

Battle Spirits Standard Official Rules

Ver.1.0

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Table of Contents

1 Game Overview

2 Card Information

3 Card Types

4 Gameplay Areas

5 Basic Game Terminology

6 Game Setup

7 Game Progression

8 Attack and Battle

9 Effect Activation and Resolution

10 Rule Processing

11 Effect Rules in Detail

12 Keyword, Common, and Restricted Effects

13 Miscellaneous

1 Game Overview

1-1 Battle Format

1-1-1 This game has two battle formats: 'Standard', where only cards with alphabetic block icons (see 2-13) can be used, and 'Eternal', where all cards can be used. These are the Official Rules for the 'Standard' format.

1-2 Number of Players

1-2-1 This game is generally played by two players.

1-3 Winning and Losing the Game

1-3-1 A player who fulfills a victory condition wins the game immediately.

1-3-2 There are two victory conditions:

1-3-2-1 Your opponent's Life becomes 0.

1-3-2-2 At the start of your opponent's turn, their Deck has 0 cards.

1-3-3 If multiple players fulfill a victory condition at the same time, the game is a draw.

1-3-4 Any player may concede at any point during the game. The opponent of the player who declared their concession wins the game immediately, and the conceding player loses.

1-3-5 Conceding is not affected by any card effects. Also, a player cannot be forced to concede by a card effect, and a loss due to concession cannot be replaced by any replacement effect.

1-3-6 A player may win or lose the game due to a card effect. In such cases, that player wins or loses and the game ends immediately during the resolution of that effect.

1-3-7 When a player's Life becomes 0, the game ends immediately without resolving any triggered effects, and the winner is decided.

1-3-8 If a player has 0 cards in their Deck at the start of their Start Step, the game ends immediately without resolving any triggered effects, and the winner is decided.

1-4 General Principles of the Game

1-4-1 The rules defined in these Official Rules are the general principles. Exceptions may occur due to card effects or special rules. If the text written on a card contradicts the content of the Official Rules, the card's text takes priority.

1-4-2 If for any reason a player is instructed to perform an impossible action, it is not performed. Similarly, if an effect instructs a player to perform an action, and only part of it is impossible, the action is performed as much as possible.

1-4-2-1 If something is instructed to be put into a state it is already in, it does not enter that state again, and the action itself is not performed.

Example: If an effect instructs you to Exhaust a Spirit that is already Exhausted, it is not considered to have been newly Exhausted.

1-4-2-2 When instructed to move a card or Core from an area to the same area, or from a card to the same card, the movement itself is not performed.

1-4-2-3 If for any reason an action is instructed to be performed 0 or a negative number of times, the action is not performed. Even if the number is negative, the opposite action is not performed.

1-4-3 When an effect instructs you to perform an action, if an effect that prohibits that action is also active, the prohibiting effect always takes priority.

1-4-4 If for any reason multiple players are required to make a choice at the same time, the turn player chooses and resolves the effect.

1-4-5 When choosing a number due to a card or rule, you must choose 0 or a positive integer, unless otherwise specified.

1-4-5-1 When an upper limit is specified by a card or rule, such as 'up to X,' you can choose 0 unless a lower limit is also specified.

1-4-6 When a card's information is modified by an effect, you cannot choose a negative integer unless otherwise specified or defined by the rules. If a value would become negative, it is treated as 0, except when the effect adds or subtracts from that value.

1-4-7 Unless otherwise specified, a card's effects are executed in the order they are written on the card.

2 Card Information

2-1 Card Name

2-1-1 The name written in the center of a card is its card name.

2-1-2 In card text, text enclosed in quotation marks [「 」] without specifying an information type refers to a card with that card name.

2-1-2-1 In card text, text in quotation marks 「 」 may specify part of a card name. This refers to cards whose names contain the text within the quotation marks. Furthermore, if a location such as the Trash is not specified, it refers to Spirits or Nexuses on the Field.

2-1-3 As an exception, some cards gain a card name via their text. This is treated as if it were the card's original name and is valid even during deck construction or while the card is in a private area.

2-1-4 Some cards have a same-name card identification number, such as [2], after their name. These cards are treated as having the card name without the identification number, even in private area. During Deck construction, if cards with the same name have different identification numbers (or no number), they are considered different cards, and you can include up to 3 copies of each in your Deck.

2-2 Cost

2-2-1 A card's cost is indicated in the top left of the card.

2-2-2 This is the base number for the cost that must be paid when Summoning, Deploying, or using a card from your Hand.

2-3 Reduction Symbols

2-3-1 Reduction symbols are indicated in a circle around the cost.

2-3-2 Reduction symbols are indicated by icons that represent the color of their corresponding symbols.

2-3-3 When paying the cost to Summon, Deploy, or use a card, the cost is reduced by the number of corresponding symbols on your Field, up to the number of reduction symbols on the card. Furthermore, you cannot overpay the cost by choosing not to apply the available cost reduction.

2-4 Illustration

2-4-1 This is an illustration that depicts the card's contents.

2-4-2 The illustration has no special meaning under the rules.

2-5 Card Type

2-5-1 The card type is written below the cost.

2-5-2 There are 3 card types: cards with 'SPIRIT' written on them are Spirits, cards with 'NEXUS' written on them are Nexuses, and cards with 'MAGIC' written on them are Magic.

2-6 Family

2-6-1 The Family is written above the card name.

2-6-2 The Family represents the card's affiliation.

2-6-3 A single card may have multiple Families.

2-7 Card Text

2-7-1 A card's effects are described on the bottom half of the card. This is where the text defining the card's effects is written.

2-7-1-1 Explanatory text is text enclosed in parentheses that explains or supplements the rules applicable to that card.

2-7-2 Card text may sometimes include text that has no effect on the rules, such as flavor text.

2-8 Lv (Level)

2-8-1 The Lv is indicated to the left of the card text.

2-8-2 Cards on the Field have effects and BP according to their Lv.

2-8-3 Each Lv has an Lv cost. A card is treated as the highest Lv for which its number of placed Cores meets or exceeds the Lv cost.

2-8-3-1 The Lv cost for each of a card's Lvs is indicated to the left of the Lv.

