KO Zone

The first player to put a third card into the KO Zone loses



Whenever a Unit is KO'd, put it face-up into the KO Zone and discard all attached Energy and Assists.

Standby Area



Main Area

Units in the Main Area are called Main Units, and units in the Standby Area are called Standby Units.

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How Damage is Calculated

Calculate the damage dealt by skills in the following order:

Read the skill damage and skill ability of the skill used and calculate the damage it will inflict on the enemy Unit.

2. Your Effects that Modify Damage

If the Unit using the skill has effects that modify damage, the player who used the skill calculates them in any order.

3. Your Opponent's Effects that Modify Damage

If the Unit receiving the skill has effects that modify damage, the player who used the skill calculates them in any order.

If the attribute of the Unit of your opponent's Main Area matches the advantageous attributes of the Unit using the skill, double the damage.

> Whenever a Unit is KO'd in the Main Area, move 1 Unit from the Standby Area to the Main Area.

Whenever you draw a card, if you run out of cards in your deck and can't draw a card, deal 100 damage to your Main Unit for each card you attempt to draw. ©DIVINE CROSS

Standby Area

You can put 3 Units into the Standby Area.

Standby Area

Discard Pile

Whenever a card is discarded, put it face-up into its owner's discard pile

The Main Area and Standby Area are collectively called the Area.

Game Preparation

- 1. First, say "Nice to meet you."
- 2. Each player shuffles their deck and places it faces-down in their deck zone.
- 3. Draw 5 cards from the top of your deck and put them into your hand.
- 4. Put a Unit card face-down into your Main Area.
- * If you don't have any Unit cards in your hand, show your cards to your opponent, shuffle them back into your deck, and then start over from step 2. In that case, your opponent may draw a card from their deck.
- 5. Players play Rock-Paper-Scissors. The winner goes
- 6. Begin the game by turning all face-down Units in the Main Area face-up.

Draw Phase

- 1. Draw a card.
- ' If you run out of cards in your deck and can't draw a card, deal 100 damage to your Main Unit for each card you attempt to draw.

Main Phase

You may perform any of the following five actions any number of times and in any order:

- 1. Charge 1 of your Unit. Play only once per turn.
- 2. Put a Unit from your hand into an empty Standby Area.
- 3. Play an Event card, Action card, or Assist card from your hand.
- 4. Use EX-Power.
- 5. Retreat the Unit in your Main Area. Play only once per
- Whenever you draw a card using charging or card effects, if you run out of cards in your deck and can't draw a card, deal 100 damage to your Main Unit for each card you attempt

Battle Phase

Turn Sequence

- 1. You may use 1 of your Main Unit's skills.
- * The player who goes first cannot use a skill on their first turn.
- * If the required Energy for the skill is not attached to the Unit, that skill can't be used.
- * Energy will remain attached even after the skill has been used.
- * If you can't play a skill or choose not to use it, you may simply end the Battle Phase.
- 2. If a Unit has damage equal to or more than its HP, it is KO'd.
- 3. Put a KO'd Unit into its owner's KO Zone.
- Discard all attached Energy and Assists from the KO'd Unit. * If a Unit in your Main Area is KO'd, you must move 1 Unit in your Standby Area
- 4. The first player to KO 3 of their opponent's Units wins the

(The first player to put a third card into the KO Zone loses the game.)

End Phase

- 1. Check the conditions of your Main Unit.
- 2. If your Main Unit is Stunned, remove the stun marker
- 3. End your turn, and your opponent's Draw Phase begins.

Complete Rules are Available Here!



The rules posted on the website are the most up-to





·-- Cut along the dotted line.

500

damage

500

damage

500

500 damage

500 damage

500

damage

·-- Cut along the dotted line.

100 damage

100 damage

damage

100 damage

. 100 damage 100

100 damage

100 damage