with [Counter] up to only once.
 - 2.2.2. ★ Rule Resolution ★
 - 2.2.3. Should the fighter who chose not to use an automatic ability use a [Counter], that [Counter] activates and resolves.
 - 2.2.4. ★ Rule Resolution ★
- 2.3. Resolve automatic abilities from 2.1.1. or 2.1.2.
 - 2.3.1. All effects of the written text resolves.
If the action can be chosen to proceed or not, choose to proceed with it or not at this time.
 - 2.3.2. Should conditions be referred to by the effect, in the case that the conditions cannot be fulfilled, the effect that follows after the condition will not resolve.
- 2.4. ★ Rule Resolution ★

If there are any automatic abilities still on stand-by, return to 2.1.

3. Effects of continuous abilities

- 3.1. As long as the conditions of the ability are fulfilled, the ability will be in effect.
Abilities that do not state a condition will only be active when on the field.



4. Abilities / Others

- Abilities enclosed within a red box are called “Keywords abilities”.

[Penetrate]

When an attack by a card with [Penetrate] hits a monster on the opponent's center, deal damage to the opponent equal to the critical of that attacking card.

In the case of link attacks, all [Penetrate] will all activate only once.

[Counter] cannot be used against [Penetrate].

The same card cannot have multiple [Penetrate].

[Soulguard]

In the case a card with [Soulguard] leaves the field, a card from the soul of the card with [Soulguard] may be put to the drop zone to prevent it from leaving the field.

[Soulguard] is a replacement effect.

[Counter] cannot be used against [Soulguard].

The same card cannot have multiple [Soulguard].

[Move]

At the beginning of an attack phase, a card with [Move] can be put to an open area from its present area. Firstly, the turn fighter moves monsters with [Move] one by one. Then, the non-turn fighter will move monsters with [Move] one by one.

[Counter] cannot be used against [Move].

The same card cannot have multiple [Move].

[n Attack] ([Double Attack] / [Triple Attack] / [Quadruple Attack] / [Hextuple Attack])

After an attack, a card with [n Attack] is put to [Stand] position $n-1$ times.

Refer to the timing in 4.2. under “Flow of an Attack Phase” when referring to [n Attack].

[Counter] cannot be used against [n Attack].

The same card cannot have multiple [n Attack].



4. Abilities / Others

[Counterattack]

In the case a card with [Counterattack] remains on the field after being attacked, choose an attacking monster with a defense lower than the power of a card with [Counterattack], and destroy it.

[Counter] cannot be used against [Counterattack].
The same card cannot have multiple [Counterattack].

[Lifelink]

In the case a card with [Lifelink (Number)] leaves the field, the fighter will be dealt damage equal to (Number). In the case of [Lifelink Lose], the fighter loses the game.

[Counter] can be used against [Lifelink].
The same card can have multiple [Lifelink].

[Equipment Change]

When equipping cards with [Equipment Change], the item originally equipped may be returned to hand.

[Counter] cannot be used against [Equipment Change].
The same card cannot have multiple [Equipment Change].
Each player can only activate [Equipment Change] once per turn.
[Equipment Change] is optional, and does not count towards “once per turn” if not activated.

[Transform] / [Ride] / [Station] / [Dragonify]

During the fighter's main phase, by paying the cost written in [] brackets, a monster in hand or on monster space with [Transform], [Ride], [Station], or [Dragonify] may be equipped as an item.

When equipped, a card with [Transform] / [Ride] / [Station] / [Dragonify] will not be treated as a monster, but as an item with the same power, defense, critical, abilities and attributes.

[Transform] / [Ride] / [Station] / [Dragonify] are not calls, but treated as equipping items.
However, 1 life may be gained by [Buddy Gift].

[Counter] may be used against [Transform] / [Ride] / [Station] / [Dragonify]. After declaring [Transform] / [Ride] / [Station] / [Dragonify] and paying the cost, the opponent may declare a [Counter].
The same card cannot have multiple [Transform] / [Ride] / [Station] / [Dragonify].

