



— A New Generation —

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Animation



Future Card Buddyfight Ace

The protagonist of Buddyfight Ace is Yuga Mikado! You might find the name Mikado familiar because... that's the son of the Mighty Sun Fighter, Gao Mikado!

Yuga is known as the “Ace of Gaming” as he is extremely talented in games. But, he has never had any experience with card games. Buddyfight is his very first card game!

How did Yuga come in contact with Buddyfight? And how did he meet his Buddy, Gargantua Dragon?

Search “FC Buddyfight” in YouTube for the latest episodes!

New subbed episodes are released Saturday from June 2nd onwards, at 7.30am (GMT+8)!

Ace Demo Deck



The Ace demo deck includes

- 52-cards deck
- Life counter
- Comic strip on basics of Buddyfight
- Rule Sheet
- Paper playmat

This is the first time our demo decks feature a full 52-cards deck! It's practically a start deck already!

Ace demo deck features cards used by our new protagonist, Yuga Mikado. And his new buddy, Gargantua Dragon!

Buddyfighters can experience the thrill of this new ability with an Ace demo deck!



Demo Sessions



We will be hitting card shops in Singapore to hold demo sessions for anyone who wants to learn the game! Demo decks will also be given out, with no charge!

For Buddyfighters outside Singapore, not to worry as you can still get your hands on a demo deck from your local official Bushiroad stores. Just ask from them!

On a side note, if you participate in the *Cardfight!! Vanguard* Demo Caravan, you will be able to get a *Garga "SD"* PR card from the new Ace season!



Ace Start Deck



Three start decks to kick-off the new series of **Buddyfight Ace**!

All three start decks will go on sale on **July 27th**!

The best products to start Buddyfight Ace with!



Ace Start Deck



A Dragon World deck used by Yuga Mikado, and it revolves around his Buddy, Gargantua Dragon and his unique **G•EVO** ability!

This ability allows Gargantua Dragon to change modes during your attack phase!

After the battle ends, use **G•EVO** to put out another Gargantua Dragon of a different mode from your hand on your field! Different modes for different situations!




Ace Start Deck



Ace Start Deck



A Star Dragon World deck used by Subaru Hoshiyomi.

This deck focuses on  (Galaxy Formation), a new ability utilized by his buddy, *Cross Astrologia*.

This deck shines the brightest when you complete your formation, much like the constellations in the sky!



Ace Start Deck



2
Monster

6000 / **25000**

The Astrodragon with rainbow wings!
Its name is Cross Astrologia!

■ **Call Cost** [Pay 1 gauge & Put the top card of your deck into its soul]
 +GALAXY If you have an 《Astrodragon》 on your center and left, and an 《Astrodragon》 item equipped, all cards on your field get power+10000!

Double Attack **Soulguard**

Astrodragon
Star Dragon World

Rainbow Wings, Cross Astrologia

S-SD02/0001EN Illust: 里々 (PandaGraphics)

Item

4000 / **2**

Galaxy Formation manipulates even opponents' fate.

■ **Equip Cost** [Pay 1 gauge & Pay 1 life]
 ■ This card can attack even if you have an 《Astrodragon》 on your center.
 ■ When this card attacks, if you have an 《Astrodragon》 on your center and left, destroy a monster on your opponent's field.

Astrodragon / Weapon
Star Dragon World

Seertool, Arcana

S-SD02/0014EN Illust: 渡邊篤史

Ace Start Deck



An Ancient World deck used by Masato Rikuo.

The keyword of this deck is teamwork, and it features the **(D-Share)** ability.

Cards with **(D-Share)** gets abilities of their friends on the field.

So the more friends you have on your field, the stronger their links become, and the stronger they all get!



Ace Start Deck



SPIRAL LINKDRAGON ORDER



Booster Pack Vol. 1



Title:

Gargantua Awakened

Sale Date:

August 3rd, 2018

Primary Worlds: Dragon

Ancient

Star Dragon

Danger



Booster Pack Vol. 1



Introducing... New rarity, **Ace Rare** (AR)

- Buddy Monsters of main characters
- One of each type guaranteed in each box
- Players can get them easily!
- Other rarities are still included, i.e SECRET, SP, and BR



Booster Pack Vol. 1



Starting from the new series, we will introduce a new rarity: Ace Rare (AR)!

To put it simply, ARs are the Buddy monsters of the main characters in the animation, and are included so that players can get their hands on them easily.

All types of ARs are guaranteed in one box. For example, Yuga's Gargantua Dragon, Subaru's Cross, and Masato's Agito are the first three ARs in the series. And in this booster pack, one copy of each AR will be guaranteed in each box!

But don't think that ARs are weak simply because they are guaranteed. Not at all! In fact, they are the main Buddy monsters used by the main characters in the animation.

