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Battle Spirits  
バトルスピリッツ trading card game  
- ETERNAL FORMAT -

オフィシャル・ルールマニュアル [エターナル] Ver.17.0

基本的な遊び方  
ゲーム進行のルール  
特殊なカードのルール

困ったときは

よくある質問  
用語集

かんたんにルールが  
おぼえられちゃらいそろはココから!

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公式ルールについて

ルールに関する大切なお知らせは、本マニュアルや公式サイトに掲載します。

ルールの改訂・更新

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# ABOUT THE OFFICIAL RULES

Important announcements regarding the rules will be posted in this manual and on the official website.

## Rule Revisions and Updates

To continue providing an enjoyable game experience, Battle Spirits may undergo game balance adjustments. As these will be announced as they occur, please check this manual and the official website for the latest information.

## Regarding Official Tournament Rules

In Battle Spirits, rules may differ depending on the format of official tournaments. Those wishing to participate should check the official website and other announcements in advance.

# INTRODUCTION

## WHAT IS BATTLE SPIRITS?

Welcome to the world of Battle Spirits!

Battle Spirits is a competitive trading card game.

At its heart is an element called the 'Core'.

Summoning monsters called Spirits, using Magic to turn the tide of battle, and leveling up the Spirits you've summoned! The Core makes all of this possible, and how you use your limited Cores will infinitely change the course of the game.

We invite you to experience the unprecedentedly intense battles created by the combination of 'Cards + Cores'!

### ■ Eternal and Standard

Battle Spirits offers two competitive formats.

Eternal is a format where all Battle Spirits cards can be used, with the exception of banned cards.

The other, 'Standard,' is a format where only cards with the design introduced in 2026 (featuring alphabetical block icons) can be used. Furthermore, as new cards are released, the set of usable cards will rotate periodically.

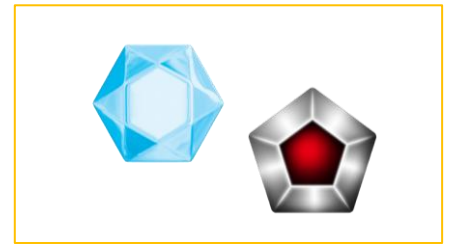
These two formats differ not only in the cards that can be used but also in some of their rules.

**This manual will explain the rules for the 'Eternal' format.**

✂With the introduction of the Standard format, the card design has been renewed. This manual will primarily use the pre-renewal card design (featuring numerical block icons) for its explanations.

# 'CORES: THE KEY TO VICTORY

The small chips called 'Cores', included in pre-built decks and other products, are used for various purposes, such as representing Life, paying costs, and leveling up cards on the Field. During the game, in addition to the normal, blue-glowing Cores, you will use one special 'Soul Core' with a red-glowing center.



## CARD TYPES

In Battle Spirits, there are five types of cards, and you play the game using a Deck (a stack of cards) made by combining them. The three basic types are Spirit, Nexus, and Magic.

### Spirit

Cards representing monsters and mechs that are summoned to the Field to battle your opponent.



### Nexus

Like Spirits, these are placed on the Field and support your allies with various effects.



### Magic

These are cards used directly from your Hand. They are single-use, but in return, they have powerful effects.



## ■ In addition to Spirits...

Like Spirits, Ultimates and Braves are summoned to the Field to battle, but they differ from Spirits in various ways.

## Ultimate

The ultimate resurrected form of a sealed Spirit. Specific 'Summoning Conditions' must be met to summon them, but this makes them incredibly powerful.



## Brave

A special type of card that can combine with a Spirit. Some can even combine with two Spirits, an Ultimate, or a Grandwalker Nexus.



# THE 6 ATTRIBUTES

Battle Spirits cards belong to one of six attributes. Each attribute has its own characteristics, and by utilizing them, you can build a variety of decks.

An attribute is indicated by the color of the card's border, and some cards belong to multiple attributes.

### **Red Attribute**

Contains many Dragons. It specializes in attacking, and can destroy or draw cards when attacking.

### **Purple Attribute**

Contains many skeletons and demons. Has effects that remove the opponent's Cores or revive units.

### **Green Attribute**

Contains many insects and beasts. Excels at increasing your own Cores and exhausting the opponent.

### **White Attribute**

Contains many robots. Excels at defense and can return the opponent's cards to their Hand.

### **Yellow Attribute**

Contains many angels and legendary creatures. Specializes in tricky maneuvers and tactics that use Magic.

### **Blue Attribute**

Contains many giants and golems. Excels at deck destruction and hindering the opponent's actions.

# VICTORY CONDITIONS

A player who fulfills either of the following conditions wins, and the game ends immediately.

- Your opponent's Life becomes 0.
- At the start step of your opponent's turn, their Deck has 0 cards.

# BEFORE STARTING THE GAME

## WHAT YOU NEED TO PLAY

Each player should prepare their own Deck and Cores.

Also, using a dedicated play sheet can make the game more enjoyable. 【→Click here for the download page】



デッキ

コアとソウルコア



### ■ Deck

A bundle of Battle Spirits cards is called a 'Deck'.

You can freely build your own Deck according to the following rules.

#### ● Build with **40 or more cards**

There is no upper limit on the number of cards.

#### ● You may include **up to 3 cards** with the same name in a Deck.



Even if the illustration or card number is different, they are considered the same card if they have the same name.

However, they are treated as different cards if the number at the end of the card name (same-name card identification number) is different, or for cards with 《Rebirth》 where one side's card name is different. Additionally, only one type of Contract card (up to 3 copies) can be included in a Deck.

### ◆ Restrictions on Usable Cards

In the 'Eternal' format, all cards released to date can be used, excluding banned cards.

### ■ Core

Please prepare about **30** tokens  per player to use as Cores during the game. Also, please prepare **1** token  to use as a Soul Core.

※ If you run out of Cores, please prepare substitutes. Any object that can function as a Core may be used, but one must be distinguishable from the others to be used as the Soul Core.

## ■ Play Sheet

The Play Sheet contains various information to assist with gameplay, such as the names of areas and locations, and the turn sequence. While you can enjoy playing without a Play Sheet once you are familiar with the game, we recommend using one when you are starting out. 【→Click here for the download page】



## ■ Other

When using Rebirth Proxy Cards or Token cards, place them together in a location visible to your opponent (e.g., beside your deck).

# GAME SETUP

Once you've spread out the Play Sheet, prepare for the game by following the steps below.

※ Please refer to the Play Sheet for the location of each area.



① Decide an area outside the play sheet as the Void, and place the Cores there.

② Shuffle your Deck well, then have your opponent shuffle it. After both shuffles are finished, place the Deck in the 'Deck' area.

\*If you want to add a Contract Card to your starting Hand, take one Contract Card from your deck before shuffling and present it to your opponent face down.

③ Take 5 cores from the Void and place them in the 'Life' area. These Cores represent the player's Life.

④ Take 3 Cores from the Void and place them in the 'Reserve' area. Additionally, place 1 Soul Core in the 'Reserve'.

⑤ Draw 4 cards from your Deck to form your Hand.

※ Keep your Hand hidden from your opponent.

※ If you want to add a Contract Card to your starting Hand, instead of drawing 4 cards, draw 3 cards, then reveal the Contract Card you presented in step ② to your opponent before adding it to your Hand.

⑥ Play rock-paper-scissors. The winner can choose to go first or second.

⑦ You may redraw your Hand once. In turn order (first player, then second player), decide whether to redraw. Any player who chooses to redraw returns their entire Hand to the Deck, shuffles it as in step ②, and then draws 4 new cards.

※ Even if you are not satisfied with your new Hand, you cannot redraw again.

※ When redrawing, you cannot take a Contract Card from your Deck and add it to your starting Hand.

