
Table of Contents	Pg
1. Overview of the Game	
2. Card Information	1
3. Player Information	3
4. Areas	3
5. Specific Terms	5
6. Setting up the Game	7
7. Progression of the Game	7
8. Main Phase Performable Actions	8
9. Playing and Resolving Cards and Abilities	8
10. Rule Actions	11
11. Keywords and Keyword Abilities	12
12. Miscellaneous	12

Rules

1. Overview of the Game

1.1. Number of Players

1.1.1. This game is played by two players. These comprehensive rules do not apply to games played by any other number of players.

1.2. Winning and Losing

1.2.1. If any player wins or loses, the game ends immediately. When your opponent loses, if you have not lost the game, you win the game.

1.2.1.1. A player whose monster card invades their opponent's zones wins the game.

1.2.1.2. A player who is unable to play a new monster card when their monster card is countered (5.15.1.2.1) loses the game.

1.2.2. If all players lose at the same time, then the game ends in a draw.

1.2.3. Any player may concede the game at any time. The player who declared their concession immediately loses without proceeding to the check timing (9.4.1), and the game ends.

1.2.3.1. No effects can interfere with conceding. No effects can force a player to concede, and no effects can replace losing the game with a concession.

1.2.4. There are cards with effects that have a player win or lose the game. In these cases, that player wins or loses while resolving the effect without proceeding to the check timing (9.4.1), and the game ends.

1.3. Golden Rules of the Game

1.3.1. 1.3.1. If the comprehensive rules and the text of a card contradict each other, the card text takes precedence.

1.3.2. 1.3.2. If anything attempts to make a player do something they cannot perform, nothing happens. If anything attempts to make a player do something they can only partially perform, then the player only performs the part they can.

1.3.2.1. 1.3.2.1. If anything attempts to change a game state to the state it is already in, it does

not change to that state again, and that action never happens.

1.3.2.2. If the number of times a certain action is to be performed is 0 or lower, or if the basis for an action to be performed is a value of 0 or lower that is not an addition, subtraction, or comparison, nothing happens. No reverse action will take place even if the value is negative.

1.3.2.3. If there are multiple effects that require a certain action, and it is not possible to fulfill all of those requirements, you are required to choose and perform actions that would fulfill as many of those requirements as possible.

1.3.2.4. Unless there is an upper or lower limit specified, the numerical information players and cards have can be 0 or negative.

1.3.3. If a player is instructed by a card's effect to perform an action, and at the same time there is an effect being applied that restricts that action from being performed, the restriction takes precedence and that action is not performed.

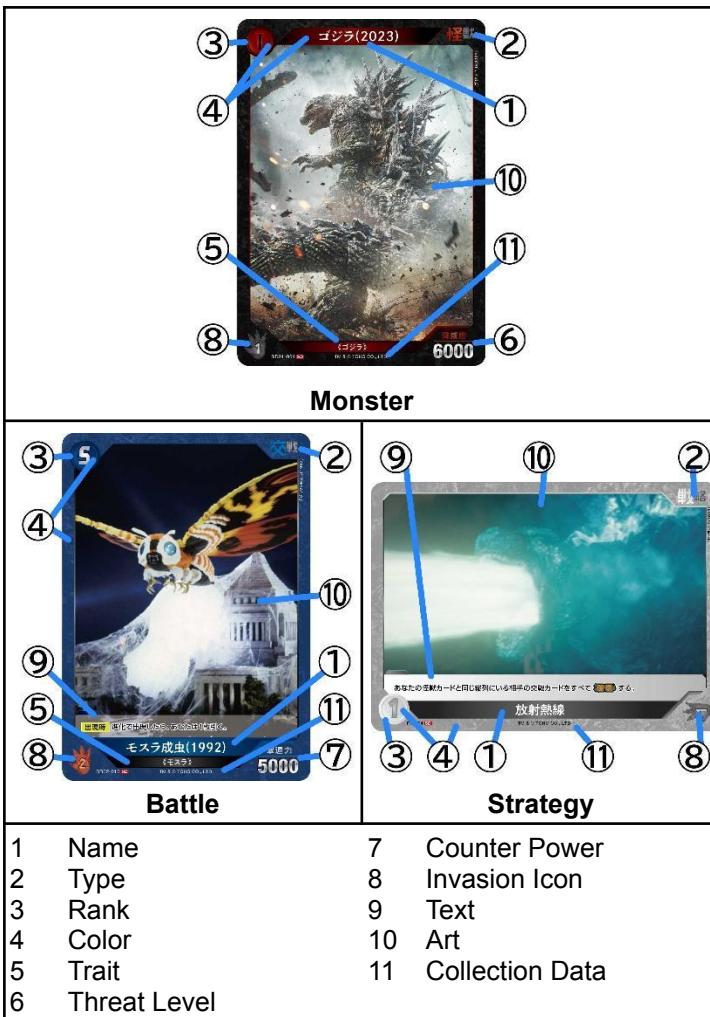
1.3.4. If multiple players are to make a choice at the same time, the active player makes their choice first. The non-active player will make their choice after knowing the choice made by the active player.

1.3.4.1. If an effect applies to multiple players, and that effect has a series of processes to be performed, all processes that do not involve choosing are performed simultaneously, while the active player performs the processes that involve choosing first.

1.3.4.2. When cards in hidden areas are to be chosen at the same time, the active player chooses the required number of cards without revealing their information, then the non-active player chooses the required number of cards. If the chosen cards are to be revealed, they are revealed after all players have made their choices.

1.3.5. If you are to choose a number, then you must choose an integer that is 0 or greater. You cannot choose a fraction or a negative number.

1.3.6. If a number is specified for the upper limit in a form such as "up to X", unless a number is specified for the lower limit, you can choose 0.



2.3.2.3. The ranks of strategy cards are called “strategy ranks”, and are written with Arabic numerals.

2.4 Color

2.4.1. The color of this card.

2.4.2. Color is represented by the background of the rank (2.3) and the border of the card.

2.4.3. Color is one of either red, blue, white, or green.



2.4.4. Some cards are more than one color at the same time.



2.5 Trait

2.5.1. The phrase that is this card's trait.

2.5.1.1. If there are multiple phrases for the trait, it has each of those as traits.

2.5.2. Traits may be referenced by other abilities, effects, and cards in the strategy zone.

2.5.3. When enclosed as «(name)» in text, it means the trait named (name).

2.5.3.1. The «(name)» text may be indicated by an icon with the name such as .

2.6 Threat Level

2.6.1. The number that indicates this monster's defense power.

2.7 Counter Power

2.7.1. The number that indicates its strength at countering monsters.

2.8 Invasion Icon

2.8.1. The number that is referenced when a monster invades (5.14).

2.8.2. The number of an invasion icon is indicated by the Arabic numeral on the icon.

2.9 Text

2.9.1. The information about this card's inherent abilities.

2.9.2. There are explanations of abilities enclosed in () brackets in text that are called reminder text. While reminder text is part of the text, its meaning only serves as an explanation of the ability, and does not affect the game.