The brackets [] are treated the same as [] brackets.



4. Abilities / Others

[Set]

A card with [Set], after being cast and [Set], is put on the Spell area and remains there with its ability continuously in effect.

The same card cannot have multiple [Set].

[Crossnize]

During your main phase, you may declare to use the [Crossnize] of a card with [Crossnize] on your field, and put it into the soul of a 《Neodragon》 on your field.

[Counter] may be used against [Crossnize].

The same card cannot have multiple [Crossnize].

[Impact Transform]

Once a turn, the fighter may use cards with [Impact Transform] during his or her final phase by paying the cost within the [], and equipping it like an item.

Equipped [Impact Transform] cards are not treated as impact monsters, but as items that possess power, defense, critical, abilities, and attributes, etc. They can attack during the fighter's final phase.

Activated [Impact Transform] cards are also treated as cards that have activated [Transform].

[Impact Transform] does not count as a call, but as an equipment.

However, you will still gain 1 life from Buddy Gift.

Fighters can use [Counter] against [Impact Transform]. After the fighter declares an [Impact Transform] and pay the cost, the opponent can declare a [Counter].

The same card cannot have multiple [Impact Transform].

[Ambush]

When face down cards with [Ambush] are put from the soul of cards on the field into the drop zone, the fighter may pay the [Call Cost] of that card, and call them.

[Counter] may be used against [Ambush].

The same card cannot have multiple [Ambush].



4. Abilities / Others

[Purge]

You may declare to use the [Purge] ability of a card on your field, and put a 《Weaponry》 from its soul into your gauge during a [Counter] timing.

[Purge] may be activated once per turn for each card which has the [Purge] ability.

[Counter] may be used against [Purge].

The same card cannot have multiple [Purge].

[Weaponry Link]

There are no effects triggered from [Weaponry Link]. It may be referenced by other card effects.

The same card cannot have multiple [Weaponry Link].

4. Abilities / Others

[CHAOS Territory]

If a monster with [CHAOS Territory] is on your center, you may put up to two monsters on the center, including the monster with the [CHAOS Territory].

The same card cannot have multiple [CHAOS Territory].

● Q & A

Q1 If I have two monsters with [CHAOS Territory] on my center, can I put another monster on my center?

A1 No, you may not.

Q2 What happens when I call a monster with [CHAOS Territory] to my center when there's already a monster without [CHAOS Territory] on my center?

A2 The first monster already on the center will not be put to the drop zone, and you will have two monsters on your center due to [CHAOS Territory].

Q3 When my opponent attacks my center with two monsters due to [CHAOS Territory], do both monsters take part in the battle?

A3 No, only one of the two monsters will be in battle. If there are two monsters on the center, your opponent will have to choose which one to attack.



4. Abilities / Others

[D-Share]

Cards with [D-Share] give their original [D] abilities to other cards with [D-Share] on your field.

Cards with [D-Share] may also get the [D] ability originally written on it.

The same card cannot have multiple [D].

● Q & A

Q1 I have a card with [D-Share], but no [D] ability written on it. Can it get the [D] abilities from other cards with [D-Share]?

A1 Yes, it can.

Q2 If the ability of “Bloated, Harahara” is nullified, do other cards with [D-Share] still get the [D] of “Bloated, Harahara”?

A2 No, they will not. If a [D-Share] is nullified, that card can no longer give its [D] to other cards on your field with [D-Share].

Q3 With “Bloated, Harahara” and “Vanguard, Kezume” on my field, “Vanguard, Kezume” attacks, and [Counter] is used against the [D] ability of “Vanguard, Kezume” obtained from “Bloated, Harahara”. Furthermore, “Bloated, Harahara” is destroyed. In this case, can the triggered [D] of “Vanguard, Kezume” obtained from “Bloated, Harahara” be resolved?

A3 Yes, it can. Even if a triggered ability is no longer present, the effects must be resolved as much as possible.