# HOW TO READ A CARD

The Battle Spirits card layout has **some differences between the standard design introduced in 2026 and the conventional design**. This section explains how to read the conventional design. For the standard design, please refer to the standard manual.

The cards contain the following information. The color of the card's border corresponds to its color.



## ① Cost

When using a card (Summoning or Deploying), you must pay its cost in Cores. The number in the cost indicates the number of Cores you must pay.

## ② Reduction Symbol

Indicates the type and number of symbols that can reduce the cost you pay.

## ③ Basic Information

The far left indicates the card type, and the center is the card name.

The Family it belongs to is listed on the far right. Note that some cards may have multiple Families, while others (such as Nexus and Magic) have none.

## ④ Effect Information

Information regarding Lv (for cards excluding Magic) and effects activated upon use are described here.

## 5 Symbol

This primarily corresponds to the card's color. In addition to being referenced for cost reduction, the number of symbols also indicates how much of the opponent's Life is reduced when a Spirit or Ultimate attacks.

### [!] About Symbol Types

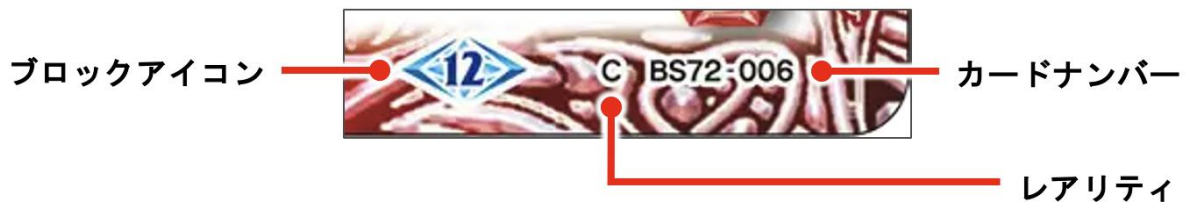
Symbols are printed on the bottom right of many cards. In addition to the six colors, there are special symbols such as God and Ultimate.

Additionally, some God Symbols also have one of the six colors (e.g., a red God Symbol is both a red symbol and a God symbol).



※For symbols on Standard format cards, please see the Standard manual.

## 6 Block Icons and Other Information



The block icon indicates the card's release period. It is normally blue, but for collaboration cards, the icon is red.

Rarity, in order from highest, is XX > X > M > R > C.

\*There are also special rarities such as 'NX,' 'XV,' 'AX,' 'Rebirth X' and 'Rebirth R' (Rebirth Cards), and 'Contract X' (Contract Cards).

# LET'S START WITH THE BASICS

This section explains the four basic actions in Battle Spirits. For more detailed rules, please also refer to the 'Game Progression Rules'.

## SUMMONING A SPIRIT

Spirits can be summoned to the Field by paying their 'Cost'. First, check the cost number indicated in the top left corner of the card.

To pay the cost, use the Cores placed in your Reserve. By paying a number of Cores equal to the cost (moving them to the Trash), you can summon the Spirit to the Field.

※ The Soul Core can also be used to pay costs, just like a normal Core.



### [!] Various Techniques for Paying Costs

If you already have Spirits or Nexuses on the Field, you can also pay the cost with the Cores placed on them. Additionally, "Cost Reduction," which reduces the number of Cores you must pay based on the number of symbols on cards on your Field, is an important technique. [→Learn more here]

## ■ Place Cores on Summoned Spirits

A Spirit's BP (Battle Power) and usable effects change depending on its current 'Lv'. A Spirit's Lv is determined by the number of Cores placed on it. For example, in the case below, the top row indicates that 'the number of Cores required to maintain Lv1 is one.' The '7000' below that is its BP at Lv1.



This 'Deathclaw Dragon' is Lv1 with 7000 BP if it has one Core on it, Lv2 with 10000 BP with two, and Lv3 with 13000 BP with three or more. When you Summon 'Deathclaw Dragon' to the Field, move one or more Cores from your Reserve or from cards on the Field onto this card.

**[I]** A Spirit's Lv Changes by Moving Cores

During your Main Step (the timing when you can perform actions like Summoning Spirits), you can freely move Cores from your Reserve or from cards on the Field. A Spirit's Lv increases or decreases as the number of Cores on it changes. [[→Learn more here](#)]

## ATTACK WITH A SPIRIT

When you attack with a Spirit and it isn't blocked, you can reduce your opponent's Life. You win the game by reducing your opponent's Life to 0.

\*You can also win by reducing your opponent's Deck to 0 cards.

### ■ Declaring an Attack to Start a Battle

Choose one Spirit to attack with and declare an attack to start the battle. When you do, Exhaust the Spirit (turn it sideways) to indicate it is attacking.



## ■ Opponent's Block Declaration

The player being attacked can block the opponent's Spirit with one of their own. When declaring a block, just as with an attack, Exhaust the blocking Spirit (turn it sideways).



### [!] Refresh and Exhausted

Only Spirits that are placed upright can attack or block. This is called the "Refresh state." A Spirit turned sideways from an action like declaring an attack is in the "Exhausted state." An Exhausted Spirit cannot attack or block.

## ■ If Blocked, Compare BP

When a block is declared, compare the BP of the attacking Spirit and the blocking Spirit. The Spirit with the lower BP is destroyed and placed in the Trash.

\*If the BP values are equal, both Spirits are Destroyed.



## ■ If Not Blocked, Deal Damage to the Opponent

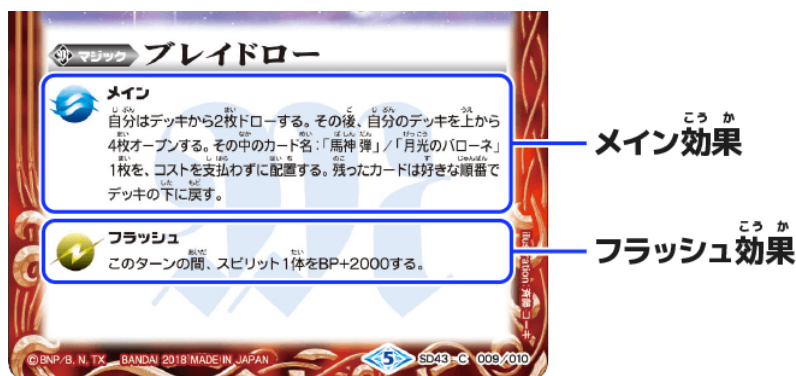
If no block is declared, the attacking Spirit deals damage to the opponent. Reduce the opponent's Life by the number of symbols on the attacking Spirit.



**[!]** Where do the Cores go?  
 Cores from Spirits destroyed in battle and Cores from Life reduced by an attack are moved to the Reserve.

## USING MAGIC

Magic cards are single-use, but they are powerful enough to turn the tide of a game. Just like summoning a Spirit, you use them by paying their cost. Additionally, many Magic cards have multiple effects, and you can choose which one to use depending on the timing.



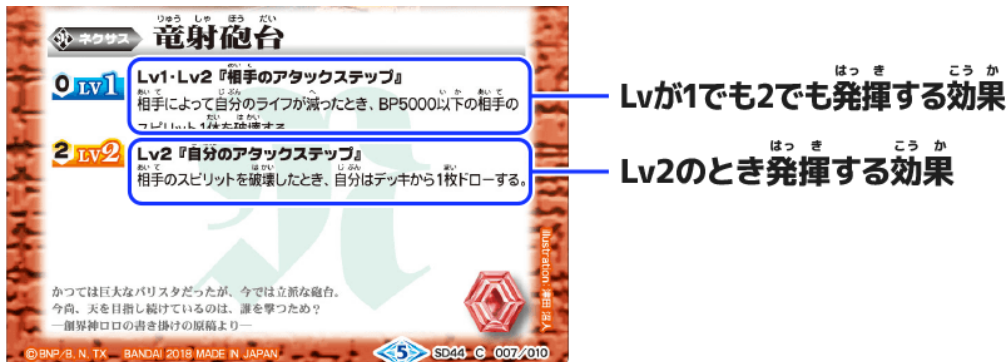
Main effects can only be used during your Main Step (the timing when you can perform actions like summoning Spirits). Flash effects, on the other hand, can be used during the Main Step as well as during the designated “Flash Timing” in battle.