2.10 Art

2.10.1. The descriptive art of the card.

2.10.2. The art has no meaning in terms of rules.

2. Card Information

2.1 Card Name

2.1.1. The proper name of this card.

2.1.2. Names may be referenced by other abilities and effects.

2.1.3. When enclosed as “(name)” in text, it means a card with (name) as its name.

2.2 Type

2.2.1. The information about the card's type.

2.2.2. Cards with the “Monster” type are cards that move to invade in the game.

2.2.3. Cards with the “Battle” type are cards that battle the opponent's monsters.

2.2.4. Cards with the “Strategy” type are cards that change the state of the game.

2.3 Rank

2.3.1. The number that indicates this card's strength.

2.3.2. The ranks of each type of card are categorized as below.

2.3.2.1. The ranks of monster cards are called “monster ranks”, and are written as Roman numerals (I/II/III/IV).

2.3.2.2. The ranks of battle cards are called “battle ranks”, and are written with Arabic numerals.

2.11 Collection Data

- 2.11.1. The card number, artist's name, copyright information, and other contents of the card with no direct relation to the game that have not been mentioned so far are collectively called the "collection data".
- 2.11.2. The card number is referenced when constructing a deck (6.1.1.4).
- 2.11.3. Other than the card number, collection data has no meaning in terms of rules and gameplay.

3. Player Information

3.1 Owner and Master

- 3.1.1. The owner is the player who owns the card. The owner of a card is the player who had that card in their deck at the beginning of the game. At the end of the game, each player retrieves the cards that they own.
- 3.1.2. The master is the player who is currently using a card, ability, or effect. The master of a card in an area is the player that area belongs to.
- 3.1.2.1. The master of a continuous ability is the master of the card that has that ability, or the master of the effect that created that ability.
- 3.1.2.2. The master of an automatic ability is the master of the card that has that ability, or the master of the effect that created that ability.
- 3.1.2.3. The master of an effect is the master of the ability that created that effect.
- 3.1.2.3.1. If an effect instructs for actions to be performed without specifying a player, the master of that effect performs those actions.

3.2 Stacking of Cards

- 3.2.1. Cards may be stacked on top of, or under cards that are in zones (4.4), strategy zones (4.5), and invading monster zones (4.7).
- 3.2.2. The order that stacked cards are stacked in is controlled.
- 3.2.3. A stack of cards is considered a single card on the field.
- 3.2.3.1. When the information of stacked cards is referenced, the information of the topmost card is used. Unless it is explicitly stated that the information of the stacked cards underneath is to be referenced, the information of the cards that are underneath the topmost card are not referenced.
- 3.2.4. When stacked cards move to an area, all of the stacked cards move to that area at the same time.
- 3.2.5. When a new card is stacked on top of a card, that new card is considered to be a different card from the cards previously stacked underneath.

3.3 Invading Monster

- 3.3.1. During a game, each player has an arrangement of monster cards that is regarded as the invading monster by the rules.
- 3.3.2. The invading monster is a card or a stack of cards (3.2) in the invading monster zone.
- 3.3.3. A player's invading monster occupies one of the zones as its position.

3.3.3.1. An invading monster's position is indicated by the zone the invading monster directly occupies.

3.3.3.2. An invading monster is always considered to be in the area represented by its position, and unless otherwise stated, it is not considered to be in the invading monster zone.

3.3.3.3. When the position of an invading monster is changed, the invading monster itself is moved to indicate the new position, in accordance with the above.

3.3.4. During a game, when a player's "monster card" is referenced without specifying an area, it refers to that player's invading monster.

3.4 Rage

3.4.1. Each player's invading monster has numerical information called "rage".

3.4.2. The value of each invading monster's rage is indicated by placing the same number of a game aid called rage cards in an area visible to the opponent.

3.4.2.1. Rage cards are only a game aid used to assist in making rage information readily known, and are not considered cards with any meaning in terms of the rules.

3.4.3. When a player's "monster card's【rage】" value is referenced, it refers to value of their invading monster's rage.

3.4.4. If rage would become less than 0, it becomes 0.

3.4.5. A player's invading monster gains +5000 threat level for every 1 of that invading monster's rage.

3.4.6. The term 'rage' may be represented by a  icon.



4. Areas

4.1 Basics of Areas

4.1.1. Unless otherwise specified, each player has their own of each area.

4.1.2. There are areas where all players may see the information of the cards in that area, and areas where specified players are unable to see that information. Areas in which all players may see the information are "public areas", and areas in which specific players are unable to see that information are called "hidden areas".

4.1.2.1. When a card is placed in a public area, it is placed in the public state (4.2.2). When a card is placed in a hidden area, it is placed in the hidden state (4.2.3).

4.1.2.2. All players may check the number of cards in any area at any time, regardless of whether the area is public or hidden.

4.1.2.3. In hidden areas, unless all cards in that area are to be revealed to all players by an effect, the presence of cards that meet specific conditions cannot be guaranteed. Even if a player can see the contents of that zone, they may treat it as though no cards that meets those specific conditions exist.

4.1.3. There are areas where the order the cards are placed in the area is controlled. Unless otherwise specified, the order of cards in an area where the order is controlled cannot be changed.

4.1.3.1. When the order of cards in an area is controlled, it means that the order those cards are stacked in is controlled.

4.1.4. When a card performs a move between areas that is not a movement from zone to zone, unless otherwise specified, it is considered as a new card in the new area. Effects that were applied in the previous area do not continue to apply.

4.1.4.1. When an effect explicitly refers to the moved card itself in the area it had moved to, within that effect, the card in the area moved to can be referenced as if it is that card itself.

4.1.5. When multiple cards are placed in an area at the same time, unless otherwise specified, the order they are placed in the new area is decided by the player that area belongs to.

4.1.5.1. When multiple cards are to be placed from a public area to a hidden area at the same time, and the master of those cards can decide the order the cards are placed in, no player other than the master may know the order those cards are placed.

4.1.6. When a card's text or ability or effect refers to any area, and the player whose area is being referenced is not specified, it refers to that area that belongs to that card's master.