If you're worried that the addition of AR means another rarity will be taken out, don't! Rarities that already exist, such as SECRET / BR / SP will still be included. Different players prefer different styles, so players can choose to include whichever rarities they wish to in their decks! You know what they say: *Different rares for different flairs!*



Rule Changes



Overview:

- First player draws on first turn too
- No limit to [Counter] per battle
- Turn gain limit
- Rule changes from **June 2nd** onwards
- Irregulars List from **July 2nd** onwards



Rule Changes



The aim of these rule changes is to allow new players to pick up the game easily, and all of them will be implemented from **June 2nd** onwards.

- First player draws on first turn too

Up till now, the first player is not allowed to draw a card on their first turn. This old rule was implemented in the early stages when the game environment required it.

However, the game environment has changed and evolved since then, to an environment where the second player has advantages over the first. We believe the rules need to adapt to this, and thus decided on this new rule.

This is also to make the game easier to understand, especially for the younger players. For example, it's easier to remember “Each player draws a card at the start of their turn”, rather than “Each player draws a card at the start of their turn but not for the first player on their first turn”.



Rule Changes



- No limit on [Counter] per battle

Buddyfighters will no longer be limited to using one [Counter] per battle.

The original intent of the old rule was to simplify things. However, there are some situations when this rule actually complicated it.

Hence, this limit will be abolished.



Rule Changes



- Turn gain limit

Currently, there is no limit to the number of turns a Buddyfighter can gain.

But with this change, if a Buddyfighter were to get an extra turn due to card effects, and then get ANOTHER turn during that extra turn, that fighter will NOT get another turn. The game will forcibly alternate to the other Buddyfighter's turn.

As Buddyfight is built on the foundation of quick, intensive fights, we have decided it is in the game's best interest to adopt this change.

This will no doubt weaken decks that employ the strategy of utilizing multiple turns, but we sincerely believe and hope this will allow Buddyfighters to have even more exciting games with this change.



Irregulars List



The Irregulars List is a category of cards that have their usage limited in tournaments. The Irregulars List is an extremely vital point of much concern to us.

Buddyfight has never had such a list, and it was only after much consideration that we arrive to the decision of the Irregulars List.

As hard as it was, we believe that this is the right road for us to take moving forward, so that our players may enjoy Buddyfighting in a safe environment!

Note: Irregulars List will be implemented from July 2nd onwards



Irregulars List



Cards that are labelled as “**Off-Limits!**” are well, off-limits! *Off-Limits!* cards may **NOT** be included in a deck.

And cards that are deemed “**1-Limit**” or “**2-Limit**” and so on, are limited to that number of copies in a deck.

e.g. An Irregular card that is “1-Limit” may have only one copy of it in a deck.

The full contents of the Irregulars List will be put up on our [website](#), and updated periodically.

But it is our earnest wish to not have additions to it.



Into the Future...



We began the development of our first products in July and August with “Anyone can start with this series!” as our motto. Some visible changes would include simplifying the phrasings of abilities so they are easier to understand, and phrases that can be trimmed will be trimmed.

But from this season onwards, there will be more of them so new and younger players may start the game with ease!

We understand one thing players love about card games and Buddyfight is the illustrations. And long abilities inevitably obstruct parts of the illustrations. So we do our best to keep the card text concise while maintaining the integrity of the cards’ abilities.



Into the Future...



Here are two examples:

Before [Discard a card from your hand]

After Discard a hand card.

Before damage dealt to you is reduced by 1.

After Damage you take are reduced by 2.



Have you spotted any other of our phrasing changes?

Into the Future...



With the addition of Ace Rares and the Irregulars List in the new series, we hope to Call players who may have left the scene for a while back into the field of Buddyfight!!

This year's normal booster packs (excluding Booster Alternative, e.g S-BT01A) will always include cards from Dragon, Star Dragon, and Ancient World.

This is to ensure players who start from this series may improve their decks over time with new cards to look forward to, and to keep enjoy Buddyfighting!

We will feature cards from decks built by our players during this period for at least a year. No matter if you are someone looking to start Buddyfight or a veteran Buddyfighter, you will be able to get into the game easily with just a start deck and normal boosters.



Into the Future...



Of course, we will not be neglecting support for other Worlds as we will release at least one product for them annually. We aim to release products that cater to different groups of Buddyfighters.

So whether you are new to the game or an experienced fighter, rest assured that there will be cards for you to upgrade your decks with and to continue enjoying Buddyfight.

Last but not least! As is the tradition of Buddyfight, with each new season there will be a new, incredible flag on the enemy side!!! We will not divulge anything at this point of time as we want our players to enjoy the story and animation as much as the game itself, but you can be assured that it'd be unlike ANYTHING in the current environment of Buddyfight!

That said, we will proceed carefully so as to not make any cards that are too powerful, or cards that are too difficult.

We hope everyone will continue to enjoy Buddyfighting in 2018 as much as we enjoy developing it!