**[!]** A Magic Card’s Use Cannot Be Interrupted  
 Flash effects can also be used during the Flash Timing of an attack on your opponent’s turn. However, since Flash effects resolve immediately upon use, you cannot interrupt an opponent’s effect while it is resolving to use another Flash effect. [→Learn more here]

# DEPLOYING A NEXUS

A Nexus is a card that you deploy to the Field to support you with various effects. Just like summoning a Spirit, you deploy it to the Field by paying its cost during your Main Step.

Nexuses cannot attack or block, but they have symbols and can be used for cost reduction. Also, like Spirits, their Lv changes by placing Cores on them. Furthermore, they activate various effects depending on their current Lv.



In many cases, the timing for activating a Nexus's effect is written on the card. For example, with the card 'Dragon Cannon Platform', the second effect can be activated 'during your Attack Step, when you destroy an opponent's Spirit'.

※Some effects have no specified timing and will remain active as long as their Lv condition is met.

[!] Effects on Spirits are handled the same way.

Many Spirits, like Nexuses, have effects that activate depending on their Lv. The conditions for activating these effects and how to read their descriptions are the same as for Nexuses.

The explanations for Spirits, Magic, and Nexuses introduced on this page are only the basic rules of the game. In the trading card game Battle Spirits, other types of cards exist, such as Braves, Ultimates, 'Grandwalker Nexuses', and 'Grandstone Nexuses'. Additionally, some card effects, such as Burst, Rebirth, and Mirage, have their own unique rules. For details, please see the 'Rules for Special Cards' section of this manual.

# TURN PROGRESSION

Battle Spirits has numerous cards, and some may have effects that contradict these rules. If a card's effect conflicts with the rules, the card's effect takes precedence.

## TURN SEQUENCE

The game progresses by alternating turns between the first and second player. Each turn is divided into seven 'steps'. Even if there are no actions to perform in a step, the step itself is not skipped.

\*Unless otherwise specified, actions in each step are generally performed only by the turn player (the player whose turn it is).

### ターンシーケンス

- ① スタートステップ
  - ② コアステップ ※
  - ③ ドローステップ
  - ④ リフレッシュステップ
  - ⑤ メインステップ
  - ⑥ アタックステップ ※
  - ⑦ エンドステップ
- あいて  
相手のターンへ

※1ターン目は②と⑥を飛ばします。

### ① Start Step

This step declares the start of the turn. If no effects activate here, proceed to ② Core Step.

### ② Core Step

Move 1 Core from the Void to your Reserve.

### ③ Draw Step

Draw 1 card from your Deck into your Hand (Draw).

※ There is no limit to the number of cards in your Hand.

## ④ Refresh Step

Refresh all Exhausted (sideways) cards on your Field to Refresh state (upright).

Also, return all Cores in the Trash to the Reserve.



## ⑤ Main Step

This is a step where you can perform various actions, such as using cards from your Hand (summoning, deploying) or moving Cores from your Reserve or from cards on your Field. For details, please see 'Actions in the Main Step'. When you have finished all the actions you wish to perform, end this step and proceed to ⑥ Attack Step.

## ⑥ Attack Step

To reduce your opponent's Life, you can "Attack" with your Spirits or Ultimates. For details, please see "Attack Step Actions".

When you have no more Spirits or Ultimates you wish to attack with, end this step and proceed to ⑦ End Step.

## ⑦ End Step

All temporary effects that occurred during that turn end.

Then, end the turn and proceed to the opponent's turn.

### 【!】 First Turn Exception

On the first turn (the first player's first turn), the ② Core Step and ⑥ Attack Step do not occur. Skip these two steps and proceed.

The 'Eternal' format has a turn sequence that is partially different from the 'Standard' format. In the 'Standard' format, there is a Second Main Step after the ⑥ Attack Step.

# MAIN STEP ACTIONS

During the Main Step, the turn player may perform the following actions. These actions may be performed in any order and any number of times, with the exception of setting Bursts and Mirages.

- Summon a Spirit/Ultimate/Brave
- Deploy a Nexus
- Use effects during the Main Step
- Set a Burst
- Combine/Separate/Swap a Brave
- Use Magic
- Move Cores
- Set a Mirage

※ You can only set a Burst and set a Mirage once each per turn.

## SUMMONING A SPIRIT/ULTIMATE/BRAVE

You can "Summon" Spirit/Ultimate/Brave cards from your Hand to the Field by paying their cost. When Summoning, place enough Cores on the Summoned card for it to be at least Lv1 (Lv3 for Ultimates).

For the detailed Summoning procedure, please see "Paying Costs and Using Cards."

- As long as you can pay the cost, you may Summon any number of times per turn. Also, there is no limit to the number of Spirits or Ultimates you can have on the Field.
- Ultimates cannot be Summoned unless their "Summoning Conditions" are met.
- In addition to being Summoned as a Spirit, a Brave card can also be Summoned directly Combined with a target that meets its Combine conditions (usually a Spirit). For details, please see "Brave".

## COMBINING / SEPARATING / SWAPPING BRAVES

You can 'Combine' a Brave on your Field with a target that meets its combine conditions, 'Separate' it from its combined state, or 'Swap' the target it is combined with.

# DEPLOYING A NEXUS

You can 'deploy' Nexus cards from your Hand to the Field by paying their cost. When deploying, you can also place Cores on the Nexus (if you don't place any, the Nexus becomes Lv1).

- If you can pay the cost, you may deploy any number of Nexuses in one turn. There is also no limit to the number of Nexuses you can have on the Field.
- You cannot place Cores on Grandwalker Nexuses or Grandstone Nexuses when they are deployed.

# USING MAGIC

You can 'use' Magic cards from your Hand by paying their cost. During the Main Step, you can activate either the 'Main' or 'Flash' effect of a Magic card. After the effect resolves, the used Magic card is placed in the Trash.

# USING EFFECTS DURING THE MAIN STEP

Besides Magic cards, you can also use effects designated as 'Flash'.

You can also use effects on some cards that can be activated voluntarily during 'Your Main Step'.

- There is no cost to pay, but you may need to meet specific designated conditions when using the effect.

# MOVING CORES

During the Main Step, you can freely move Cores from the Reserve and those placed on cards on the Field. (It is also possible to reduce the number of Cores on a card, or return them to the Reserve.)

When the number of Cores on a card increases or decreases, various changes can occur. For details, please see 'Moving Cores and Their Effects'.

- The Soul Core can also be moved just like a normal Core (it is also possible to swap it with a normal Core).
- Cores on Grandwalker Nexuses and Grandstone Nexuses cannot be moved.
- If you reduce the number of Cores on a Spirit and it can no longer maintain Lv1, that Spirit is Depleted (the same applies if you reduce the number of Cores on an Ultimate and it can no longer maintain Lv3).

## SETTING A BURST (ONCE PER TURN)

Once per turn, you can set one card with a Burst effect from your Hand face down in the 'Burst Area' (no cost payment is required). When specific conditions are met, this card can be flipped over to activate its Burst effect. For details, see 'Burst'.

## SETTING A MIRAGE (ONCE PER TURN)

Once per turn, you can set one card with a Mirage effect from your Hand face up in the 'Burst Area' (payment of the Mirage cost is required at this time). The set card can then use its Mirage effect. For details, see 'Mirage'.



# COST AND CORES

## PAYING COSTS AND USING CARDS

When using a card from your hand, you must pay its cost with Cores. If there are symbols on cards on your Field that match the color of the reduction symbols on the card being used, reduce the number of Cores you must pay according to that number (cost reduction).