4.1.7. When a card moves to an area other than a zone, it moves to the area belonging to that card's owner.

4.2 Area Visibility State

4.2.1. Cards in areas have either the public state or hidden state.

4.2.2. All players are able to see the information of cards in the public state.

4.2.3. Some or all players are unable to see the information of cards in the hidden state.

4.3 Field

4.3.1. The field is the combination of a player's zones.

4.3.2. Players have multiple zones (4.4) on their field.

4.4 Zones

4.4.1. The areas where monster cards and battle cards are placed.

4.4.2. A player has 8 zones on their field.

4.4.3. Each zone has a zone number ranging from 1 to 8.

4.4.4. The zones of each player are arranged in the layout below (numbers denote each zone's number).

相手	5	4	3	2	1	後
	6	7	8			前
前			8	7	6	
後	1	2	3	4	5	自分

4.4.4.1. When a player's "zone (number)" is referenced, it refers to the area amongst that player's zones that has the zone number (number).

4.4.5. Zones have positional relationships with one another.

4.4.5.1. A player's zones 8 and 3, zones 7 and 4, and zones 6 and 5, each have the former zone being "in front of" the latter zone, and the latter zone being "behind" the prior zone.

4.4.5.2. Zones that are "adjacent" means that they are either a player's pair of zones that have zone numbers that differ by 1, a player's pair of zones that are in front of or behind each other (4.4.5.1), or a player's zone 8 and their opponent's zone 8.

4.4.5.3. Zones that are 'before' a player's zone are that player's zones with zone numbers that are less than that zone's number. Similarly, zones that are 'beyond' are that player's zones with zone numbers that are greater than that zone's number.

4.4.5.3.1. Zones fulfill the conditions of being "before" or "beyond" themselves.

4.4.5.4. Zones that are considered to be in the same column are a player's zone 1 and their opponent's zones 5 and 6, a player's zone 2 and their opponent's zones 4 and 7, and a player's zones 3 and 8 and their opponent's zones 3 and 8.

4.4.5.5. Each player's Zones have left-right relationships.

4.4.5.5.1. A player's Zones are arranged, from that player's perspective, from left to right, towards their opponent's side, in the following order: Zone 1, Zone 2, Zones 3 and 8, Zones 4 and 7, and Zones 5 and 6.

4.4.5.5.1.1. Zones 3 and 8, Zones 4 and 7, and Zones 5 and 6 do not have a left-right relationship with each other.

4.4.5.5.2. When referring to an opponent's Zone that is further to the right from a player's perspective, refer instead to the Zone that is further to the left from the opponent's perspective, and vice versa.

4.4.5.5.3. When referring to the left-right relationship between cards, refer to the left-right relationship of the Zones those cards are in.

4.4.5.5.4. A card being the "rightmost" among a group of cards means that there is no card in that group that is further to the right than that card. The same applies inversely for "leftmost."

4.4.6. The reverse order represents zones that are further to the right.

4.4.7. Zones are public to all players, the order of its cards is not controlled.

4.4.8. When referring to an "empty" zone, it means a zone that does not contain any cards.

4.5 Strategy Zone

4.5.1. The area where strategy cards a player plays are placed.

4.5.2. Each player has 2 strategy zones.

4.5.3. The strategy zone is a public area, and the order of its cards is not controlled.

4.6 Monster Deck Zone

- 4.6.1. The area where the monster deck players use for the game are placed.]
- 4.6.2. A monster deck zone is a hidden area for the opponent, and the order of its cards is not controlled.

4.7 Invading Monster Zone

- 4.7.1. The area where the player's invading monster is placed.
- 4.7.2. When instructed by the rules to make a monster card the new invading monster, put that card in the invading monster zone as the invading monster if the invading monster zone does not have an invading monster, and place that card on top of if it does.
- 4.7.3. The invading monster zone is a public area, and the order of its cards is not controlled.

4.8 Deck

- 4.8.1. The area where your main deck is placed at the start of a game.
- 4.8.2. The deck is a hidden area for all players, and the order of its cards is controlled.
- 4.8.3. When multiple cards are to be moved from the deck to another area, they are moved one at a time.

4.9 Hand

- 4.9.1. The area where each player places their unused cards without being visible to the opponent.
- 4.9.2. The hand is a hidden area, but a player can freely see the information of the cards in their own hand. You cannot see the information of cards in other players' hands. The order of cards in the hand is not controlled.
- 4.9.3. In card text, "(number) cards in your hand" is expressed simply as "(number) cards in your hand."

4.10 Discard Pile

- 4.10.1. The area where each player places the cards that have been used or destroyed.
- 4.10.2. The discard pile is a public area, and the order of its cards is not controlled.

4.11 Resolution Area

- 4.11.1. The area where abilities and cards are temporarily placed as part of the game. There is only 1 resolution area shared by both players to use.
- 4.11.2. The resolution area is a public area, and the order of its cards is not controlled.

5. Specific Terms

5.1 Overview

- 5.1.1. Specific terms are states or instructions of actions that have a special meaning when playing this game.

5.2 Place/Move

- 5.2.1. When instructed to "place" or "move" a card to a specified area, move that card to that area.

5.3 Shuffle

- 5.3.1. When instructed to "shuffle" a specified group of cards, the player that zone those cards

are in belongs to randomizes the order of that group of cards.

- 5.3.1.1. When the name of an area is specified for the group of cards, all of the cards in that area make up the group of cards.
- 5.3.1.2. When instructed to shuffle a group of cards that has 0 or 1 cards, the order of those cards is not changed, but the shuffle is considered to have been performed.

5.4 Draw

- 5.4.1. When instructed to "draw 1 card", move the card at the top of the specified player's deck to the specified player's hand.
- 5.4.2. When instructed to "draw (number) cards", the specified player repeats the action of drawing 1 card (number) times.
- 5.4.3. When instructed to "draw up to (number) cards", the specified player performs the following steps.
 - 5.4.3.1. If (number) is 0 or less, the performing of this instruction ends.
 - 5.4.3.2. The specified player can end the performing of this instruction.
 - 5.4.3.3. The specified player draws 1 card.
 - 5.4.3.4. If the number of times 5.4.3.3 has been performed for this instruction has reached (number) times, the performing of this instruction ends. If it has not, return to 5.4.3.2.

5.5 Look at/from the Top

- 5.5.1. When instructed to "look at the top (number) cards of the deck", the specified player can check the information of the top (number) cards of that deck.
- 5.5.2. When instructed to "look at up to (number) cards from the top of the deck", perform the following steps.
 - 5.5.2.1. If (number) is 0 or less, the performing of this instruction ends.
 - 5.5.2.2. Specify X as having a value of 1.
 - 5.5.2.3. The specified player can end the performing of this instruction.
 - 5.5.2.4. The specified player can check the information of the top X cards of the deck.
 - 5.5.2.5. If the number of times 5.5.2.4 has been performed for this instruction has reached (number) times, the performing of this instruction ends. If it has not, add 1 to X and return to 5.5.2.3.