2-8-4 Some cards have BP corresponding to their Lv. The BP for each respective Lv is called Lv1 BP, Lv2 BP, etc. Spirits or Nexuses with 《Super Unleash》 at Lv2 enter the Super Unleash state when they become Lv2.

2-9 BP

2-9-1 BP is indicated below each Lv.

2-9-2 BP represents that Spirit's strength in battle.

2-10 Symbol

2-10-1 Symbols are indicated in the bottom right of the card.

2-10-2 Symbols have a color.

2-10-3 Some cards may have EX Symbols instead of normal symbols, multiple symbols, or no symbols at all.

2-11 Attribute

2-11-1 The attribute is indicated by the color of the card frame, and is also indicated in the bottom right of the card.

2-11-1-1 There are 6 attribute colors: cards with 'RED' written in the bottom right are Red, cards with 'PURPLE' are Purple, cards with 'GREEN' are Green, cards with 'WHITE' are White, cards with 'YELLOW' are Yellow, and cards with 'BLUE' are Blue.

2-11-1-2 Some cards have multiple colors, such as 'Red' and 'Blue' or 'Green' and 'Yellow'.

2-12 Card Number

2-12-1 The card number is printed on the card frame at the bottom of the card.

2-12-2 The card number indicates the card set, such as a booster pack or pre-constructed deck, in which the card was first released, and its number within that set.

2-12-3 Cards with the same card number are considered the same card.

2-12-4 If a card with the same card number is reprinted, its text is read as that of the most recent version.

2-13 Icons

2-13-1 Block Icon

2-13-1-1 There is a block icon representing the block on the card frame at the bottom of the card.

2-13-1-2 The Block Icon indicates the block to which the card belongs.

2-13-1-2-1 For block icons, those with letters inside the icon are cards that can be used in both 'Standard' and 'Eternal' formats. Those with numbers, or those without a block icon, are cards that can only be used in 'Eternal'.

2-13-1-3 The Block Icon has no particular meaning in the game.

2-13-1-4 When a card is reprinted and updated, the Block Icon will also have the latest number or letter.

2-13-1-5 The color of the Block Icon will not be changed, even if a card with the same card number is reprinted and updated.

2-14 Series Icon

2-14-1 Some cards have a Series Icon, indicating a collaboration or Diva series, to the right of the Block Icon at the bottom of the card.

2-14-1-1 The Series Icon has no particular meaning in the game.

2-15 Flavor Text

2-15-1 This is text that evokes the card's theme. It is written below the effect text.

2-15-1-1 Flavor Text has no particular meaning in the game.

2-16 Information on the Card Frame

2-16-1 There is text written on the bottom or bottom-right of the card frame that has no game effect.

2-16-1-1 The card's rarity is indicated to the left of the card number.

2-16-1-2 The card's copyright notice is written on the bottom-left of the card.

2-16-1-3 The card's illustrator or concept designer is indicated on the bottom-right of the card.

3 Card Types

3-1 There are three types of cards: 'Spirit,' 'Nexus,' and 'Magic.' Most elements are indicated in the information section of all cards (see 2 Card Information). For specific elements, please

refer to the section for each card type.

3-2 Spirit

3-2-1 A Spirit is one type of card, with 'SPIRIT' written in the top left. Spirit cards are Summoned to the Field by paying their cost. A Spirit card on the Field is called a 'Spirit,' while in any other area it is a 'Spirit card.'

3-2-2 Spirit cards are cards used to construct a Deck.

3-2-3 Only Spirits can attack and block.

3-2-4 A Spirit can attack on the same turn it is Summoned.

3-2-5 Lv and BP are properties of a Spirit.

3-2-5-1 BP represents a Spirit's strength in battle.

3-2-5-2 The number of Cores written next to the Lv is called the Lv cost.

3-2-5-3 A Spirit becomes Lv2 when the number of Cores required for Lv2 is placed on it. Conversely, if the number of Cores on a Lv2 Spirit is reduced to a number less than its Lv2 cost, it is no longer Lv2.

3-2-5-4 A Spirit whose number of Cores becomes less than its Lv1 cost cannot remain on the Field. It is Depleted, and after entering a pending state, is placed in the Trash.

3-2-5-5 A Spirit with 《Super Unleash》 becomes Lv2 and enters the Super Unleash state by either having the required number of Cores for Lv2 placed on it, or by having a Soul Core placed on it.

3-3 Nexus

3-3-1 Nexus is a type of card, with 'NEXUS' written in the top left. A Nexus card is deployed to the Field by paying its cost. A Nexus card on the Field is called a 'Nexus,' while in any other area it is a 'Nexus card'.

3-3-2 Nexus cards are cards used to construct a Deck.

3-3-3 Lv is a property of a Nexus.

3-3-3-1 The number of Cores written next to the Lv is called the Lv cost.

3-3-3-2 By placing the number of Cores required for Lv2 on a Nexus, it becomes Lv2. Conversely, if you reduce the number of Cores on a Lv2 Nexus to a number less than its Lv2 cost, it is no longer Lv2.

3-3-3-3 A Nexus whose number of Cores becomes less than its Lv1 cost can no longer remain on the Field, is Depleted, and after entering a pending state, is placed in the Trash. However, since a Nexus's Lv1 cost is 0, it is not Depleted even if no Cores are placed on it.

3-3-3-4 A Nexus with 《Super Unleash》 becomes Lv2 and enters the Super Unleash state by either placing the number of Cores required for Lv2 on it, or by having a Soul Core placed on it.

3-4 Magic

3-4-1 Magic is one of the card types, and the card has 'MAGIC' written in the top left. By using a Magic card, you activate its Magic effect.

3-4-2 Magic cards are cards used to construct a Deck.

3-4-3 A Magic card that is resolving its effect is treated as not belonging to any area until its effect has finished resolving.

3-4-4 The timing at which a Magic card can be used is indicated by [Main] and [Flash]. (See 12-1 Keywords)

4 Gameplay Areas

4-1 Areas

4-1-1 An Area is a place where cards exist during the game. The Areas are: 'Deck Area', 'Hand', 'Trash', 'Field', 'Reserve', 'Life', 'Void', and 'Removed Area'.

4-1-1-1 Unless otherwise specified, each player has their own separate version of each Area.

