

1

2

3



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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.

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Standby Area

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.

Turn Sequence



---- Cut along the dotted line.

500
damage

500
damage

500
damage

500
damage

500
damage

500
damage

---- Cut along the dotted line.

100
damage

100
damage

100
damage

100
damage

100
damage

100
damage

100
damage

100
damage