5.6 Swap

- 5.6.1. When instructed to "swap" a card and another card, move the former card to the latter card's area and the latter card to the former card's area simultaneously.
- 5.6.2. If either of the cards is unable to move to the other's area at the point of performing the instruction to swap for any reason, that Draw instruction is not performed.

5.7 Discard/Send into the Discard Pile

- 5.7.1. When instructed to "discard (number)" cards from hand, that player chooses (number) cards from their hand, and places them in the discard pile.

5.7.2. When instructed to “discard cards until you have (number) cards remaining”, that player chooses (number) cards from their hand, and discards the rest of the cards.

5.7.2.1. If the number of cards in the hand is less than (number) at the point of performing the instruction, this instruction does nothing.

5.7.3. When there is an instruction to “send into the discard pile” in reference to cards in an area, put those cards into the discard pile.

5.7.3.1. To “send into the discard pile” specific cards of an invading monster means to place only the specified cards from the cards stacked on the invading monster into the discard pile.

5.8 Search

5.8.1. When a player is instructed to “search” their deck for specific cards, they look at all the cards in the deck, and choose the specified cards from among them.

5.8.1.1. If only the number of cards to search is specified, you must choose that number of cards.

5.8.1.1.1. If the number of cards in the deck at this point is less than the specified number, choose all the cards in the deck.

5.8.1.2. If information other than the number of cards is specified, there is no guarantee that there are cards with that information in the deck.

5.9 Activate

5.9.1. When instructed to “activate” a strategy card, the master of that strategy card plays that strategy card.

5.10 Reveal

5.10.1. When instructed to “reveal” a card, put that card into the public state (4.2.2).

5.10.1.1. When a card moves to another area, or stops being revealed at the end of the performing of the effect that revealed that card, it returns to its original visibility state.

5.11 Play

5.11.1. To “play” a battle card means to place that battle card on any zone from outside of the field.

5.11.1.1. If a battle card is to be played to a specific zone due to an effect, if that zone is occupied by your invading monster, that battle card is not played.

5.11.1.2. If a battle card is played to a zone by an effect, you must choose a zone without your invading monster if possible.

5.11.1.3. If multiple battle cards are to be played at the same time, if the zone(s) they are played to can be chosen, they must be played to different zones if possible.

5.11.2. To “play” or “play by placing on top” a monster card means to have that monster card be a new invading monster (3.3).

5.11.3. To “play from (area)” means to play and resolve from that area, or to directly play from that area from a rule or effect.

5.11.4. To “play a token” means to put that token into existence in the specified zone (9.1.2).

5.12 Destroy

5.12.1. When instructed to “destroy” a card, put that card into its owner’s discard pile.

5.12.1.1. When a card in a zone or strategy zone, other than a card below the topmost card of a stack of cards, is put into the discard pile, it is considered to have been destroyed.

5.12.2. The term “destroy” may be represented by a  icon.

5.13 Advance/Retreat

5.13.1. When instructed to “advance” an invading monster, that invading monster’s position changes to the zone with a zone number greater than the zone number of the currently occupied zone by 1.

5.13.1.1. When an invading monster in a zone with the zone number 8 advances, it follows the rules below.

5.13.1.1.1. If that advance is not from an invasion (5.14), or your opponent’s zone with the zone number 8 is occupied by a battle card, your monster does not advance.

5.13.1.1.2. If that advance is from an invasion (5.14), and your opponent’s zone with the zone number 8 is not occupied by a battle card, the invading monster’s master wins the game.

5.13.1.1.2.1. Winning the game in this manner is called “victory through invasion”.

5.13.1.2. When instructed to “advance” an invading monster “to (specific zone)”, it follows the rules below.

5.13.1.2.1. If the zone that invading monster is currently occupies is beyond (4.4.5.3) that specified zone, nothing is done for that instruction.

5.13.1.2.2. If the zone number of the zone that invading monster currently occupies is lower than the zone number of (specific zone), repeatedly advance that invading monster until that invading monster is in that (specific zone).

5.13.2. When instructed to “retreat” an invading monster, that invading monster’s position changes to the zone with a zone number lesser than the zone number of the zone it is currently in by 1.

5.13.2.1. When instructed to retreat an invading monster in a zone with zone number 1, nothing is done, and that invading monster is not considered to have retreated.

5.13.2.2. When instructed to “retreat” an invading monster “to (specific zone)”, it follows the rules below.

5.13.2.2.1. If the zone that invading monster currently occupies is before (4.4.5.3) that specified zone, nothing is done for that instruction.

5.13.2.2.2. If the zone that invading monster currently occupies is beyond the zone number of (specific zone), repeatedly retreat

that invading monster until that invading monster is in that (specific zone).

5.13.3. If the invading monster did not move from its original zone as a result of an advance or retreat, that invading monster is not considered to have advanced or retreated.

5.14. Invade

5.14.1. To have an invading monster “invade” means that the master of that invading monster performs an invasion (8.6) as a main phase action.

5.15. Counter

5.15.1. When instructed to “counter” an invading monster, perform the following.

5.15.1.1. If that invading monster occupies a zone with zone number 6, 7, or 8, move that monster to the zone behind (4.4.5.1) that zone.

5.15.1.2. That invading monster’s master chooses a monster card from their monster deck with the same trait (2.5) as any of their invading monster’s traits and rank equal to the rank of their current invading monster plus 1 and makes it the new invading monster (3.3).monster (3.3).

5.15.1.2.1. If your opponent is unable to choose any monster cards that fulfill the above requirements at this point in time, that player loses the game, and the game ends.

5.15.1.2.2. Winning the game through your opponent losing the game in this manner is called “victory through countering”.

5.16. Engage

5.16.1. If a battle card has the “cannot engage” status, that battle card’s counter power is not added to the player’s total counter power for the counter phase of that battle card’s master’s turn.

5.17. Evolve

5.17.1. If an instruction causes a battle card on the field to “evolve” into a specified new battle card, cause that new card to appear by placing it on top of the card on the field.

5.17.1.1. When this process is complete, an event in which the battle card on the field has “evolved” into the new card is considered to have occurred.

6. Setting up the Game

6.1 Preparing the Decks

6.1.1. Each player prepares a monster deck and main deck with their own cards before the game.

6.1.1.1. The monster deck must have 1 monster card of each rank from I to IV for a total of 4 cards.

6.1.1.2. The main deck must have exactly 50 cards.

6.1.1.2.1. The main deck may contain monster cards.

6.1.1.2.2. The main deck must contain a total of 10 or less cards with 2 for their invasion icon.

6.1.1.3. The color of each of the cards in the monster deck and main deck must either be

white or include the color of the rank 1 card in the monster deck.