### ① Check the Cost and Reduction Symbols

First, reveal the card you want to use to your opponent. Then, check the 'Cost' and 'Reduction Symbols' in the card's top-left corner. The number of Reduction Symbols indicates the maximum number of cores by which you can reduce the payment.

In the case of 'Dorado-Dragon,' the **cost is 4**, and the reduction symbols are **two**  (red) and **one**  (white).



### ② Check the number of symbols on your Field


The number of cores by which you can reduce the payment is determined by the number and type of symbols on your Field.

In this example, checking the four cards on the Field reveals **three red symbols and one purple symbol**.



### ③ Calculate the actual number of Cores to pay

In this example, there are three red symbols on the Field (the purple symbol cannot be used to reduce the cost of 'Dorado-Dragon'). Since 'Dorado-Dragon' has two red reduction symbols, the cost is reduced by '2' for that color. 'Dorado-Dragon' also has a white reduction symbol, but since there are no white symbols on the Field, you cannot reduce the cost using this color. Therefore, the total reducible cost is  $2 + 0 = 2$ . Since the cost of 'Dorado Dragon' is 4, the number of cores you actually pay is  $4 \text{ (cost)} - 2 \text{ (reduction)} = 2 \text{ Cores}$ .

- If cost reduction is possible, you must apply it.
- There are also  (6-color) Reduction Symbols, which can be reduced by symbols of any of the six colors.

### ④ Move the paid Cores to the Trash

You can pay costs using Cores from your Reserve or from cards on your Field. Move a number of Cores equal to the cost you are paying (2 Cores in this example) to the Trash.



- Cores in locations other than your Reserve or on cards on your Field (such as your Life) cannot be used to pay costs.
- Cores on a Grandwalker Nexus or Grandstone Nexus cannot be used to pay costs.
- The Soul Core can also be used to pay costs, just like a normal Core.

## ⑤ Move Cores onto the card (excluding Magic)

When Summoning a Spirit or Ultimate, after paying its cost, you must place Cores onto it to meet at least its minimum Lv (Lv1 for Spirits, Lv3 for Ultimates). For this, you can move Cores from your Reserve or from other cards on your Field, just as you would when paying costs.

Similarly, when you deploy a Nexus, you can place Cores on it (if you do not place any Cores, the Nexus is treated as Lv1).

- Cores from locations other than the Reserve or from cards on the Field (such as Life) cannot be placed onto cards.
- Spirits and Ultimates cannot be Summoned with fewer Cores than required for their minimum Lv.
- You cannot place Cores on Grandwalker Nexuses or Grandstone Nexuses when they are deployed.
- Cores on a Grandwalker Nexus or Grandstone Nexus cannot be moved onto a newly Summoned or deployed card.
- The Soul Core, like a normal Core, can be placed on a summoned or deployed card.
- There is no limit to the number of Cores that can be placed on a card.

# CORE MOVEMENT AND ITS EFFECTS

During the Main Step, you can freely move Cores from your Reserve and from cards on your Field. The number of Cores on a card can also increase or decrease due to various effects, or decrease when paying costs.

## ■ Increase/Decrease of Cores and Lv Changes

When the number of Cores placed on a card increases, its Lv increases accordingly (level up). For Spirits and Ultimates, their BP also increases when their Lv goes up. Additionally, many cards gain new effects they can activate as their Lv increases.

Conversely, if the number of Cores decreases and the card's Lv drops, its BP will decrease or it will lose its effects at that time.



For 'The SunDragon Sieg-Apollodragon X', increasing the Cores on it to 3 raises it to Lv2, increasing its BP to 9000 and enabling its second effect. If the Cores drop to 2 or fewer, it reverts to a lower Lv, its BP becomes 6000, and the second effect can no longer be used. If the number of Cores becomes 0, it cannot maintain Lv1 and is Depleted.



## ■ Depletion of Spirits and Ultimates

The minimum Lv for a Spirit is 1, and the minimum Lv for an Ultimate is 3. A Spirit or Ultimate that can no longer maintain its minimum Lv because the number of Cores on it has decreased is 'Depleted' at that moment.

When a Spirit is Depleted, the card is placed into the Trash, and the Cores that were on it are returned to the Reserve.

- Depletion is different from Destruction. Effects that trigger upon Destruction do not trigger upon Depletion.
- If any effect triggers due to Depletion, resolve it before placing the card into the Trash.
- Some cards like Imagine Brave can remain at Lv1 even without any Cores placed on them.

### **[!]** Cores and the Soul Core

Of the 4 Cores placed in the Reserve before the game starts, one is the “Soul Core ”. In most cases, the Soul Core is treated the same as a normal Core  and can be used to pay costs or be placed on cards on the Field. However, except for effects that target the Soul Core (such as 《Seal》), it cannot be placed in any location other than the Reserve, on a card on the Field, or the Trash.

Additionally, there are also effects that are activated by using the Soul Core, such as 《During Seal》 and 《Advent》.

\*For effects that appeared on cards in the Standard format, such as Super Unleash and “Soul Magic,” please see the Standard manual.

# ACTIONS IN THE ATTACK STEP

During the Attack Step, you can “attack” with your Spirits or Ultimates to reduce your opponent’s Life. Attacks are performed one at a time, and the sequence of steps that begins with the attack declaration is called a “battle”.

※ The Attack Step is skipped on the first player’s first turn.

## バトルの流れ

- 1 アタック宣言 (バトル開始)
- 2 フラッシュタイミング (1回目)
- 3 ブロック宣言
- 4 フラッシュタイミング (2回目)
- 5 バトル解決
- 6 スピリット/アルティメットの破壊
- 7 バトル終了

## BATTLE PROCEDURE

### ① Declare an Attack (Battle Start)

The attacking player (the turn player) chooses one of their Spirits or Ultimates in Refresh state (upright) and declares an attack. At the same time, to show that it has attacked, turn the card to Exhausted state (sideways).



- When this action is performed, effects such as 'When Attacking' and other effects that trigger 'when an attack is declared' will activate.
- Spirits and Ultimates summoned this turn can also attack.
- Even if the attacking Spirit or Ultimate leaves the Field at this timing, the battle does not end, and you proceed to ② Flash Timing (1st).
- If no attack is declared, the Attack Step ends.

### ② Flash Timing (First)

There are two Flash Timings, where you can use effects such as the Flash effects of Magic cards. For the detailed procedure, please see 'The Flash Timing Exchange'.

### ③ Declare a Block

The defending player (the non-turn player) may choose 1 of their Refresh State Spirits or Ultimates to block the attacking Spirit or Ultimate. When a block is declared, exhaust the blocking Spirit or Ultimate, just as when attack is declared.



- When a block is declared and performed, effects such as 'When Blocking' and other effects that trigger 'when a block is made' will activate.
- You cannot block with two or more Spirits or Ultimates at the same time. (Some cards have effects that are an exception.)

### ④ Flash Timing (Second)

The second Flash Timing only occurs if a block was declared. If no block was declared, skip this step and proceed to ⑤ Battle Resolution.

### ⑤ Battle Resolution

#### ◆ If no block is declared

Reduce the defending player's Life by the number of symbols on the attacking Spirit or Ultimate, moving that many Cores from their Life to the Reserve. Then, proceed to ⑦ End of Battle.

#### ◆ If block is declared

Compare the BP of the attacking and blocking Spirits or Ultimates.

Then, proceed to ⑥ Spirit/Ultimate Destruction.

- If there are effects that occur 'during Battle Resolution', resolve those effects before reducing Life or comparing BP.
- Even if the blocking Spirit or Ultimate leaves the Field afterward, the block is still considered successful, so the defending player's Life is not reduced.