4. Abilities / Others

● Others

Item cards with defense

When a fighter equipped with an item that has defense is attacked with power less than the defense of the item, no damage will be dealt. Should the power of the attack be equal or greater than the defense of the item, deal damage equal to the combined critical of the cards in that attack.

The item with defense will not be destroyed from the damage taken.

An attack to a fighter is also considered as an attack to the item with defense.

When an item with defense is attacked, a battle will occur.

(When an item without defense is attacked, it is not regarded as an attack to the item, and no battle occurs with the item.)

“When... is destroyed”, “When damage is dealt”, “When this card enters the field”, etc.

You can use cards with the above conditions after they are met.

However, after fulfilling the above condition, if the following points are met, it is considered as choosing not to use that card.

- If a card that does not refer to this condition is played, and resolves during a non-[Counter] timing.
- The play timing that fulfilled the condition, or the play timing right after the condition was fulfilled ends.
- The phase that fulfilled the condition ends.

When ... is cast / When ... is called

You can only use a card with [Counter], or an ability with [Counter] with the above conditions, in response to the use of a card that meets the above conditions.

However, when the requirement is met when an effect is being resolved, you cannot use the card or ability with the above requirement, even if the requirement is fulfilled.

(Example: “Demon Lord, Asmodai” is called by “Quick Summon”, “Begone!!” cannot be cast against the call of “Demon Lord, Asmodai”.)

Face down souls

Unless specifically specified, souls are put face up.

Should “Put... face down into this card’s soul” be instructed, the card is put face down instead.

Like the fighter’s own hand, the fighter is free to look at the face down card in the soul of his own cards. Fighters cannot check the contents of face down souls of fighters other than their own.

For effects like “Put three cards from the top of your deck into this card’s soul face down”, when cards are put from the top of deck into soul, both fighters are not allowed to see the contents. After the card has been put into the soul, the card’s master can check the contents of the card.



4. Abilities / Others

● Others

Turning flags face down

In the event that a flag is turned face down during a game, that flag loses all abilities, card names, and any information written on it. As the flag loses the abilities written on it, cards that can be used designated by it may no longer be used.

Cards that may no longer be used may not be called, cast, or have any of its abilities used. Cards on the field that may no longer be used will be put into the drop zone.

Cards with flags usage conditions

“You may use this card with all flags”

Cards with this use condition may be used regardless of the flag’s abilities.

“You may only use this card if your flag is “[Flag Name]””

Cards with this use condition may be used if your flag is “[Flag Name]” when using that card, regardless of the flag’s abilities.

“You may only use this card if your initial flag is “[Flag Name]””

Cards with this use condition may be used as long as your flag at the beginning of the game is “[Flag Name]”, regardless of the flag’s abilities.

Flag cards with values

Flags with power or critical may attack. However, like items, you may not declare an attack with it if you have monsters on your center.

When a flag attacks, it is treated to be in battle.

Flags without values may not attack.

Attacks with power less than the flag’s defense will not deal damage.

Attacks with power greater than the flag’s defense will deal damage equal to the total critical of the attacking cards in that battle.

Flags with defense will not be destroyed due to taking damage.

When flags with defense are attacked, that card is treated to be in battle.

Use of cards with different card backs

Including the cards not listed on your flag, a deck may only contain cards with the same card back. Even when all the same sleeves are used, cards with different card backs cannot be mixed together in a deck.



4. Abilities / Others

New

● Others

Flags that are used in a deck

Under normal circumstances, flag cards cannot be put in a deck. However, flag cards which specifically state that “you may put this card into your deck” can be put into the deck.

- Flag cards which can be put in a deck

Dragon Drei

Lost World

The flag cards may be used at the timings stated on each of them.

e.g. 1: “Dragon Drei” may be used from hand regardless of the phase, once your life becomes 0.

e.g. 2: “Lost World” may be played from hand at the end of your opponent’s turn.