6.1.1.4. The monster deck and main deck can have up to 4 cards with the same card number between them.

6.1.1.4.1. When referencing whether or not cards have the same card number, the “+” at the end of the card number is ignored.

6.1.1.5. Cards with the “Token” trait cannot be included in either a monster deck or a main deck.

6.1.2. Continuous abilities regarding deck construction requirements are applied as replacement effects that change the above deck construction requirements. Those abilities are inactive after the game starts.

6.2 Preparing Rage Cards

6.2.1. Before the game begins, each player prepares their own Rage cards to track their Rage count.

6.3 Preparing for the Game

6.3.1. Before the start of a game, players perform the following steps.

6.3.1.1. Present the monster deck and main deck you will use for this game to your opponent.

6.3.1.2. Each player places their monster deck face down into the monster deck zone.

6.3.1.3. Each player shuffles their main deck and places it in the deck area face down.

6.3.1.4. In a random manner, the players decide which player goes first.

6.3.1.5. Each player moves 5 cards from the top of their deck to their hand.

6.3.1.6. Each player makes the rank 1 monster card in their monster deck zone their invading monster (3.3), and sets its position (3.3.3).

6.3.1.6.1. Unless otherwise specified, the starting position of a player’s attacking monster at the beginning of the game is Zone 1.

6.3.1.7. The rage of each player’s invading monster is set to 0.

7. Progression of the Game

7.1 Overview

7.1.1. The game progresses by repeating steps that are called “turns”. During a turn, the player performing that turn is the turn player, while the other player is the non-turn player.

7.1.2. Each of the phases from 7.2 to 7.5 below are performed in this order for each turn.

7.2 Start Phase

7.2.1. The “at the beginning of the start phase” trigger condition occurs, and resolve a check timing.

7.2.2. The turn player draws a number of cards equal to the rank of their opponent’s invading monster.

7.2.3. If there are any cards in the turn player’s strategy zone that were placed prior to this turn, all of those cards are placed into the discard pile..

7.2.4. The rage of the turn player's invading monster is set to 0.

7.2.5. Resolve a check timing. After all the processes for that check timing have been completed, the start phase ends.

7.3 Main Phase

7.3.1. The "at the beginning of the main phase" trigger condition occurs, and resolve a check timing.

7.3.2. The turn player resolves a play timing. Please refer to 8. Main Phase Performable Actions for information about what can be performed in the play timing. After this play timing ends, the main phase ends.

7.4 Counter Phase

7.4.1. The "at the beginning of the counter phase" trigger condition occurs, and resolve a check timing.

7.4.2. The turn player adds up the counter power of all of the battle cards that are in their zones.

7.4.2.1. The threat level of monster cards in their zones is not added to this.

7.4.3. If the total counter power is equal to or greater than the threat level of the opponent's invading monster, counter (5.15) that invading monster.

7.4.4. Resolve a check timing. After all the processes for that check timing have been completed, the counter phase ends.

7.5 End Phase

7.5.1. The "at the beginning of the end phase" trigger condition occurs, and resolve a check timing.

7.5.2. If the zone number of the zone the turn player's invading monster is occupying is 7 or less, advance (5.13.1) that invading monster.

7.5.3. Resolve a check timing.

7.5.4. If the turn player has less than 5 cards in their hand, they draw cards equal to the number of cards needed to make it equal to 5.

7.5.5. Resolve a check timing.

7.5.6. All effects with "until end of turn" and "during that turn" durations disappear.

7.5.7. At this point, if there are no automatic abilities or rule actions that the check timing in 7.5.5 did not resolve, and if there are no automatic abilities with the "at the end of the turn" trigger condition whose trigger condition has not been fulfilled in this turn and has no other trigger conditions, this turn ends, and the next turn begins with the opponent of the current turn player as the turn player. Otherwise, go back to 7.5.4.

8. Main Phase Performable Actions

8.1 Overview

8.1.1. The following is a list of actions that the turn player may perform during the play timing in the main phase of their turn.

8.2 Play a Battle Card

8.2.1. The turn player can choose a battle card from their hand with rank equal to or lower than the zone number of the zone the opponent's invading monster occupies, and play it.

8.3 Activate a Strategy Card

8.3.1. The turn player can choose a strategy card from their hand with rank equal to or lower than the zone number of the zone their invading monster occupies, and play it.

8.3.2. If there are already strategy cards placed on all of that player's strategy zones, this action cannot be performed.

8.4 Gain Rage

8.4.1. The turn player can choose and discard a monster card from their hand, and increase the rage of their invading monster by 1.

8.5 Play a Monster Card

8.5.1. The turn player can choose a monster card from their hand with rank equal to the rank of their invading monster and the same trait (2.5) as any of their invading monster's traits, and play it.

8.5.1.1. When the monster card being played becomes the invading monster in this manner, increase the rage (3.4) of that invading monster by 1.

8.6 Invasion

8.6.1. The turn player can discard a card from their hand to have their invading monster invade, by performing the following steps.

8.6.1.1. Check the number on the discarded card's invasion icon.

8.6.1.2. Advance (5.13.1) your invading monster a number of times equal to that number.

8.6.2. This action can only be performed once per turn.

9. Special Card Procedures

9.1 Tokens

9.1.1. During the game, a "token" that is treated as though it were a card may be created in a zone.

9.1.1.1. Tokens are not cards; however, they are treated in the same manner as cards, are counted toward the number of cards in the zone they exist in, and are affected by effects that apply to cards.

9.1.2. To "cause a token to appear" in a zone means to put the specified token into existence in that zone.

9.1.2.1. The owner and master of a token that appears are the owner and master of the effect that caused that token to appear.

9.1.2.2. The information that a token has is determined by that token's card name. For

details of that information, refer to the appendix.

9.1.3. To “cause a token to disappear” means to remove that token from the zone it is currently in, so that it no longer exists there.

9.1.3.1. If a token disappears in a zone, it is considered to have left that zone.

9.1.4. The zones in which tokens may exist are restricted.

9.1.4.1. Tokens whose card type is battle may exist only in zones.

9.1.4.2. If a token is moved to a zone in which it cannot exist, it disappears in that zone immediately after the move is performed. This process does not wait for a check timing, and if the move occurs during the resolution of an effect, it is performed before continuing the resolution of that move.

9.1.5. Tokens have the “Token” trait.

9.1.5.1. If an ability or effect specifically refers to “tokens,” it refers to cards that have the “Token” trait.

9.1.5.2. Processes that would grant the “Token” trait to a non-token card, or remove the “Token” trait from a card that has it, are not performed.