## ⑥ Spirit/Ultimate Destruction

As a result of comparing BP during ⑤ Battle Resolution, the side with the lower BP is Destroyed. If their BP are equal, it is a draw, and both are Destroyed.

Destroyed Spirits or Ultimates are moved to the Trash, and the Cores placed on them are returned to the Reserve.

- If there are effects that occur due to destruction, resolve them before the Destroyed Spirit or Ultimate is placed in the Trash.
- A Burst with the condition '[Burst: After Your Spirit is Destroyed by an Opponent]' can also be activated when it is destroyed as a result of comparing BP.

## ⑦ End of Battle

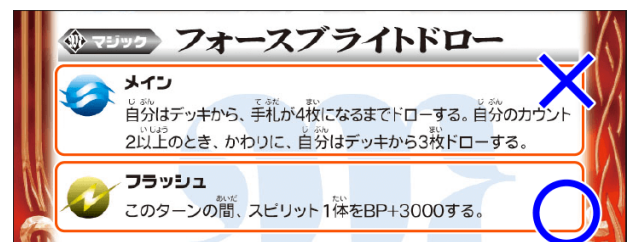
At this point, effects specified as 'at the end of the battle' activate. Also, effects specified as 'when attacking,' 'when blocking,' or 'during this battle' are now nullified. After that, if there are any effects specified as 'after the battle ends,' they activate here.

After a battle concludes, if there are other Spirits or Ultimates in a Refresh state, the turn player can declare another attack. Repeat the procedure starting from ① Declare an Attack.

- Effects designated with '[End of Battle]' timing will still activate even when an effect that 'ends the battle' is used.
- The Attack Step ends when there are no more Spirits or Ultimates that can attack, or when the player chooses not to attack further.

# THE BACK-AND-FORTH OF FLASH TIMING

During the Flash Timings, which occur up to twice during a battle, you can use the Flash effects of Magic cards. You can also use Flash effects from other types of cards.



- During Flash Timing, you cannot use the Main effects of Magic cards (Burst effects also cannot be activated). However, if the Burst condition of a Set card is met, you can activate its Burst effect.
- Depending on the flow of the Attack Step, there may be instances where no Flash Timing occurs.

## Flash Usage Rules

During Flash Timing, the defending player has the first right to use a Flash effect (they may also choose not to). If an effect is used, it resolves at that time. After the defending player uses and resolves one effect, the attacking player may then use and resolve one effect. This process repeats, alternating between the defending and attacking players.

If one player chooses not to use a Flash effect, and then the other player also chooses not to use one, the Flash Timing ends at that point.

- Used Flash effects are resolved immediately. You cannot interrupt the resolution by using another Flash effect.
- After you choose not to use a Flash effect, if your opponent uses one, you may then choose again whether to use a Flash effect.
- After you use a Flash effect, if your opponent chooses not to use one, you may then choose again whether to use a Flash effect.

# BRAVE

## WHAT IS A BRAVE?

In addition to being placed on the Field in Spirit state, a Brave can 'Combine' with a Spirit that meets its 'Combine Conditions'. When summoned, it can be summoned by 'Directly Combining' with another Spirit, and can also combine with another Spirit during the Main Step.

The Combined Brave and Spirit are placed on top of each other and treated as a single 'Combined Spirit'.


※Braves whose Brave condition specifies an Ultimate can combine with an Ultimate instead of a Spirit. For such Braves, please process by reading "Spirit" as "Ultimate" in the explanations on this page.



- A Brave on the Field that is not combined (in Spirit form) is treated as a Spirit.
- A Brave Spirit, just like a normal Spirit, is affected by effects that target Spirits.

### ■ Changes from Braving

The Spirit it Braves with undergoes the following changes.

- The value (BP+) written on the Brave's Brave  condition is added to the BP of the Spirit it Braves with.
- The cost of the Brave is added to the cost of the Spirit it Braves with.
- The Brave's Family, symbol, and [While Braved] effects are each added to the Spirit it Braves with.

● Any Cores placed on the Brave are moved onto the Spirit it combines with.

✂ Even when combined, the Spirit's name, Family, number of Cores per Lv, and reduction symbols do not change.

## ■ Summoning and Direct Combine

Like Spirit cards, Brave cards can be Summoned in Spirit state. Additionally, if there is a Spirit on the Field that meets the combine conditions, you can also Summon the Brave directly combined with that target.

- When Summoning a Brave in Spirit state, like a Spirit card, you must place enough Cores on it to reach at least Lv1.
- A Brave card's "When this Brave is Summoned" effect activates whether it is Summoned in Spirit state or directly combined.
- Even when a Brave card is Summoned in Spirit state, it is not treated as Summoning a Spirit.

## ■ Combine and Separation

During the Main Step, you can "Combine" a Brave on the Field with a target that meets its combine conditions. You can also "Separate" a combined Spirit, splitting it into a "Spirit" and a "Brave in Spirit state." When separating, you must place enough Cores on the Brave to make it at least Lv1 (Cores are moved from the Reserve or cards on the Field, just as when Summoning).

- You do not need to pay a cost to Combine or Separate.
- You cannot combine another Brave with a Combined Spirit.
- If the Brave, the Spirit, or both are Exhausted before Combining, the resulting Combined Spirit is also Exhausted.
- If, due to various effects, the target Spirit no longer meets the Combine conditions, the Combined Spirit automatically Separates at that moment.
- When Separating, a Brave that cannot maintain Lv1 (because no cores are placed on it) is placed in the Trash. Effects that trigger upon destruction or depletion do not activate at this time.

## ■ Swapping Braves

During the Main Step, you can also “Swap” Braves. A Swap means moving the Brave from a Combined Spirit to another Spirit, or exchanging the Braves between two Combined Spirits.



- When a Swap is performed, the Separation and Combination occur simultaneously, and the Brave does not become a Spirit in the process.
- You cannot use an exchange to combine a Brave with a Spirit that has a 'Cannot Combine' effect.

## ■ When a Brave Spirit Leaves the Field

Due to battle or various effects, a Brave Spirit may be destroyed, depleted, or returned to the Hand, etc., causing it to leave the Field. In such cases, perform one of the following procedures.

### ◆ If Leaving the Combined Brave on the Field

Move Cores from your Reserve or from cards on your Field onto the Brave, just as you would when summoning. If this brings the Brave to Lv1 or higher, it remains on the Field in Spirit state. If its Lv1 cost is 0, it can remain without moving any Cores.

### ◆ If Not Leaving the Combined Brave on the Field

The Brave leaves the Field at the same time as the Spirit it was combined with and moves to the same location (e.g., the Trash, if destroyed).

- When the Spirit that was combined with the Brave leaves the Field, it is processed in the same way as a normal Spirit leaving the Field. For example, if destroyed, place the Spirit in the Trash and return the Cores on it to your Reserve.
- If a Brave Spirit leaves the Field during an attack or block, and the Brave remains on the Field in Spirit state, the Brave continues the attack or block in its place.

# IMAGINE BRAVE

Braves with the 'Imagine' Family are called 'Imagine Braves,' and can combine with up to two Spirits. Also, an Imagine Brave in Spirit state cannot attack or block, and cannot be Exhausted by

various effects. Additionally, because the number of Cores required to maintain Lv1 is 0, it is not Depleted even if no cores are placed on it.

## ■ Combining with an Imagine Brave

Imagine Braves have two combination conditions, 'Right Combination' and 'Left Combination,' and can combine with one Spirit on each side. When two Spirits and one Imagine Brave are combined, they are treated as two Combined Spirits, one for each of the original Spirits. When attacking/blocking, etc., they are treated as separate Combined Spirits.