Cards removed from the game

Cards removed from a game are considered to be in a hidden zone. Cards removed from a fight are placed face down if not specified, and **both fighters cannot check the contents of these cards.**

Tournament officials and judges may decide on the placement area of cards removed from a game, if it is deemed that there is insufficient space for cards removed from a game on the fight table.

With acknowledgment from both fighters, a judge may rule for them to place cards removed from the game into a container such as deck cases or deck boxes, but care must be taken not to mix them up with other cards unrelated to the fight at hand.



4. Abilities / Others

● Others

Special Flags (<Dragon Ein> / <Parade of the Hundred Demons>)

Special flags are different from normal flags which normally allow the fighter to use “<Specific World> and <Generic>” cards in the fighter’s deck.

Special flags allow the fighter to use cards and 《Attributes》 specified.

The number of cards in hand, in gauge, and the starting life points may change according to the special flag. All these will be specified on the flag cards, and this preparation is done before “Raise the Flag”.

Some special flags may have another flag placed below it. For those flags, only the top flag will be turned face up during “Raise the Flag”, and the game will proceed with the flag below it will remaining face down.

[Omni Lord]

Cards with [Omni Lord] can be used with decks of all flags. However, if the card and the flag are of different worlds, only up to one copy can be used in the deck.

For example, a deck using “Dragon World” as the flag may have up to four copies of a <Dragon World> card with [Omni Lord], and may only have up to one copy of cards with [Omni Lord] of other worlds.

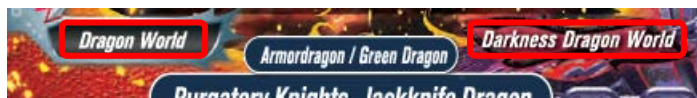
The same card cannot have multiple [Omni Lord].

For [Omni Lord] icons with different colors, they are all treated as [Omni Lord]. (Different colored icons are not treated differently.)

[Dual]

Dual cards belong to two worlds at once.

The worlds are stated at the bottom of the card.



The above card belongs to both Dragon World and Darkness Dragon World.

As such, this card can be used in both decks that use <Dragon World> and <Darkness Dragon World> flags.



4. Abilities / Others

New

● Others

[Cost] and abilities

It is required to perform every action stated in the [Cost]. If even one of them cannot be performed, the rest of the actions cannot be performed.

For example, for a [Cast Cost] stating "[Pay 1 gauge & Pay 1 life]", if your gauge is 0, you cannot pay 1 life.

It is required to resolve any card abilities as much as possible.

For example, in the case of "destroy a card on your opponent's field, and you gain 2 life", if there are no cards on your opponent's field to destroy, resolve the latter part and gain 2 life.

However, do take note that in the case of "you may~. If you do~", if you cannot fulfill the entire part under "you may~", the rest of the ability under "If you do~" cannot be resolved.

For example, for "you may pay 1 gauge. If you do, you gain 2 life", if your gauge is 0, you cannot resolve the "gain 2 life"

Another example, in the case of this ability, "you may discard a hand card and pay 1 gauge. If you do, draw two cards", if your gauge is 0, you cannot drop a hand card, nor resolve the draw two cards part of the ability.

※Exceptions to this ruling

In the case that a target should be chosen, but no target is available, and all other conditions are fulfilled, the ability after the "If you do~" part can be resolved.

For example, for the ability of "choose a monster on your field, and you may pay 1 gauge. If you do, it gets critical+1 and you gain 2 life", if you do not have a monster on your field, you can still pay 1 gauge and gain 2 life.



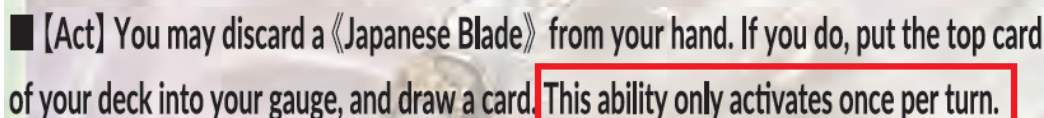
4. Abilities / Others

The “once per turn” restriction

Cards have abilities that state, “You may only use this ability once per turn.” which restricts your usage of the abilities or cards.