4-1-2 The number of cards and Cores in each Area is public information to all players and can be checked at any time.

4-1-3 Some Areas allow all players to see the contents of the cards within them, while others do not. Areas where card contents are public are called public areas, and those that are not are called private areas.

4-1-4 When a card moves between Areas, unless otherwise specified, it is treated as a new card in the new Area. Effects that were applied to it in the previous Area are no longer applied.

4-1-5 When multiple cards are placed in an Area at the same time, unless otherwise specified, the player whose effect caused the move decides the order in which they are placed.

4-1-6 If a card transitions from one pending state to another, unless otherwise specified, after all other processes are resolved, the card moves to the destination determined by the initial pending state.

4-2 Deck Area

4-2-1 The Deck Area is the area where you place your Deck at the start of the game. Each player has one Deck Area.

4-2-2 The Deck Area is a private area. Cards in this area are placed face down in a single pile. No player may look at the contents or order of the cards, nor may they change the order.

4-2-3 When multiple cards move from the Deck at the same time, they are all considered to be placed simultaneously, but are processed one card at a time.

4-2-4 When required to shuffle a Deck, you randomize the order of its cards.

4-3 Hand

4-3-1 The Hand is where players keep the cards they have drawn from their Deck.

4-3-2 The Hand is a private area, but its owner may freely look at the cards in it and may freely

change their order.

4-3-3 Unless specified otherwise, you cannot look at the contents of another player's Hand.

4-3-4 There is no limit to the number of cards in your Hand.

4-4 Trash

4-4-1 A player's Trash is divided into an area for their discarded cards and an area for their Cores. The discarded card area holds Destroyed cards, cards discarded from the Deck or Hand, and Magic cards whose effects have resolved. The Core area holds Cores paid as costs or Cores placed in the Trash by effects.

4-4-2 The Trash is a public area. Any player may freely look at the contents of the cards in this area. The owner of the cards may freely change their order.

4-4-3 There is no limit to the number of cards and Cores in the Trash.

4-5 Field

4-5-1 The Field is the area where a player's Spirits and Nexuses are placed.

4-5-2 The Field is a public area. Cards in this area are placed face-up unless otherwise specified.

4-5-3 When placing a card on the Field, unless otherwise specified, place it in a Refresh state.

4-5-4 Unless otherwise specified, when a card on the Field moves to another area, the Cores that were on it are placed in that card's owner's Reserve.

4-5-5 The Field is a public area. Any player may freely look at the cards and Cores on the Field. The order of the cards may be changed freely.

4-5-6 There is no limit to the number of cards and Cores on the Field.

4-6 Reserve

4-6-1 This is the area where Cores used in the game are placed.

4-6-2 The Reserve is a public area. The Cores placed in the Reserve can be freely viewed by any player.

4-6-3 There is no limit to the number of Cores in the Reserve.

4-7 Life

4-7-1 This is the area where a player's Life is placed.

4-7-2 The Life Area is a public area. The Cores placed in the Life Area can be freely viewed by any player.

4-7-3 There is no limit to the number of Cores in the Life.

4-8 Void

4-8-1 The Void is a public area. The Void is the supply of Cores; when Cores are needed in the game, they are moved from here to the specified location. Players may prepare their own Voids individually, or share a common one.

4-8-2 There is no limit to the number of Cores in the Void. If the Cores in the Void run out,

you may add Cores to the Void from outside the game or use substitutes such as counters. When using substitutes, please make sure that Cores and Soul Cores can be distinguished.

4-9 Removed Area

4-9-1 This is the area where cards that have been removed from the game are placed.

4-9-2 The Removed Area is a public area. Any player may freely look at the contents of the cards in this area. The owner of the cards may change their order freely.

4-9-3 There is no limit to the number of cards in the Removed Area.

5 Basic Game Terminology

5-1 Game

‘Game’ refers to the match itself.

5-2 Effect

5-2-1 ‘Effect’ refers to the text written in the designated area of a card.

5-2-2 Some effects are keyword effects, such as [Clash], which are written in white text on a black background.

5-3 Player

5-3-1 A ‘player’ refers to a person playing the game.

5-3-2 The ‘turn player’ refers to the player whose turn is currently in progress. 5-3-3 The ‘non-turn player’ refers to the player whose turn is not currently in progress.

5-3-4 When card text refers to an ‘owner’, it means the player who owns that card.

5-3-5 When the game ends, each player takes back all the cards they own.

5-3-6 If a card’s effect instructs a card to be moved to an area other than the Field, it is moved to its owner’s corresponding area, not the opponent’s.

5-4 Self and Opponent

5-4-1 ‘Self’ refers to you, the player playing the game.

5-4-2 ‘Opponent’ refers to your opponent in this game.

5-5 Card States

5-5-1 Cards on the Field have one of the following three states.

5-5-1-1 Refresh State: A state where the card is placed vertically from your perspective, with the top of the card facing the opponent.

5-5-1-2 Exhausted State: A state where the card is placed horizontally from your perspective.

5-5-1-3 Heavy Exhausted State: A state where the card is placed vertically from your perspective, with the top of the card facing yourself.

5-6 Draw (Drawing a Card)

5-6-1 ‘Draw’ refers to adding the top card of your Deck to your Hand without revealing it to other players.

5-6-2 When instructed to 'draw 1 card,' the designated player moves the top card of their Deck to their Hand without revealing it to other players.

5-6-3 When instructed to 'draw N cards,' if N is 0, nothing happens. If N is 1 or more, the designated player repeats 'draw 1 card' N times. While all these cards move from the Deck Area to the Hand simultaneously, they are placed one by one as a procedure.

5-7 Cores

5-7-1 There are two types of Cores: Cores and Soul Cores.

5-7-2 Official Cores can be used as Cores.

5-7-3 Each player has only one Soul Core. The Soul Core is affected by effects that target Cores, but it cannot be placed in the Life or Void unless by an effect that specifically targets the Soul Core.

5-8 Summon

5-8-1 'Summon' refers to the act of putting a Spirit card from another area, such as the Hand or Trash, onto the Field to become a Spirit.

5-9 Deploy

5-9-1 'Deploy' refers to the act of putting a Nexus card from another area, such as the Hand or Trash, onto the Field to become a Nexus.