10. Playing and Resolving Cards and Abilities

10.1 Categories of Abilities

10.1.1. Abilities are divided into automatic abilities and continuous abilities.

10.1.1.1. Automatic abilities are abilities that are automatically played when the event indicated by the ability occurs during the game.

10.1.1.1.1. Automatic abilities are written on cards as “When (condition), (effect)” or “Whenever (condition), (effect)”. The event indicated by (condition) is called the “trigger condition”, and the fulfilling of an automatic ability’s trigger condition is known as “(that automatic ability) has been triggered” or “to activate (that automatic ability)”.

10.1.1.1.2. The text of a strategy card is an automatic ability with the meaning of “When this card is placed in the strategy zone, (text)”.

10.1.1.2. Continuous abilities are abilities that have an effect on the game while that ability is active.

10.1.1.2.1. If an ability is not an automatic ability, it is a continuous ability.

10.2 Categories of Effects

10.2.1. Effects are divided into “one shot effects”, “continuous effects”, and “replacement effects”.

10.2.1.1. “One shot effects” are effects where the resolving ends after the instructions are performed. If an ability has text such as “you draw a card” or “send this to the discard pile”, the effects from those abilities are one shot effects.

10.2.1.2. “Continuous effects” are effects that are active for a certain duration (including those without any specified duration, as those are “during this game”).

10.2.1.3. “Replacement effects” are effects that perform a different event instead when certain events would occur during a game.

10.2.1.3.1. If an ability has text with “when (action A), (action B) instead” or “cannot be (action A), instead, (action B)”, the effects from those abilities are replacement effects.

10.2.1.3.2. If an ability has text with “when (action A), you may (action B) instead”, the effect from that ability is an optional replacement effect.

10.3 Active Effects and Inactive Effects

10.3.1. There are effects that make specific effects “active” or “inactive”. If this happens, follow the process below:

10.3.2. If part of or the entirety of an effect is inactive under specific conditions, that part still exists as an ability under that condition, but nothing is done for its effect. If that effect asks for a choice to be made, no choice is made.

10.3.3. If part of or the entirety of an effect is active under specific conditions, that part is inactive while the conditions are not fulfilled.

10.3.4. Abilities are generally active under the following conditions.

10.3.4.1. Abilities that are played in or make explicit references to specific areas or situations, are active in those areas or situations.

10.3.4.1.1. Abilities that make explicit references to a card being played or that card being placed in a specific area, are active in those situations.

10.3.4.2. Abilities of cards with the monster or battle card type are active while that card is in a zone.

10.3.4.3. Abilities of cards with the strategy card type are active while that card is in a strategy zone.

10.4 Check Timing and Play Timing

10.4.1. The check timing is the point when rule actions and automatic abilities are played and resolved in a game.

10.4.1.1. For a check timing, resolve all rule actions first, then if there are no more rule actions that need to be resolved, play and resolve automatic abilities whose trigger condition has been fulfilled. Please refer to 10. Rule Action for further details.

10.4.2. The play timing is the point when the specified player can actively perform actions. When any player is given a play timing, a check timing must be resolved before they actually make a choice of action to perform. Only when there are no more rule actions or automatic abilities that need to be resolved for that check timing, is that player is actually given a play timing.

10.4.3. When a check timing is resolved, the game proceeds in the following order.

10.4.3.1. Resolve all rule actions that currently need to be resolved simultaneously. If there are new rule actions that need to be resolved as a result of that resolution, repeat

this step until there are no more rule actions that need to be resolved.

10.4.3.2. If there are any automatic abilities in standby whose master is the turn player (7.1.1), the turn player chooses one of them, plays and resolves it, and returns to 9.4.3.1.

10.4.3.3. If there are any automatic abilities in standby whose master is the non-turn player, the non-turn player chooses one of them, plays and resolves it, and returns to 9.4.3.1.

10.4.3.4. The check timing ends.

10.4.4. When any player resolves a play timing, the game proceeds in the following order.

10.4.4.1. Resolve a check timing.

10.4.4.2. The play timing is given to that player. That player can choose to perform any of the actions they are able to at this point, or choose to not do anything. After performing an action, unless otherwise specified, that player is given a play timing again.

10.4.4.3. If the player who was given a play timing chooses to do nothing, the play timing ends.

10.5 Play and Resolve

10.5.1. Automatic abilities and cards in the hand need to be played and resolved to get their effect. Continuous abilities are not played, and their effects are always in effect.

10.5.2. When you play a card or ability, process it in the following steps.

10.5.2.1. Indicate which ability or card in hand is being played.

10.5.2.1.1. If you are playing a card, reveal it if it is in a hidden area, and move it to the resolution area.

10.5.2.1.2. If you are playing a battle card, indicate 1 of your zones that your invading monster does not occupy.

10.5.2.1.3. If you are playing a strategy card, indicate 1 of your strategy zones.

10.5.2.1.4. If you are playing an ability, move that ability as a pseudo-card to the resolution area.

10.5.2.2. If the card or ability requires you to choose something, make those choices.

10.5.2.2.1. If the ability has “do (number) from the below” before a list of options, choose (number) of those options.

10.5.2.2.1.1. The options that were not chosen are considered nonexistent for the resolution.

10.5.2.2.1.2. If multiple options were chosen, they are resolved in the order they are written in the text, from top to bottom.

10.5.2.3. Resolve the card or ability.

10.5.2.3.1. If you played a monster card, stack it on top of your invading monster.

10.5.2.3.2. If you played a battle card or strategy card, place that card in the specified zone.

10.5.2.3.3. If you played an automatic ability, perform the effect indicated by the ability. Even if the card that had that automatic

ability is no longer in its original area for any reason, that ability resolves.

10.5.3. If the card or ability gives effects to a specified number of cards or players, choose that number of cards or players (written as “targets” below).

10.5.3.1. If the number to choose is specified, you must choose as many targets as possible to reach that number. If you are able to choose them, you cannot choose not to do so.

10.5.3.1.1. If the number is specified as “up to (number)”, you can choose any number of targets between 0 and (number).

10.5.3.1.2. If the number to choose is specified and it is not possible to choose any target, no targets are chosen. All effects related to those targets are ignored.

10.5.4. If a part of the effect has “you may (action) to (process)” written, you choose whether to perform that (action) at the point of resolving the effect. The (process) is only performed if that (action) was performed.

10.5.4.1. When performing this (action), you must perform it in its entirety. If any part of that action cannot be performed, you cannot choose to perform that (action).

10.5.4.2. If this (action) is replaced with some other action by a replacement effect, that action is still considered to have been performed.