The usage of those abilities are restricted accordingly to what is stated on by the cards.

- “This ability only activates once per turn” / “You may only use this ability once per turn”



■ [Act] You may discard a 《Japanese Blade》 from your hand. If you do, put the top card of your deck into your gauge, and draw a card. This ability only activates once per turn.

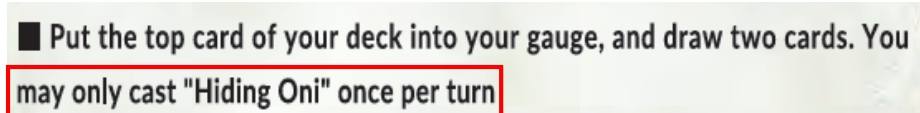
Abilities with “This ability only activates once per turn” stated is triggered once the requirements for it is fulfilled.

During the turn on which the ability is triggered, the card with the ability will not be triggered again. (Other cards can still be triggered or cast.)

- “[Card Name] / [Ability Name] only activates once per turn”



■ [Split the Reward] When another 《Thunder Empire》 monster enters your field, put the top card of your deck into your gauge, and draw a card. [Split the Reward] only activates once per turn.



■ Put the top card of your deck into your gauge, and draw two cards. You may only cast "Hiding Oni" once per turn

Abilities with “[Card Name] / [Ability Name] only activates once per turn” stated is triggered when the card/ability is cast/used.

During the turn on which the card/ability is triggered, cards/abilities with the same name cannot be triggered again. (Even if it is from another copy of the card.)



4. Abilities / Others

● Q & A

Q1 There are two “Fifth Omni Cavalry Dragon, Merak “SD”” on my field. One of them has used its 【Act】 ability. Can I use the 【Act】 ability of the other on the same turn?

A1 Yes, it can be used.
 “This ability can only be activated once per turn” only applies to the card on which it is stated. Hence, if it is from another card, it may still be used.

Q2 I called “Flarefang Dragon” onto the field when I don’t have any 《Sun Dragon》 on my field. Then, when I call another “Flarefang Dragon” into the field afterwards, does that card’s “Flare Gift” activate?

A2 No, it does not. “Flare Gift” of “Flarefang Dragon” was already activated when the first “Flarefang Dragon” was called. Regardless of whether a 《Sun Dragon》 was on your field during that time, “Flare Gift” had already been activated once, and so, even if another “Flarefang Dragon” enters the field, “Flare Gift” will not activate again.

Q3 My “Dragon Emperor Legend” was nullified by my opponent’s “Abra Cadabra!”. Afterwards, can I use “Dragon Emperor Legend” again?

A3 Yes, you may.
 A nullified card/ability means it was unresolved, which also means “You may only cast “Dragon Emperor Legend” once per turn.” was unresolved, and hence, you may still cast “Dragon Emperor Legend”.





4.[Overturn] [Overkill] [Overthrow] [Overkill: REBOOT]

[Overturn] / [Overkill] / [Overthrow] / [Overkill:REBOOT]

- If the conditions inside the [] are fulfilled, [Overturn] / [Overkill] / [Overthrow] / [Overkill: REBOOT] may be declared and used only once per game, and the effects after the [] will resolve.
- The player who declared the use of [Overturn] cannot declare an [Overturn] again for that game.
- The player who declared the use of [Overkill] cannot declare an [Overkill] again for that game.
- The player who declared the use of [Overthrow] cannot declare an [Overthrow] again for that game.
- The player who declared the use of [Overkill: REBOOT] cannot declare an [Overkill: REBOOT] again for that game.
- [Overturn] / [Overkill] / [Overthrow] / [Overkill : REBOOT] cannot be nullified.
- Cards and abilities with [Counter] cannot be declared against [Overturn] / [Overkill] / [Overthrow] / [Overkill : REBOOT].