5-10 Destruction

5-10-1 'Destruction' refers to when a Spirit or Nexus is Destroyed by an effect or BP comparison, enters a pending state, and is then placed from the Field into the Trash.

5-10-2 Destruction is different from Depletion.

5-11 Depletion

5-11-1 Depletion refers to a Spirit or Nexus entering a pending state and being placed from the Field into the Trash because the number of Cores on it became less than its minimum Lv cost due to an effect, Core movement, or cost payment.

5-11-2 Depletion is different from Destruction.

5-12 Use

5-12-1 Use refers to using the effect of a card from your Hand.

5-12-2 Using the effect of a card from your Hand is considered 'Use', even for cards other than Magic cards.

5-13 Discard

5-13-1 To discard refers to placing a card from the Hand or Deck into its owner's Trash.

5-14 Refresh

5-14-1 To Refresh is to change a card on the Field from an Exhausted state to a Refresh state.

5-14-2 When a card on the Field in a Heavy Exhausted state is Refreshed, it becomes Exhausted, and trigger effects that activate 'When Refreshed' will also activate.

5-15 Exhaust

5-15-1 To 'Exhaust' is to change a card on the Field from a Refresh state to an Exhausted state.

5-15-2 If a Spirit that has been exhausted is refreshed or leaves the field before its "When exhausted" trigger effect resolves, that effect cannot be activated.

5-16 Heavy Exhaust

5-16-1 To 'Heavy Exhaust' is to change a card on the Field to a Heavy Exhausted state.

Even when a card is Heavy Exhausted, trigger effects that activate 'When Exhausted' will also activate.

5-17 Pending State

5-17-1 The 'Pending State' is a state where a Spirit or Nexus on the Field is leaving the Field due to being Depleted/Destroyed, or being affected by an effect that returns it to the Hand or Deck. (A detailed explanation of the Pending State will follow).

5-18 / (Slash)

5-18-1 The '/' symbol may be used in text, such as for 《Super Unleash》. In such cases, '/' indicates the range of options for the following specification.

Example: If an effect states 'you can select 2 Spirits/Nexuses,' you can choose '2 Spirits,' '1 Spirit and 1 Nexus,' or '2 Nexuses.'

5-19 'Then,' 'If [condition is met],' 'After this effect resolves,' 'must'

5-19-1 For text containing 'Then,', even if the effect before 'Then,' cannot be resolved, the effect after it can still be resolved.

5-19-2 For text containing 'If [condition is met],', if the condition cannot be met for any reason, the effect that follows cannot be activated.

5-19-3 For text containing "After this effect resolves," if the preceding effect cannot be activated (even partially), the effect that follows cannot be activated.

5-19-4 For text containing 'After this effect resolves,', the effect that follows is activated only after resolving all triggered effects that were activated by the preceding effect.

5-19-5 For an effect containing 'must', the effect cannot be activated unless all effects described in the preceding text can be resolved.

6 Game Setup

6-1 Preparing the Deck

6-1-1 Each player prepares a Deck before the start of the game. Decks must be constructed with 40 or more cards.

6-1-1-1 A Deck refers to a stack composed of Spirit cards, Nexus cards, and Magic cards.

6-1-1-2 You may include up to 3 cards with the same name in a Deck.

6-1-1-2-1 For cards with a same-name card identification number, such as [2], after the card name, you can include up to 3 copies each of cards with different identification numbers, as well as cards without an identification number, in your Deck.

6-1-1-2-2 In official and sanctioned tournaments, there are cards for which the number of copies you can include in a Deck is limited by 'Banned and Restricted Card Designations'.

6-2 Pre-Game Procedure

6-2-1 Before the start of the game, each player follows the procedure below.

6-2-1-1 Present the Deck and Cores to be used for this game. At this point, this Deck must satisfy the Deck construction rules specified in 6-1.

6-2-1-1-1 Prepare the Void as the area for Cores. Each player may prepare their own Void, or they may share one. There is no limit to the number of Cores in the Void.

6-2-1-2 Each player shuffles their own Deck. Then, they shuffle their opponent's Deck.

6-2-1-3 Each player places Cores from the Void: 5 into their Life, and a total of 4—3 Cores and 1 Soul Core—into their Reserve.

6-2-1-4 Each player places their Deck face down in the 'Deck Area'.

6-2-1-5 Each player draws 4 cards from their Deck.

6-2-1-6 Players decide who goes first or second using a method like rock-paper-scissors. The winner may check their Hand before choosing to go first or second. The player who goes first becomes the turn player for the first turn.

6-2-1-7 In turn order, starting with the first player, each player chooses whether to redraw their Hand once. Redrawing is optional.

6-2-1-8 If you choose to redraw, return your entire Hand to your Deck and shuffle it. Then, your opponent shuffles your Deck. Finally, draw 4 new cards from the top of your Deck.

6-2-1-9 The first player begins the game.

7 Game Progression

7-1 Turn Sequence

7-1-1 During the game, play proceeds with one player designated as the turn player. A turn consists of eight steps: 'Start Step', 'Core Step', 'Draw Step', 'Refresh Step', 'Main Step', 'Attack Step', 'Second Main Step', and 'End Step'. The turn player executes these steps in this order. This entire sequence of steps is called a turn.

7-1-2 There are two types of steps: steps where the turn player may perform permitted actions as they wish, and steps where a specific turn-based action is performed before moving on to the next step.

7-2 Start Step

7-2-1 Effects with trigger conditions specified for the 'Start Step' activate.

7-2-2 Check if the turn player has 0 cards in their Deck. If so, a victory/loss judgment is made. This is a turn-based action. After this action, resolve any pending effects. If there are none, proceed to the next step.

7-3 Core Step

7-3-1 Effects with trigger conditions specified for the 'Core Step' activate.

7-3-2 The turn player places 1 Core from the Void into their Reserve. This is a turn-based action. After this action, resolve any pending effects. If there are none, proceed to the next step.

7-3-3 This step is skipped on the first player's first turn.

7-4 Draw Step

7-4-1 Effects with trigger conditions specified for the 'Draw Step' activate.

7-4-2 The turn player draws 1 card from their Deck. This is a turn-based action. After this action, resolve any pending effects. If there are none, proceed to the next step.