10.6 Resolving Automatic Abilities

10.6.1. Automatic abilities are abilities that are played in the check timing after a specific trigger condition occurs.

10.6.2. When any automatic ability’s trigger condition is fulfilled, that automatic ability enters standby.

10.6.2.1. If an automatic ability’s trigger condition is fulfilled multiple times, that automatic ability enters standby that many times.

10.6.3. When a check timing resolves, the player that needs to play and resolve automatic abilities chooses any automatic abilities in standby that they are the master of and plays it. After the played ability resolves, one of that automatic ability in standby ceases to exist.

10.6.3.1. The playing of automatic abilities in standby is compulsory, and you cannot choose not to play them. However, if there are multiple automatic abilities in standby that you are the master of, you can choose the order in which to play them.

10.6.3.2. If the chosen automatic ability in standby cannot be played, one of that automatic ability in standby ceases to exist.

10.6.3.2.1. When an automatic ability has an option to pay a cost to play it, and you choose to not pay the cost, one of that automatic ability in standby ceases to exist.

10.6.4. There are automatic abilities where the trigger condition is the moving of a card to an area. This is called an “area changing trigger”.

10.6.4.1. Some automatic abilities with area changing triggers refer to the information of the card that triggered that ability. In such cases, that information is referred to in the following manner.

10.6.4.1.1. If the automatic ability was triggered by a card moving from a public area to a hidden area or vice versa, it refers to the information of that card when it was in a public area.

10.6.4.1.2. If the automatic ability was triggered by a card moving to another area that is not a movement between zones, or if the movement between areas involves a change in master, it refers to the information of that card when it was on the field.

10.6.4.1.3. With the exception of the above cases, if the automatic ability was triggered by a card moving from a public area to another public area, it refers to the information of that card in the new area.

10.6.4.2. If a card has an ability with an area changing trigger, and that card enters an area where that ability is active at the same time as some card moves to an area that fulfills the trigger condition of that ability, that trigger condition is considered to be fulfilled.

10.6.5. There are effects that create automatic abilities where the trigger condition is a later point in the game. This called a "timed trigger".

10.6.5.1. Unless a period is otherwise indicated, the trigger conditions of timed triggers can only be fulfilled once.

10.6.6. There are abilities with trigger conditions that are fulfilled by specific situations or statuses rather than specific events (e.g. "when your hand has no cards, ~"). This is called a "situation trigger".

10.6.6.1. Situation triggers are put into standby 1 time when that situation occurs. After that automatic ability is resolved, if that automatic ability's trigger condition is fulfilled once more, that ability becomes in standby.

10.6.7. When you play an automatic ability in standby, even if the card with that ability changes areas, you still need to play that automatic ability.

10.6.7.1. If the master of a card whose automatic ability is in standby has changed when that automatic ability is played, that automatic ability is played as the automatic ability of its master when it became standby.

10.7 Applying One Shot Effects

10.7.1. When one shot effects are performed, the indicated actions are performed only once.

10.8 Applying Continuous Effects

10.8.1. When the information of cards is referenced while any effects or rules that modify information are in effect, continuous effects are applied to that information in the following order.

10.8.1.1. The information printed on the card itself is the base value.

10.8.1.2. Next, apply all effects that grant abilities, remove abilities, make abilities active, or nullify abilities.

10.8.1.3. Next, apply all continuous effects that do not modify values of information.

10.8.1.4. Next, apply any modifications from page (3.4.5) if there applicable.

10.8.1.5. Next, apply all continuous effects that modify values of information.

10.8.1.6. If there are continuous effects A and B whose order of application is not determined by 9.8.1.2 to 9.8.1.5, and whether effect A is applied first would affect what effect B applies to or how effect B is applied, effect B depends on effect A. If either of the effects depends on the other, the effect that the other is dependent upon is always applied first.

10.8.1.7. If there are multiple continuous effects whose order of application is not determined by 9.8.1.2 to 9.8.1.5, those continuous effects are applied in the order of their time stamp.

10.8.1.7.1. If the source of a continuous effect is a continuous ability, its time stamp is when the card with that ability was placed in the area it currently is in.

10.8.1.7.2. If it is from another ability, its time stamp is when that ability was played.

10.8.2. Continuous effects from abilities that are not continuous abilities are not applied to cards that move to another area that is not movement between zones after that ability was played.

10.8.3. Continuous effects that modify the information of cards in a specific area are applied to that information of an applicable card at the same time that card enters that area.

10.8.3.1. Automatic abilities with the trigger condition of a card with specific information entering an area reference information after continuous effects that apply to that area have been applied.

10.9. Applying Replacement Effects

10.9.1. When a replacement effect is applied, and the event that replacement effect is applied to would occur, it does not occur, and is replaced by another event as indicated by the replacement effect.

10.9.1.1. In this case, the original event that was replaced did not occur at all.

10.9.2. When multiple replacement effects are applied to the same event, the order in which the replacement effects are applied is determined by the player that would be affected.

10.9.2.1. If the event being affected is a card or an ability, that card or ability's master determines the order.

10.9.2.2. If the event being affected is an action, the player performing the action or the master of the card that action is applied to determines the order.

10.9.2.3. Each replacement effect can only be applied to the same event 1 time at most.

10.9.3. If a replacement effect is an optional replacement effect ("when ~, you may ~ instead. If you do, ~"), if that choice cannot be performed, that replacement effect is not applied.

10.10 Final Information

10.10.1. When an effect refers to the information or state of a specific card, and that card moves from that area that is not a movement between zones while the effect is resolving, that effect refers to the following information.

10.10.1.1. When an effect refers to the zone a card is currently in, and that card is not in the field at that point, that zone is not referenced, and any process that requires the information of that zone is not performed.

10.10.1.2. With the exception of the above case, refer to the information or state of that card the last time it was in that area.

10.10.1.2.1. When a card refers to a zone it had previously occupied without any point in time specified, refer to the information from the last time that card occupied that zone.

10.11. Source

10.11.1. Some abilities and effects consider the source of an effect.

10.11.2. The source of an ability is the card with that ability, or if it is a timed trigger ability, the card with the ability that created that timed trigger ability.

11. Rule Actions

11.1. Basics of Rule Actions

11.1.1. “Rule action” is a general term for processes that are automatically performed by the rules when a specific event has occurred or is occurring in a game.

11.1.2. Some rule actions are interrupt type rule actions.

11.1.2.1. Interrupt type rule actions are performed regardless of the check timing when any player fulfills the conditions at any point of the game. If that point is in the middle of performing another process, suspend that process, perform the rule action, and then continue with performing that process.