● Q & A

Q1 Can I declare the use of [Overkill] / [Overthrow] / [Overkill:REBOOT] if I have already declared the use of [Overturn] in the game?

A1 Yes, you may. Each player may use [Overturn], [Overkill], [Overthrow], and [Overkill:REBOOT] once per game.

Q2 Can I use [Overturn] or [Overkill] against my opponent's cards or abilities during their turn?

A2 Yes, you may use it during the 7.1 section of "2. Flow of a Play Timing / [Counter]". However, the conditions inside the [] must be fulfilled.





5. Impact Monsters

Regarding Impact Monsters

An “Impact Monster” is both a “Monster” and an “Impact”. When referring to a “monster” or an “impact”, “impact monster” will be referred to as well.

(Example: You may cast “Shine-energy” on “Bal Dragon, “Bal Grand Strike!””.)

When you play it, call the “impact monster” following the flow of “1. Flow of a Buddy Call / Call”. Also, it is possible to choose an “impact monster” to be your buddy.

Calling an Impact Monster

An “impact monster” can only be called once per turn, during your final phase following the flow of “1. Flow of a Buddy Call / Call”.

If an “impact monster” is called, for this turn, you cannot call “impact monsters”.

However, if an “impact monster” is called by an effect, that call is not included in the count of “once per turn”. It is also possible to call an “impact monster” normally, and then call an “impact monster” by an effect. (It is also possible vice versa)

Also, it is possible to choose an “impact monster” to be your buddy. During each fight, it is possible to buddy call and gain 1 life from buddy gift.

Attacking with an Impact Monster

A fighter’s “impact monster” can also attack during his or her final phase.

An attack by an “impact monster” follows the flow of “4. Flow of a Final Phase”.

Stand and Rest of an Impact Monster

The stand mode of an “impact monster” is in a landscape orientation, while the rest mode is in a portrait orientation from the card owner’s perspective.

In the case an “impact monster” is your buddy, it is put into stand the moment it is put from face-down to face-up at the start of the game. After you buddy call, the card you call is placed in rest mode to your buddy zone.

Stand



Rest





5. Impact Monsters

● Q & A

- Q1 Can I call an impact monster during my main phase?
- A1 No, you cannot.
Other than being called by an effect, impact monsters cannot be called except during your final phase.
- Q2 Can I attack using an impact monster during my attack phase?
- A2 Yes, you can.
If you use it to attack, you can use it to link attack with other monsters and items as well.
- Q3 For my first turn going first in a fight, can I attack using an impact monster?
- A3 Yes, you can.
In the case a fighter has not attacked during the attack phase of his or her first turn going first, he or she can call an impact monster during the final phase, and attack with it.
- Q4 If my opponent nullifies the call of my impact monster by nullifying a monster call, or the casting of an impact card, can I call an impact monster again?
- A4 Similarly for a monster and an impact, if the call (cast) of an impact monster is nullified, it does not enter the field, and is put into the drop zone. However, in the case the call is nullified, it is not counted as having called an impact monster “once per turn”.





6. Irregulars List

● Regarding Irregulars List

What is Irregulars List?

The Irregulars List comprises of “irregular cards” – cards which strength far exceeds expectations, and have made a significant impact on the game. Certain cards on this list will not be permitted in decks, or only specific numbers of a certain card may be allowed, depending on the limiters.

Off-Limits!

Cards which fall under ‘Off-Limits!’ cannot be included in any decks, even if they belong to that specific flag. Furthermore, they cannot be used as flags, nor as buddy monsters.

X-Limit

Cards under the ‘X-Limit’ category will allow the fighter to put up to X number of a card into the deck. If that card is chosen to be a buddy monster, then X number of cards can be put into the deck excluding the card in the buddy zone.