7-5 Refresh Step

7-5-1 Effects with trigger conditions specified for 'Refresh Step' activate.

7-5-2 The turn player refreshes all cards on their field and moves all cores from their Trash to their Reserve. This is a turn-based action. After this turn-based action, if there are any pending effects, resolve them. If not, proceed to the next step.

7-6 Main Step

7-6-1 This is the step where the turn player performs various actions. It proceeds according to the following procedure.

7-6-1-1 Effects with trigger conditions specified as 'at the start of the Main Step' activate.

7-6-1-2 The turn player is given an opportunity to act. They can perform any of the actions available during the Main Step, as listed below.

7-6-1-2-1 As long as no other processes are resolving, the turn player can perform the following actions: 'Summoning a Spirit,' 'Deploying a Nexus,' 'using Magic,' 'moving Cores,' 'activating a Main effect,' or 'ending the Main Step.' (Each action is detailed below.)

7-6-1-2-2 When moving Cores, a player can freely move Cores between the Field and the Reserve. It is possible to place Cores from the Reserve onto Spirits or Nexuses on the Field, and to move Cores from the Field to the Reserve. It is also possible to move Cores from a Spirit or Nexus on the Field to another Spirit or Nexus. Furthermore, a player can swap the positions of a Soul Core and a regular Core, whether they are on the Field or in the Reserve.

7-6-1-2-3 After the turn player finishes resolving one action, if there are no other processes resolving, they can act again.

7-6-1-2-4 When you declare 'End of Main Step,' you can resolve any effects that activate at that timing and then proceed to the next step.

7-7 Attack Step

7-7-1 In the Attack Step, the turn player can attack the opponent with a Spirit they control on the Field. When they attack, a battle occurs. (Battles will be explained later).

7-7-2 This step is skipped on the first player's first turn.

7-7-3 The Attack Step proceeds in the following order.

7-7-3-1 Effects written as 'Start of Attack Step' activate.

7-7-3-2 The turn player is given an opportunity to act. During the Attack Step, if there are no ongoing resolutions, the turn player can either attack with a Spirit or declare 'End of Attack Step'. After declaring the end of the step and resolving any effects that activate at that timing, they can proceed to the next step. If an attack is made, a battle occurs.

7-8 Second Main Step

7-8-1 This is a step where you can perform the same actions as in the 'Main Step'.

7-8-2 This step is skipped on the first player's first turn.

7-9 End Step

7-9-1 This is the step for performing various end-of-turn processes. The End Step proceeds as follows.

7-9-1-1 Effects with a duration of 'during this turn' or 'until the end of the turn' expire. After that, effects with trigger conditions specified for the 'End Step' activate. Resolve all effects triggered by these effects.

7-9-1-2 After resolving 'End Step' effects, resolve any effects that trigger at the end of the turn.

7-9-1-3 This turn ends, and the opponent becomes the turn player, beginning a new turn from the Start Step.

8 Attack and Battle

8-1 During the Attack Step, the turn player can attack the opponent with one of their Spirits. When an attack is made, a battle begins, and the sequence from declaring the attack to the end of the battle is processed in order.

8-1-1 Declaring an Attack

8-1-1-1 The turn player can attack with one of their Refresh state Spirits on their Field. To do so, first exhaust the Spirit you wish to attack with, and then declare the attack.

8-1-1-2 'During Attack' effects can now be activated, and effects written as 'When Attacking' or 'When this Spirit attacks' will activate.

8-1-2 Pre-Block Flash Timing

8-1-2-1 During the Flash Timing, you can use Flash effects. First, the defending player is given the right to use one Flash effect. They can also choose to pass. If they use a Flash effect

or pass, the right to use a Flash effect is then given to the other player. If both players pass consecutively, the Flash Timing ends.

8-1-3 Declare a Block

8-1-3-1 The defending player can block with one of their Spirits in a Refresh state. First, Exhaust the Spirit you wish to block with and declare the block. If no block is declared, skip the Flash Timing after the block and proceed to Battle Resolution (8-1-5).

8-1-3-2 Effects labeled 'During Block' can now be activated, and effects labeled 'When Blocking' or 'When this Spirit blocks' will activate.

8-1-4 Flash Timing After a Block

8-1-4-1 In the Flash Timing, Flash effects can be used. First, the defending player is given the right to use one Flash effect. They can also pass. If they use a Flash effect or pass, the right to use a Flash effect is given to the other player. If there are two consecutive passes, the Flash Timing ends.

8-1-5 Battle Resolution

8-1-5-1 Effects labeled 'During Battle Resolution' activate. After that, the result of the Spirit's attack is determined. If the Spirit was blocked, proceed to the BP comparison process. If it was not blocked, the defending player's Life is reduced by the number of symbols on the attacking Spirit, and you proceed to the End of Battle (8-1-7).

8-1-5-2 BP Comparison Process (BP Comparison)

8-1-5-2-1 In the BP comparison process, the result of the battle between the Spirits is determined. If, at this time, the attacking Spirit or the blocking Spirit has already left the Field, do nothing.

8-1-6 Spirit Destruction

8-1-6-1 When comparing the BP of Spirits in a BP comparison (8-1-5), the Spirit with the lower BP is Destroyed. If their BP are equal, both Spirits are Destroyed.

8-1-6-2 Effects that activate when a Spirit is Destroyed by a BP comparison activate at this timing.

8-1-7 End of Battle

8-1-7-1 Effects that activate at the end of the battle activate.

8-1-7-2 Effects designated as 'During Attack,' 'During Block,' or 'During Battle' that are active during the battle end here.

8-1-7-3 The turn player is given the opportunity to perform the next action.

9 Effect Activation and Resolution

9-1 Effects

9-1-1 An effect is one of the elements a card possesses, and cards affect the game through

their effects. A card's effects are written in its text.

9-1-1-1 An effect is said to 'Activate' or 'Resolve' when it affects cards in the Hand, the Field, a player, etc.

9-1-2 Effects may be written as 'must' or 'may'. If an effect says 'must', it must be activated and resolved as much as possible. If an effect says 'may', you can choose not to activate it.