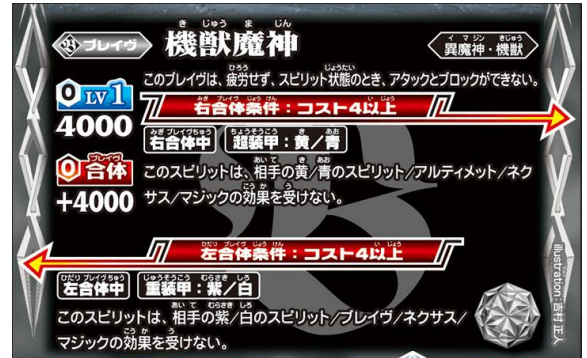
For example, in the case above, 'Mushakeratops' + 'Kijyumajin' and 'Deathclow Dragon' + 'Kijyumajin' are each treated as separate Combined Spirits.

- When attacking/blocking, Exhaust only the one Spirit that is attacking/blocking.
- When you want to combine an Imagine Brave with two Spirits, perform the combination process one at a time. You cannot perform the combination process for both simultaneously.
- The two Spirits combined with an Imagine Brave are treated as separate entities. The Refreshing/Exhausting or increase/decrease of Cores on one Spirit does not affect the other Spirit.
- Place Cores on each of the combined Spirits, and be careful not to mix them up during play (do not place them on the Heterodox Brave).

## ■ Changes from Combining with Imagine Brave

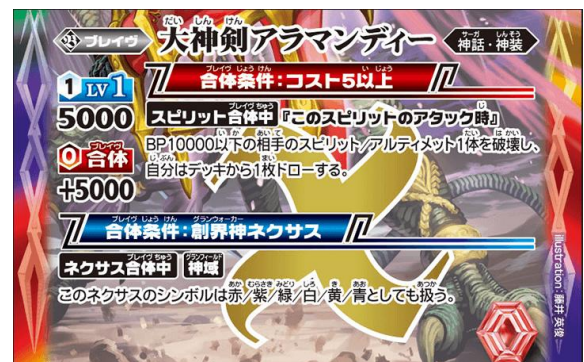
Imagine Braves have two different effects: [While Braved on the Right] and [While Braved on the Left] (some may have the same effect for both left and right).

The [While Braved on the Right] effect is added to the Brave Spirit on the right side of the Imagine Brave, and the [While Braved on the Left] effect is added to the Brave Spirit on the left side of the Imagine Brave. Other changes are the same as for a normal Brave Spirit; the Imagine Brave's 'BP+', 'cost', 'attribute', and 'symbols' are each added to both the left and right Brave targets.



## SAGA BRAVE

Saga Brave is a Brave that can Brave not only with Spirits, but also with Grandwalker Nexuses. Saga Braves have two Brave conditions and can Brave with a target that meets either condition.



## ■ When Braved with a Spirit

Just as when a normal Brave Braves with a Spirit, the 'BP+', 'cost', 'attribute', and 'symbols' are added to the Brave target, and the Cores that were on the Saga Brave are moved onto the Brave target. Additionally, the [While Braved with a Spirit] effect is added to the Brave target.

## ■ When Braved with a Grandwalker Nexus

The card it combines with gains the Saga Brave's 'Cost', 'Family', and 'Symbol', as well as its '[While Combined with a Nexus]' effect. All Cores on the Saga Brave are returned to the Reserve before combining.

When separating a Saga Brave from a Grandwalker Nexus to make it a Spirit, place enough Cores on the Saga Brave for it to be Lv1 or higher (Cores are moved from your Reserve or from cards on your Field, just as when Summoning).

When directly combining a Saga Brave with a Grandwalker Nexus, you cannot place Cores on the Saga Brave.

A Saga Brave combined with a Grandwalker Nexus is unaffected by any effects except for those possessed by the Grandwalker Nexus it is combined with and effects that target a Grandwalker Nexus (for example, it cannot be destroyed by an effect like 'destroy 1 of your opponent's Braves').

## When a combined Grandwalker Nexus uses [Grandforce]

[Grandforce] is an effect possessed by Grandwalker Nexuses. A Grandwalker Nexus that has used [Grandforce] is treated as both a Grandwalker Nexus and a Spirit simultaneously.

When a combined Grandwalker Nexus uses [Grandforce], in addition to the 'Cost', 'Family', 'Symbol', and '[While Combined with a Nexus]' effect, the 'BP+' and '[While Combined with a Spirit]' effect are also added.

•If a Saga Brave's '[While Combined with a Spirit]' effect includes an effect that targets 'this Spirit', that effect will also activate when the combined Grandwalker Nexus uses [Grandforce] (other effects that target 'one of your Spirits' will not activate).

# ULTIMATE

## WHAT IS AN ULTIMATE?

Ultimates, which are enclosed in a gold frame, can be summoned to the Field to attack and block, just like Spirits. However, Ultimates differ from Spirits in many ways.



### ① Cost

Many Ultimates have a powerful effect called **【U-Trigger】**. When using an **【U-Trigger】**, the cost is used to determine whether the effect activates.

### ② Lv and BP

The minimum Lv for an Ultimate is 3. When you summon an Ultimate, after paying its cost, you must place enough Cores on the card for it to reach at least Lv3.

### ③ Summoning Condition

Each Ultimate has a 'Summoning Condition' specified on it. You can summon an Ultimate to the Field by paying its cost, just like a Spirit, as long as you meet its Summoning Condition. For example, 'Ultimate-Siegfried' has <<Summoning Condition: 1 or more of your red Spirits>>, so it can only be summoned if you have one or more red Spirits on your Field.

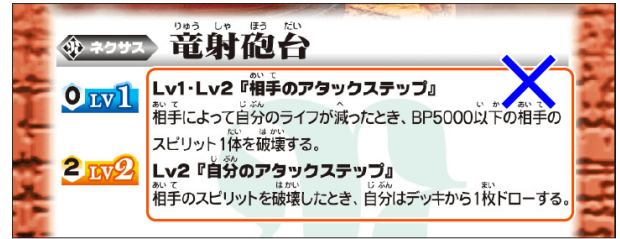
### ④ Symbol

Ultimates have an 'Ultimate' symbol. This symbol can be used to reduce the cost of cards that have an 'Ultimate' reduction symbol (it cannot be used for the cost reduction of the 6 normal colors).

## ■ Ultimates on the Field

Ultimates on the Field are treated as a different card type from Spirits. Therefore, they are not targeted by 'effects that target Spirits'.

For example, since all effects of 'Dragon Cannon Platform' target Spirits, Ultimates are not affected.



- Ultimates are targeted by 'effects that target Cores or cards on the Field' and 'effects that target Ultimates'.
- Even if the effect is beneficial to you, effects that target Spirits do not affect Ultimates.

## ■ U-Trigger

【U-Trigger】, an ability that some Ultimates have, depends on an element of luck but can activate powerful effects. When the effect activates, reveal the top card of your opponent's Deck and place it in their Trash. Then, compare the cost of the card placed in the Trash with the cost of the Ultimate that activated the effect.

### ◆ If the Ultimate's cost is higher

It is a 'Hit,' and effects from 'When the U-Trigger hits' onward will activate.

### ◆ If the costs are the same, or if the Ultimate's cost is lower

It is a 'Guard,' and effects from 'When the U-Trigger hits' onward will not activate.

# GRANDWALKER/GRANDSTONE NEXUS

## GRANDWALKER NEXUS

A Nexus with the “Grandwalker” Family is called a ‘Grandwalker Nexus.’ Grandwalker Nexuses differ from normal Nexuses in various ways.



### 1 《Oracle》

《Oracle》 is an effect that places Cores from the Void onto a Grandwalker Nexus. Unlike normal Nexuses, you cannot move Cores from places like your Reserve onto a Grandwalker Nexus. Cores can only be placed on it through effects such as 《Oracle》.

### 2 Effect Information

Grandwalker Nexuses have their own unique effects, such as 【Divine Art】 and 【Divine Realm】. 【Divine Art】 is an effect that can be activated by placing the specified number of Cores into the Void. 【Divine Realm】 is an effect that can be activated at a specified timing as long as its Lv condition is met.