Irregulars List for All Flags



[Off-Limits!]
Professor Menjo



[Off-Limits!]
CHAOS Death Tallica



[1-Limit]
Gambit

Irregulars List for [the Chaos]



[Off-Limits!]
Ladis the CHAOS

[1-Limit]
Launch the Autodeity

[1-Limit]
Machining Sacrifice



[1-Limit]
**Genome Upgrader,
Geargod ver. 1000**

[1-Limit]
**Full Mechcrystal Dragon,
Zindo Beta**

Irregulars List for [Thunder Emperor's Fangs]



[1-Limit]
Connect Ninja,
Tomonoshin



[1-Limit]
Loud Voice



[1-Limit]
The Fighter's Oath

● Examples for Deck Building Under the Irregulars List

Dos

1. With the 'Thunder Emperor's Fangs' flag, if your buddy is 'Connect Ninja, Tomonoshin', you can put up to one 'Connect Ninja, Tomonoshin' into your deck, other than the one currently in the buddy zone.
2. With the 'Thunder Emperor's Fangs' flag, you can put one each of 'Connect Ninja, Tomonoshin', 'Loud Voice', and 'The Fighter's Oath' into your deck.
3. With the 'Dragon World' flag, you can put four copies of 'Loud Voice' into your deck.

Don't

1. With 'the Chaos' flag, 1 copy of X-BT04/0024EN 'Machining Sacrifice' and 1 copy of X-BT04/0101EN 'Machining Sacrifice' are both in the deck.
→the card numbers are different, but the card names are the same, so only up to one copy of this card can be put into the deck

Lost Deck

A “Lost Deck” is a different deck from your main deck which can only be used with the special abilities of the “Lost World” flag.

If you do not have the “Lost World” flags in your main deck, do not prepare a Lost Deck.

※ If you do not have “Lost World” flag cards in your main deck but have prepared a Lost Deck on the side, penalties will be meted out to you.

Lost Cards

<Lost World> cards can only be put into a Lost Deck.

(They cannot be put into the main deck)

<Lost World> monsters do not have a size.

As such, they cannot be chosen as targets by effects which denote size, such as “destroy a size 2 or less monster”.

● Deck building criteria for Lost Deck

A Lost Deck is **made up of precisely 30 Lost Cards**. (Lost Cards are cards with the card back as shown in ‘Image 1’) The number of cards must be exactly 30, no higher nor lower than 30 cards.

If not otherwise specified, you cannot prepare multiple Lost Decks, and switch a different one for each match during the same tournament.

When using sleeves, it is necessary to **use different sleeves** for both your main deck and Lost Deck in order to tell them apart.

Image 1



● Q & A for deck building

Q1 Can I put [Omni Lord] cards or “Emblem of Omni Lords” into a Lost Deck?

A1 No, you cannot.
Only Lost Cards can be put into a Lost Deck.

Q2 Can I put my both main deck and Lost Deck in solid colored sleeves of the same color ?

A2 No, you cannot.
If you are using solid colored sleeves, the colors must be different for your main deck and Lost Deck in order to tell them apart.

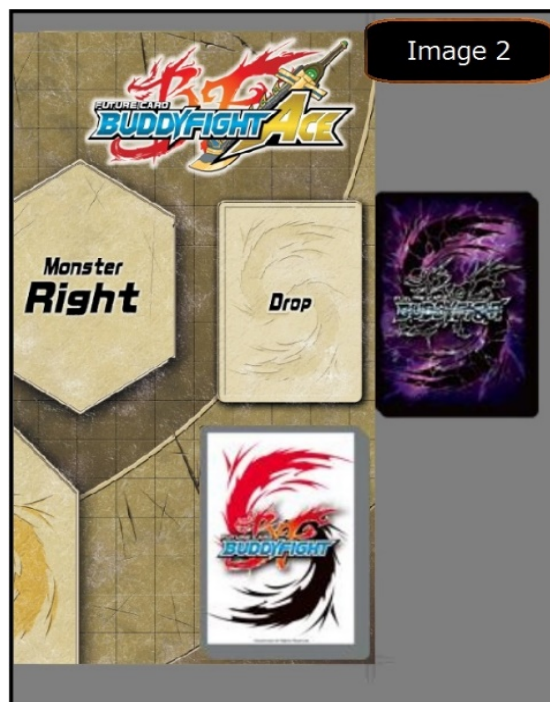
●Preparing the Lost Deck for a game

When preparing for the game, the fighter using a “Lost Deck” must place it in such a way that it is **visible to the opponent**.