9-1-2-1 If a 'may' or 'must' effect and a 'cannot' effect would apply at the same time, the 'cannot' effect takes precedence.

9-1-2-2 The order of precedence for effects is: 'Cannot' > 'Must' > 'Do' = 'May'.

9-1-3 As a general rule, effects are 'Continuous Effects,' 'Triggered Effects,' 'Activated Effects,' 'Declaration Effects,' and 'Replacement Effects,' and are classified as such.

9-1-4 Continuous Effects

9-1-4-1 A Continuous Effect is an effect that is constantly active.

9-1-4-2 A Continuous Effect is always active as long as it is in an area where its effect can be applied.

9-1-4-3 Some Continuous Effects are only active while specific conditions are met. Such effects are continuously active as long as they are in an area where their effect can be applied and their conditions are met.

9-1-4-4 A continuous effect is applied from the moment its card enters an area where the effect is active, and does not wait for the resolution order of Triggered Effects.

9-1-5 Triggered Effects

9-1-5-1 A Triggered Effect is an effect that activates when the event specified by the effect occurs during the game.

9-1-5-2 A Triggered Effect is an effect that activates automatically when its conditional event occurs during the game. This includes effects with specified timings like 'When Summoned,' 'When Attacking,' or 'When Destroyed,' those with conditions described in the text such as 'When X happens,' and effects that activate and have a specified duration, such as 'during this turn' or 'during this battle'.

9-1-5-2-1 Unless there is a restriction such as [Once per turn], the effect activates each time its condition is met.

9-1-5-3 A Triggered Effect will not trigger or activate unless its trigger condition is met.

9-1-5-4 If multiple conditional events occur simultaneously, the effect is triggered and activates only once.

Example: If 2 Spirits are Summoned simultaneously, an effect that reads 'When a Spirit is Summoned' can only activate once.

9-1-5-5 If a card with a Triggered Effect leaves the area from which it would activate while

the effect is pending activation, the effect can no longer activate.

9-1-5-6 For effects with a specified duration such as ‘during this turn’ or ‘during this battle,’ the effect remains active even if the Spirit or Nexus that activated it leaves the Field.

9-1-5-6-1: Once a continuous effect with a duration such as “During this turn” or “During this battle” has resolved, the target Spirit or Nexus remains affected even if it no longer meets the specified conditions.

9-1-5-7 If multiple of your effects trigger simultaneously, you decide the order in which they resolve.

9-1-5-8 If effects from both players trigger simultaneously, the turn player decides the order in which to resolve all the Triggered Effects, resolving them one by one.

9-1-5-9 If a new effect triggers while another effect is resolving, the new effect is resolved with priority.

9-1-6 Activated Effects

9-1-6-1 Activated Effects are effects that a player can choose to activate. This primarily applies to effects like **【Activate: Main】** and **【Activate: Flash】** .

9-1-6-2 For an Activated Effect, the effect written after the ‘▶’ symbol activates by completely resolving the action written in bold before the ‘▶’ at the appropriate timing.

9-1-6-3 If an Activated Effect does not have the **【Activation】** notation or any specified activation conditions, it can be activated simply by declaring its use.

For an Activated Effect, even if the effect written after the ‘▶’ cannot be resolved, you can still resolve the action written before the ‘▶’.

9-1-7 Declared Effects

9-1-7-1 Declared Effects refer to effects that are activated by declaring their use at the specified timing—[Main], [Flash], or both—as written on a card in your Hand.

9-1-7-1-1 A [Main] Declared effect can be activated when its use is declared during your Main Step.

9-1-7-1-2 A [Flash] Declared Effect can be activated when its use is declared during the Main Step or during a Flash Timing.

9-1-7-1-3 If you declare the use of a card with both [Main] and [Flash] effects during the Main Step, you may choose to activate either one of the effects.

9-1-8 Replacement Effects

9-1-8-1 A Replacement Effect is an effect that, when a certain event would occur, performs a different event instead.

9-1-8-1-1 If an effect’s text contains phrases like ‘do XX instead’ or ‘change,’ the effect produced by that ability is a Replacement Effect.

9-1-8-1-2 An event that has been replaced by a replacement effect cannot be replaced again

by another replacement effect.

9-1-8-1-3 If multiple Replacement Effects could apply, the turn player decides which one to apply.

9-2 Effect Conditions

9-2-1 If an effect requires a condition for its activation, it will not activate unless that condition is met.

9-2-2 'Selecting a target' refers to choosing a card in the 'Field,' 'Hand,' or 'Trash' as instructed by an effect using phrases like 'select...' or 'you can select...'

9-2-3 Even if its conditions are met, an effect will not activate if it is restricted by another effect that says it 'cannot' be done.

9-3 Effect Resolution Procedure

9-3-1 Effects are resolved following the procedure below.

9-3-1-1 If an effect has activation conditions, they must be met. The effect cannot be activated otherwise.

9-3-1-2 Declare the effect you are activating. If it is an effect that can be activated from the Hand, reveal the card and declare the effect's activation.

9-3-1-3 The effect is then applied.

9-3-1-4 The effect's resolution is completed.

9-3-2 If an effect's text instructs you to 'select,' 'choose,' or target 'up to' a certain number of cards/players, you make that selection when the effect resolves. Even if a target no longer meets the selection criteria after being chosen, the target is not changed, and the effect resolves.

9-3-2-1 If a specific number of targets must be chosen, you must choose as many as possible up to that number. However, if the text says 'up to,' you may also choose 0.

9-3-2-2 If the target to be chosen is a card in a private area (such as the Hand or Deck) and the selection criteria require specific card information, it is not guaranteed that a card in that area possesses that information. The choosing player may choose not to select a card, even if a card that meets the conditions exists in that area.

9-3-2-3 If the text does not specify a card or player to be selected, if the effect targets a card, it refers to the card that is the source of the effect, and if it targets a player, it refers to the player of that effect.

9-3-3 A Triggered Effect whose activation timing is the movement of its source from the Field to another area activates at the point it enters a pending state.

9-3-4 When an effect activates, it activates and resolves based on any Continuous Effects that have already been resolved and any Triggered Effects that are currently valid.