### 3 Symbol

Some Grandwalker Nexuses have a “God” symbol. This symbol can be used to reduce the cost of cards with a “God” reduction symbol (it cannot be used for the cost reduction of the normal 6 colors).

## ■ Features of Grandwalker Nexuses

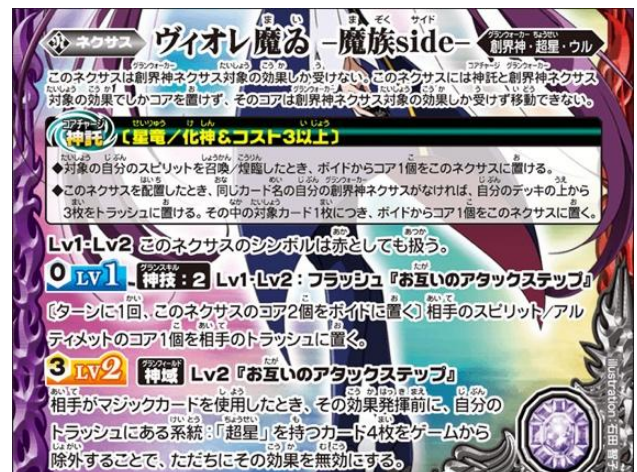
A Grandwalker Nexus and the Cores placed on it are unaffected by any effects except for “effects possessed by this Grandwalker Nexus itself” and “effects that target a Grandwalker Nexus.” Furthermore, Cores cannot be placed on or moved to a Grandwalker Nexus except by 《Oracle》 and “effects that target a Grandwalker Nexus.”

- As it is a Nexus, its color and symbol can be referenced when paying costs, and it can fulfill conditions such as “when you have a Nexus on your Field.”
- As they are only affected by effects that target Grandwalker Nexuses, they cannot be Exhausted by [Assault] or be the target of effects such as ‘destroy 1 Nexus’.
- Including when it is deployed, you cannot place Cores onto a Grandwalker Nexus, freely move the Cores on it during your Main Step, or use them to pay costs.
- Cores placed on a Grandwalker Nexus are not counted as Cores on the Field.
- If a Grandwalker Nexus leaves the Field, all Cores on it are placed in the Void.
- The effect ‘place +X Cores’ means to place the specified number of Cores from the Void onto the target Grandwalker Nexus. This is not considered as increasing Cores from the Void.

## ■ Accumulating Cores with 《Oracle》



《Oracle》 is an effect that places Cores from the Void onto a Grandwalker Nexus. The effect activates when any of the following conditions are met.



### ◆When you Summon/Advent a target of the Oracle condition

The Family or cost written next to 《Oracle》 is the Oracle condition. When you Summon or Advent a Spirit, etc., that is a target of this condition, you can place 1 Core from the Void onto this Nexus.

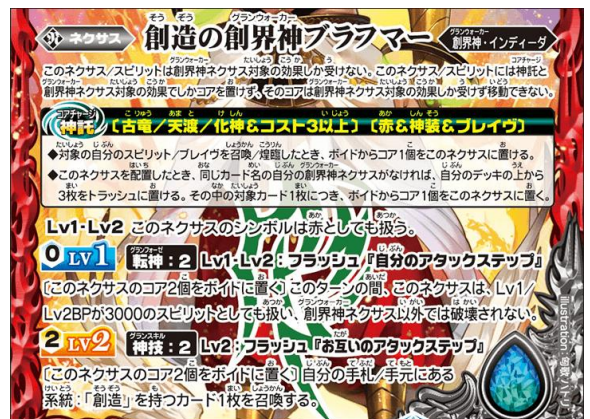
◆When you deploy this Nexus while you have no cards with the same name on your Field

If you meet this condition when deploying this Nexus, you can place the top 3 cards of your Deck into the Trash. For each card placed this way that is a target of the Oracle condition, place one Core from the Void onto this Nexus.

- Activating 《Oracle》 is optional for the player.
- If the Oracle condition does not specify “Brave,” “Ultimate,” etc., only Spirits are targets.

## ■ Changing into a Spirit with 【Grandforce】

【Grandforce】 is an effect possessed by Grandwalker Nexuses. A Grandwalker Nexus that has activated 【Grandforce】 is treated as both a Grandwalker Nexus and a Spirit simultaneously. Therefore, it has BP like a normal Spirit and can attack or block. Additionally, a Grandwalker Nexus in the 【Grandforce】 state cannot be destroyed by anything other than another Grandwalker Nexus.



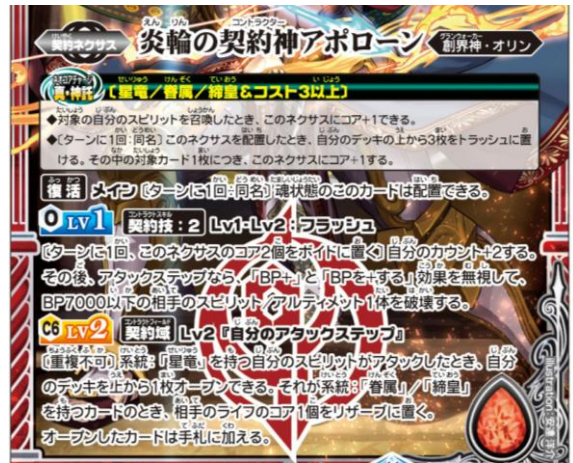
- A Grandwalker Nexus in the [Grandforce] state is not destroyed in battle with normal Spirits or Ultimates (if it battles another Grandwalker Nexus that is also in the [Grandforce] state, it can be destroyed).
- Even while [Grandforce] is active, a Grandwalker Nexus is unaffected by effects other than 'effects possessed by this Grandwalker Nexus itself' and 'effects that target a Grandwalker Nexus.' Therefore, it is not affected by effects that do not target a Grandwalker Nexus (such as 'Refresh 1 of your Spirits').
- If a Saga Brave is combined with a Grandwalker Nexus while [Grandforce] is active, it gains both the effects for when it is combined with a Spirit and the effects for when it is combined with a Nexus. For details, see “Saga Brave”.

# CONTRACT GRANDWALKER NEXUS

A Nexus with 'Contract Nexus' as its card type and the "Grandwalker" Family is called a 'Contract Grandwalker Nexus'.

A Contract Grandwalker Nexus is a 'Contract Card' and is also treated as a 'Grandwalker Nexus'.

Additionally, they have the following characteristics:



- A Contract Grandwalker Nexus's Lv2 is determined by your Count, not by the number of Cores placed on it.
- Contract Grandwalker Nexuses have a colored God Symbol. This symbol can be used for cost reduction for both the 'God' symbol and its corresponding color (e.g., a red God Symbol can also be used for the 'Red' reduction symbol).
- They have special effects such as [Contract Art], [Contract Domain], and [Revival]. [Contract Art] is an effect that can be activated by placing the specified number of Cores into the Void. [Contract Domain] is an effect that can be activated at a specified timing as long as its Lv condition is met. [Revival] is an effect that allows you to deploy a Contract Grandwalker Nexus card from your Soul State by paying its cost.

## ■ Accumulating Cores with 《True Oracle》



Contract Grandwalker Nexuses have 《True Oracle》 instead of 《Oracle》. You can only place Cores on a Contract Grandwalker Nexus through effects like 《True Oracle》.

《True Oracle》 activates when either of the following conditions is met.

### ◆ When you Summon a target of the Oracle condition

When you Summon a Spirit, etc., that is a target of the Oracle condition written next to 《True Oracle》, you can place 1 Core from the Void onto this Nexus. Unlike 《Oracle》, with 《True Oracle》, you cannot place a Core when you Advent.