It is highly recommended to place it on the right of the drop zone, as shown in ‘Image 2’.

Tournament officials and judges may decide on the placement area of the Lost Deck, if it is deemed that there is insufficient space for it on the fight table.

With acknowledgment from both fighters, a judge may rule for them to place the Lost Deck into a container such as deck cases or deck boxes, but care must be taken not to mix them up with other cards unrelated to the fight at hand.



A fighter who wishes to use a Lost Deck must shuffle both the main deck as well as the Lost Deck **during the preparation part before a game**. After which, it will no longer be possible to check the contents of the Lost deck which has been removed from game.

●Lost Card Buddy

You may only choose a monster from <Lost World> as your buddy, only if you have the Lost World flag in your main deck. If you have a <Lost World> monster as your buddy, you do not flip over and reveal your buddy at the start of a fight. It is only flipped and revealed when your flag becomes the “Lost World” flag. During a fight, if the buddy is face down, it is not possible to buddy call, and the face down card in the buddy zone will be regarded as a blank card with no information.



7. Lost

New

● Lost Deck and normal cards during a game

When changing from the main deck to the “Lost Deck”, the normal cards in areas other than the deck area(i.e. the field, soul, hand, gauge and drop zone) **remain as they are**, and the fight continues with the Lost Deck placed in the deck zone as a new deck. For example, in the case of a “put a card from your deck into your hand” ability, when resolving this ability, one card is added from the current deck to your hand.

✖ Regarding the main deck removed from game

The main deck removed from game via a “Lost World” ability is removed from the game with all its card face down. The main deck removed from game shall become a hidden zone. Both fighters will not be able to check its contents.

During the fight, cards from the main deck removed from game cannot be referenced, and cannot move to another area. Also, it is not possible to move any cards from any area to the main deck removed from game.

In areas other than the deck zone, it is possible that normal cards and Lost Cards are mixed together. For example, there may be a case where 3 normal cards and 2 Lost Cards are in your hand.

For effects such as “drop one of your opponent’s gauge” or “choose a card from your opponent’s hand at random”, when choosing from a hidden zone where normal cards and Lost Cards are mixed, the cards must be chosen in a situation where it is possible to tell normal cards and Lost Cards apart.

It is not possible to mix normal cards and Lost Cards in the deck zone.

For example, after placing the Lost Deck on the deck zone, and you use an ability such as “return a card from your gauge to your deck”, a normal card cannot be put into the current Lost Deck. If there are Lost Cards in the gauge, choose a Lost Card from the gauge and return it to the deck. If the gauge only contains normal cards, no card can be returned to the deck. Similarly, for abilities like “put all of your gauge into your deck”, the normal cards in your gauge cannot be returned to the Lost Deck, and only Lost Cards can be returned.

✖ General sideboard ruling (for best-of-3 games)

- Fighters must use the same Buddy and Flag throughout the whole tournament. Fighters cannot change the Buddy or Flag between games.
- Fighters can have 0-10 cards for their sideboard.
- The 4 per deck rule applies to the main deck, Lost Deck and sideboard as a whole. (i.e. You may only have up to 4 of a certain card between your deck, Lost Deck and sideboard. Like normal games, your Buddy does not count towards the 4 cards per deck.)
- Between games 1-2 and 2-3 of each round, fighters may use cards from their sideboard to change their deck or Lost Deck.
- After sideboarding, the main deck needs to be in a legal state, Lost Deck must have exactly 30 cards, and the sideboard can be no more than 10 cards.
- Fighters must return decks to pre-sideboard state before each new round.