9-4 Order of Effect Resolution

9-4-1 If effects from both your and your opponent's cards meet their activation timing simultaneously, the turn player chooses an effect to activate, activates it, and after resolving that effect, proceeds to choose and resolve the other effects that activated at the same timing.

9-4-1-1 If your effect (A) and your opponent's effect (B) meet their activation timing simultaneously, and after effect (A) is activated and resolved first, a new effect (C) meets its activation timing, then effect (C) will be activated and resolved before effect (B) is activated and resolved.

9-4-1-2 If a Spirit or Nexus with an effect that has not yet activated leaves the Field due to a previously resolved effect, it cannot activate its effect if it is not on the Field when its activation timing actually occurs.

10 Rule Processing

10-1 Basics of Rule Processing

10-1-1 Rule Processing is a process that is automatically executed by the rules when a specific event occurs or is occurring in the game.

10-1-2 Rule Processing resolves immediately when it occurs, even during the execution of other actions.

10-2 Defeat Resolution

10-2-1 If a player meets any of the following victory conditions, that player wins the game as a rule process.

10-2-1-1 The opponent's Life becomes 0.

10-2-1-2 At the start of the opponent's Start Step, their Deck has 0 cards.

10-2-2 Pending State

10-2-2-1 A Spirit or Nexus enters a pending state when it is Destroyed, returned to the Hand or Deck, or Depleted because its number of Cores becomes less than its Lv1 cost.

10-2-2-2 A Spirit or Nexus that has entered a pending state remains affected by any effects it was under before entering that state.

10-2-2-3 A Spirit that enters a pending state due to Depletion resolves the pending state at the Lv it had immediately before entering that state.

10-2-2-4 The Continuous Effects of a Spirit or Nexus that were active before it entered a pending state remain active, unless it is affected by an effect that prevents effects from activating. However, the Spirit itself cannot activate any effects other than those that activate in a pending state, such as 'When Destroyed' or 'When leaving the Field'.

10-2-2-5 After a Spirit or Nexus enters a pending state due to Destruction or Depletion, and after all effects that activate upon Destruction or Depletion in this state have been resolved, the pending Spirit or Nexus is moved to the Trash. All Cores that were on it are placed in the

Reserve.

If a card enters a pending state from an effect that returns it to the Hand/Deck, it returns to the Hand/Deck even if it is Depleted during that pending state, unless it is affected by a new effect that moves it. All Cores that were on it are placed in the Reserve.

10-2-2-6 A Spirit that has entered a pending state may change to a different pending state while resolving Triggered Effects.

10-2-2-6-1 A card cannot enter the same pending state it is already in.

10-2-2-6-2 If it enters a different pending state, effects triggered by the previous pending state can no longer be resolved, and effects triggered by the new pending state will activate.

10-2-2-7 A Spirit or Nexus that enters a pending state due to an effect that returns it to the Hand or Deck will return to the Hand or Deck instead of the Trash, even if it is Depleted and enters a pending state for Depletion while resolving a Triggered Effect, unless it is affected by a triggered effect that moves it to another location.

10-2-2-8 If a Spirit or Nexus is Depleted because the number of Cores on it becomes less than its Lv1 cost after being changed by an effect, that card is considered to have been Depleted by that effect.

10-2-2-9 If a Spirit or Nexus is Depleted because the number of Cores on it becomes less than its Lv1 cost after its Lv1 cost was changed by an effect, that card is considered to have been Depleted by that effect.

10-2-2-10 If a Spirit or Nexus is Depleted because the number of Cores on it becomes less than its Lv1 cost after its Lv1 cost was changed by your own actions or cost payments, that card is considered to have been Depleted by you.

11 Effect Rules in Detail

11-1 Summon

11-1-1 When Summoning a Spirit card, process in the following order.

11-1-1-1 Reveal the card to be Summoned.

11-1-1-2 Confirm the cost of the card to be Summoned.

11-1-1-2-1 If there are any effects that change the cost, they activate at this timing.

11-1-1-3 Confirm the cost reduction.

11-1-1-4 If you are using 《Succession》 (12-2-1-3), activate it at this timing to fulfill reduction symbols.

11-1-1-4-1 The cost is reduced by 1 for each symbol on your Field that corresponds to a reduction symbol, up to the number of reduction symbols on the card. The number after reduction becomes the Summon cost.

11-1-1-5 Move a number of cores equal to the Summon cost from the Summoning player's

Field or Reserve to the Trash. This is called 'paying the Summon cost'. You cannot overpay the Summon cost.

11-1-1-6 Place the card on the Field and place Cores equal to or greater than its minimum Lv cost onto it from the Summoning player's Field or Reserve.

11-2 Deploy

11-2-1 When Deploying a Nexus card, proceed in the following order.

11-2-1-1 Present the card to be Deployed.

11-2-1-2 Confirm the cost of the card to be Deployed.

11-2-1-3 Confirm the cost to be reduced.

11-2-1-4 If you are activating 《Succession》 (12-2-1-3), activate it at this timing to fulfill reduction symbols.

11-2-1-4-1 The cost is reduced by 1 for each symbol corresponding to a reduction symbol, up to the number of reduction symbols. The number after reduction becomes the Deployment cost.

11-2-1-5 Move a number of Cores equal to the Deployment cost from the Deploying player's Field or Reserve to the Trash. This is called 'paying the Deployment cost'. The Deployment cost cannot be overpaid.

11-2-1-6 Place the card on the Field, and place Cores equal to or greater than its minimum Lv cost onto the card from the Deploying player's Field or Reserve.

11-3 Use

11-3-1 When using a Magic card, process in the following order.

11-3-1-1 Reveal the card to be used.

11-3-1-2 Confirm the cost of the card to be used.

11-3-1-3 Confirm the cost reduction.

11-3-1-4 If you are activating 《Succession》 (12-2-1-3), activate it at this timing to fulfill reduction symbols.

11-3-1-4-1 The cost is reduced by 1 for each symbol corresponding to a reduction symbol, up to the number of reduction symbols. The number after reduction becomes the cost to be paid.

11-3-1-5 Move a number of Cores equal to the cost to be paid from the acting player's Field or Reserve to the Trash. This is called "paying the cost." Additionally, the cost cannot be overpaid.

11-3-1-6 A Magic card that has been used and whose effect is resolving is considered to not belong to any area.