11.1.2.1.1. When there are multiple interrupt type rule actions to be resolved at the same time, the turn player first performs all of the interrupt type rule actions they need to resolve in any order they wish, then the non-turn player performs all of the interrupt type rule actions they need to resolve in any order they wish.

11.1.2.2. The conditions for rule actions that are not interrupt type rule actions are only checked and performed if they are fulfilled in check timings. Even if the condition was fulfilled while performing another action, if that condition is not fulfilled in the check timing, the rule action is not performed.

11.1.3. When there are multiple rule actions that not interrupt type rule actions to be performed at the same time, they are all performed simultaneously.

11.2. Reshuffle

11.2.1. Reshuffling is an interrupt type rule action (10.1.2).

11.2.2. Reshuffling occurs when a player would draw (5.4) a card when their deck has no remaining cards.

11.2.3. The player performing the reshuffle moves all of the cards in their discard pile to their deck, and then shuffles their deck.

11.2.4. If there are no cards in the discard pile when a reshuffle would be performed, that reshuffle is not performed, and no cards are moved.

11.3. Crush and Destroy Process

11.3.1. The crush and destroy process is an interrupt type rule action.

11.3.2. The crush and destroy process is performed when there is a battle card in the same zone as any invading monster.

11.3.3. When performing the crush and destroy process, if a battle card you are the master of occupies the same zone as any invading monster, destroy (5.12) that battle card.

11.4. Illegal Cards

11.4.1. If any zone has strategy cards that are not stacked under another card or monster cards that are not a part of an invading monster, or if any strategy zone has a card that is not a strategy card, place that card in its owner's discard pile.

11.4.1.1. If there is a card that is not waiting to be resolved after being played in the resolution area, place that card in its owner's discard pile.

11.5. Overloaded Cards

11.5.1. If any zone has multiple battle cards, or if any strategy zone has multiple strategy cards, choose 1 of the cards that was placed last in that area, and destroy all of the other cards.

12. Keywords and Keyword Abilities

12.1. Overview

12.1.1. Keywords are terms used to abbreviate abilities that perform specific processes. Abilities indicated by specific keywords are called keyword abilities.

12.2. Enter

12.2.1. “Enter is an automatic ability with the trigger condition of playing the card.

12.2.2. “[Enter] (effect)” means “when this card is played, (effect)” (5.11).

12.2.3. “[Enter]” may be indicated by a **Enter** icon.

12.3. When Invading

12.3.1. “When invading” is an automatic ability with the trigger condition of an invading monster advancing from an invasion.

12.3.2. “[When invading] (effect)” means “when this invading monster advances from an invasion, (effect)” (5.14).

12.3.2.1. If an invasion was declared but, for any reason, the invading monster could not

advance from its current zone, the conditions for 【When invading】triggers are not fulfilled.

12.3.3. “[When invading]” may be indicated by a  icon.

12.4. Awakening

12.4.1. Awakening is a continuous ability that is based on the zone the invading monster currently occupies.

12.4.2. “[Awakening (number)] (effect)” means “(effect) This ability is only active if the zone number of the zone your invading monster occupies is (number) or greater”.

12.4.3. “[Awakening]” may be indicated by a  icon, and “[Awakening (number)]” may be indicated by icons similar to .

12.5. Burst

12.5.1. Burst is a continuous ability that allows a monster card to be played at a lower rank than its original rank.

12.5.2. “[Burst (rank)]” means “you may play this card as though its rank is (rank). If you do, at the beginning of your next end phase, send this card from the invading monster to the discard pile”.

12.5.2.1. Even if this card is not the topmost card at the beginning of the end phase for any reason, the card is still sent to the discard pile.

12.5.3. When the monster card is sent into the discard pile during the end phase as a result of burst, and the topmost card of invading monster changes, that invading monster is not considered to have entered (5.11).

12.5.4. “[Burst]” may be indicated by a  icon, and “[Burst (number)]” may be indicated by icons similar to .

12.6. Evolution

12.6.1. Evolution is an automatic ability that allows for a new battle card to be stacked on top of a battle card.

12.6.2. “[Evolution (rank)] [(trait)]” means “at the beginning of your main phase, you may search the deck for 1 battle card with the (trait) trait and rank equal to (rank) or less and reveal it. If you revealed a card, play that card by stacking it onto this card, and shuffle the deck”.

12.6.3. “[Evolution]” may be indicated by a  icon, and “[Evolution (rank)]” may be indicated by icons similar to .

12.7. Revenge

12.7.1. Revenge is an automatic ability that triggers when a card is placed into the discard pile from the field.

12.7.2. “[Revenge] (Effect)” means When this card is placed into the discard pile from the field for a reason other than duplicate card processing, (effect).

12.7.3. The Revenge ability of a card that is stacked underneath another card is invalid and does not trigger.

12.7.4. “[Revenge]” may be represented by a  icon.

12.8. Resonance

12.8.1. Resonance is a continuous ability possessed by certain Rank 1 monster cards with multiple colors which modifies the deck construction requirements for monster decks and main decks (6.1.1).

12.8.2. “[Resonance] (Color Specification) (Condition List)” means the following: “You may include cards that have any of the colors specified by (Color Specification) in your monster deck and main deck,” and “When constructing decks, you must follow all rules specified in the (Condition List).”

12.8.2.1. “[Resonance]” may be represented by a  icon.

12.8.2.2. A Condition List is written as a sequence of bullet-pointed text.

12.9. Base

12.9.1. Base refers to a continuous ability that allows a card to remain in the strategy zone across turns, and an automatic ability that destroys that card.

12.9.2. “[Base] (Automatic Ability)” means both of the following: “This card is not destroyed by the rule action during the Start Phase that applies to cards that were in play in the strategy zone before the current turn (7.2.3),” and “(Automatic Ability).”

12.9.2.1. “[Base]” may be represented by a  icon.

13. Miscellaneous

13.1. Infinite Loop

13.1.1. It is possible that in performing some processes, certain actions can continue to be performed without end, or must continue to be performed without end. This is called an infinite loop, and is processed as follows.

13.1.1.1. The turn player indicates a series of actions that were actually performed for that infinite loop, and then indicates the number of times those actions are performed. Then, the non-turn player can either recognize that as the number of times those actions are performed, or in addition to recognizing a smaller number as the number of times those actions are performed, choose to perform an action that is not part of those actions. Then, the actions that were chosen are performed.

13.1.1.2. If the turn player performs any action, and the game state is completely identical after that in that turn, the turn player cannot perform the actions they had performed once again.

13.1.1.3. If neither player is able to stop the infinite loop for any reason, the game ends in a draw.

Changelog

Mmm dd, 2025 – ver. 1.01 update

- Initial version