12 Keyword Effects and Effect Descriptions

12-1 Keyword Effects

12-1-1 Keyword effects are effects, such as [Clash], that are written in white text on a black background in the text box.

12-1-2 For keyword effects written as [OO: △△], [OO] is the name of the keyword effect, and △△ is the part where conditions within that keyword effect, such as the content of the target or a specified number, are modified.

12-1-3 A single Spirit or Nexus can have multiple effects of the same keyword effect.

12-2 Common Effects

12-2-1 Common effects are special effects that Spirits, Nexuses, and Magic have in common.

12-2-1-1 《Super Unleash》

12-2-1-1-1 Spirits or Nexuses that have ‘Super Unleash’ written for their Lv2 cost are Spirits or Nexuses with 《Super Unleash》 .

12-2-1-1-2 A Spirit or Nexus with 《Super Unleash》 becomes Lv2 with a single Soul Core, without needing to place the specified number of Cores for its Lv2 cost. As this is not an effect, it will become Lv2 with a single Soul Core even when under an effect that negates other effects.

12-2-1-1-3 When a Spirit or Nexus with 《Super Unleash》 is Lv2, it is in the ‘Super Unleash state’. Effects that can be activated in this state, which are written in the text in the same color as the Lv2 cost, are also called 《Super Unleash》 effects.

12-2-1-2 《Soul Magic》

12-2-1-2-1 《Soul Magic》 is a common effect that allows a card to be used by paying its cost with only a Soul Core, provided you have the specified symbol on your Field.

12-2-1-3 《Succession》

12-2-1-3-1 《Succession》 is a common effect that allows you to treat one reduction symbol of a card being Summoned, Deployed, or used as fulfilled for each card with an EX symbol you remove from the game from your Trash.

12-2-1-3-2 When summoning, placing, or using a card, before applying cost reduction or symbols on your Field, you can fulfill reduction symbols by removing any number of cards with EX symbols from your Trash.

12-2-1-3-2-1 When using 《Succession》 , you cannot remove more cards with EX symbols from your Trash than the number of reduction symbols on the card.

12-2-1-4 [Main]

12-2-1-4-1 [Main] is a common effect, mainly found on Magic cards, that can only be activated during your Main Step.

12-2-1-5 [Flash]

12-2-1-5-1 [Flash] is a common effect, mainly found on Magic cards, that can be activated during your Main Step or during the Flash Timing of either player’s Attack Step.

12-2-1-6 『When Summoned』

12-2-1-6-1 『When Summoned』 is a common effect indicating that the effect activates when the Spirit is Summoned.

12-2-1-7 『When Attacking』

12-2-1-7-1 ‘When Attacking’ is a common, Triggered Effect that means a Spirit activates its effect when it attacks during your Attack Step.

12-2-1-8 ‘During Attack’

12-2-1-8-1 ‘During Attack’ is a common effect that means a Spirit activates its effect while it is attacking during your Attack Step.

12-2-1-8-2 There are three types of ‘During Attack’ effects: Continuous Effects that remain active while attacking, Activated Effects that are used during the Flash Timing, and Triggered Effects that activate at timings other than ‘When Attacking’.

12-2-1-9 ‘When Blocking’

12-2-1-9-1 ‘When Blocking’ is a common, Triggered Effect that means a Spirit activates its effect when it blocks during the opponent’s Attack Step.

12-2-1-10 ‘During Block’

12-2-1-10-1 ‘During Block’ is a common effect that means a Spirit activates its effect while it is blocking during the opponent’s Attack Step.

12-2-1-10-2 There are three types of ‘During Block’ effects: Continuous Effects that remain active while blocking, Activated Effects that are used during the Flash Timing, and Triggered Effects that activate at timings other than ‘When Blocking’.

12-2-1-11 ‘When Deployed’

12-2-1-11-1 ‘When Deployed’ is a common, Trigger Effect that means its effect activates when the Nexus is Deployed.

12-2-1-12 ‘When Destroyed’ is a common, Trigger Effect that means its effect activates when the Spirit or Nexus is Destroyed.

12-2-1-12-1 ‘When Destroyed by Opponent’ is a common, Trigger Effect that means its effect activates when the Spirit or Nexus with this keyword is Destroyed by an opponent’s effect or by comparing BP with an opponent’s Spirit.

12-3 Restriction Effects

12-3-1 [Once per turn]

12-3-1-1 [Once per turn] is a Restriction Effect indicating that the effect can only be activated once during that turn.

12-3-1-2 For [Once per turn] effects, even if there are multiple cards with the same name that have the same effect, each of them can activate the effect once.

12-3-1-3 For [Once per turn], if a card with the same effect has a different name, it is not treated as the same effect.

12-3-2 [Unstackable]

12-3-2-1 [Unstackable] is a restriction effect indicating that multiple instances of the same effect cannot be activated at the same timing.

Example: When a Spirit is Summoned, even if there are multiple Spirits or Nexuses with the same name on the Field that have an effect stating ' [Unstackable] When a Spirit is Summoned,' the effect can only activate once.

12-3-2-2 For [Unstackable], if targets with the same effect have different names, they are not treated as the same effect.

12-3-3 [Unstackable, Once per turn]

12-3-3-1 [Unstackable, Once per turn] means that the effect can be activated only once during that turn, and is a Restriction Effect indicating that the same effect cannot be activated at the same timing. This effect has the properties of both [Unstackable] and [Once per turn].

12-3-3-2 For [Unstackable, Once per turn], even if there are multiple cards with the same name and the same effect, each can activate its effect once if the timing is different.

12-3-3-3 For [Unstackable, Once per turn], if targets with the same effect have different names, they are not treated as the same effect.

13 Miscellaneous

13-1 Effect Descriptions

13-1-1: For effects that trigger "When [Value] becomes [X] or higher," the effect activates if the value increases and ends up at or above the specified number, even if it was already above that number. However, the effect does not activate if the value decreases and ends up at or above the specified number.

13-1-2: For effects that trigger "When [Value] becomes [X] or lower," the effect activates if the value decreases and ends up at or below the specified number, even if it was already below that number. However, the effect does not activate if the value increases and ends up at or below the specified number.