### ◆ [Once per turn: Same name] When this Nexus is deployed

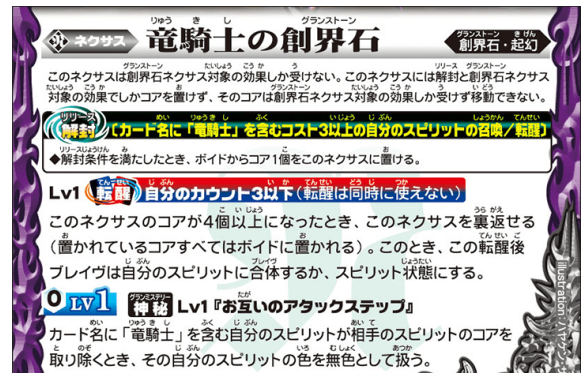
Even if a Grandwalker Nexus with the same name is already on your Field, when you deploy this Nexus, you can place the top 3 cards of your Deck into your Trash. If there are any cards that are targets of the Oracle condition among the cards you placed, place Cores from the Void equal

to the number of those cards. However, after this effect has been activated, if you deploy a Grandwalker Nexus with the same card name in the same turn, this effect cannot be activated again.

- 《True Oracle》 is also treated as 《Oracle》, so if an effect that 'prevents 《Oracle》' is active, you cannot use 《True Oracle》 either.

## GRANDSTONE NEXUS

Nexuses with the “Grandstone” Family are called Grandstone Nexuses. Grandstone Nexuses are similar to Grandwalker Nexuses in many ways and differ from normal Nexuses in various aspects. They also possess effects such as [Mystic] and 《Rebirth》.



### ■ Features of Grandstone Nexuses

A Grandstone Nexus and the Cores placed on it are unaffected by any effects other than 'effects possessed by this Grandstone Nexus itself' and 'effects that target a Grandstone Nexus.'

Additionally, Cores cannot be placed on or moved to a Grandstone Nexus except by 《Unseal》 and 'effects that target a Grandstone Nexus.'

\*For detailed rule interactions, follow the rules for 'Grandwalker Nexuses'.

### ■ Accumulating Cores with 《Unseal》



《Unseal》 is an effect that places a Core from the Void onto a Grandstone Nexus. When the specified conditions are met, you can place 1 Core from the Void onto this Nexus (placing the Core is optional for the player).

# SPECIAL EFFECTS

Here are some of the many effects found on Battle Spirits cards.

- Burst
- Mirage
- Seal
- Advent
- Rebirth
- Contract Card
- Manifest
- Effects that create Tokens

## BURST

“Burst,” an effect some cards have, can only be used when the card is set face down in the Burst Area. When specific conditions are met, this card is flipped face up, and its “Burst Effect” can be activated without paying its cost.

### ■ Setting a Burst

During your Main Step, once per turn, you can set one card with a Burst effect from your Hand face down in the Burst Area (no cost payment is required).

Note that only one Burst can be set in the Burst Area. If a Burst is already set, ① discard that card to the Trash, and ② set a card from your Hand in its place.

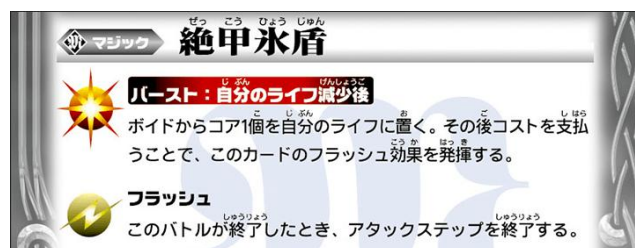


- The Burst Area is not considered part of the Field.
- A Burst cannot be set from your set aside cards

- If you set a card without a Burst effect as a Burst, you lose the game at the moment this is discovered. When the set card moves out of the Burst Area, or when the game ends, you must always reveal the card's contents to confirm it has a Burst effect.
- You cannot place Cores on a card when setting it as a Burst.
- You cannot return a Burst that is already set to your Hand, nor can you discard it without setting a replacement.

## ■ Activating a Burst

When the conditions specified on a set card are met, the player can activate its Burst effect by declaring 'Activate Burst' and turning the card face up. (No cost needs to be paid to activate a Burst effect.)



For example, in the case of 'Absolute Ice Shield', which has '[Burst: After your Life decreases]', you can activate its Burst effect when your Life decreases.

- When you declare a Burst activation, if other effects are also pending resolution, resolve all of those effects first, and then resolve the Burst effect.
- If multiple Burst effects have been activated, resolve them in the order they were activated.
- When you declare a Burst activation, the card is still considered a 'set Burst'. When the Burst effect actually resolves, the card in the Burst area enters a 'Burst state'. A card in the Burst state is unaffected by any effects excluding those that target Bursts.
- A Burst activated by an effect from the Hand or Trash is also treated as activating its effect in the Burst area.
- The effect of a card in a Burst state can also be prevented by a corresponding [Ultra Armor] or [Heavy Armor] effect.

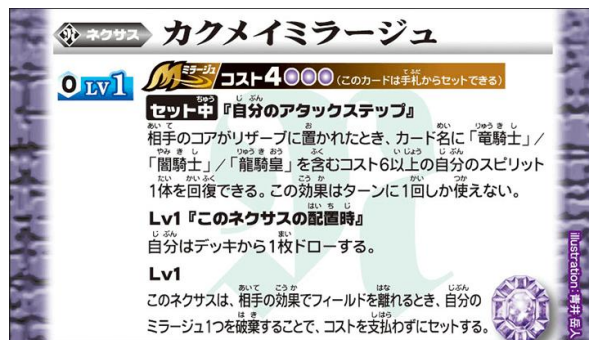
## ■ Activating Other Effects (Magic Cards Only)

Some Magic card Burst effects allow you to pay a cost after their resolution to additionally activate the card's Main or Flash effect. If you wish to activate this effect, pay the cost and resolve the effect in the same way as when using a Magic card.

- Regardless of whether you paid the cost to activate the additional effect, the Magic card is placed into the Trash once the Burst effect has finished resolving.


# MIRAGE

Cards with 《Mirage》, like cards with a Burst effect, can be set in your Burst Area. The set card can activate its “Mirage effect” (an effect that activates while [Set]).



- Mirage effects can be prevented by effects such as **【Heavy Armor】** (if the card type is applicable).

## ■ Setting a Mirage

During your Main Step, once per turn, you can set one card with 《Mirage》 from your Hand face up in your Burst Area. When setting, pay the cost (Mirage  Cost) written to the right of the icon.

- Mirage can only be set from your set aside cards
- When paying the Mirage Cost, cost reduction can be applied just as with normal cards.
- When setting a card, you cannot place Cores on it.

## ■ Replacing a Mirage

You can only set one Mirage in the Burst Area. If a Mirage is already set, you can replace it with a Mirage from your Hand.

- 1 Reveal the new Mirage from your Hand, 2 pay its Mirage Cost, 3 return the previously set Mirage to your Hand, and 4 set the new Mirage in its place.



- You cannot return a set Mirage to your Hand or discard it without replacing it with a new one.

## ■ The Burst Area and Mirage

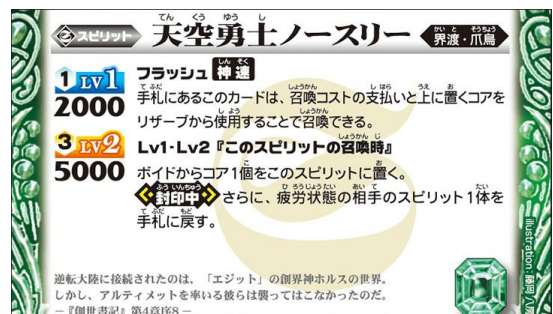
You can set one Burst and one Mirage in the Burst Area. If you are setting both, place the Mirage on top of the Burst.

Additionally, since a set Mirage is in the Burst Area, it is not affected by effects that target cards on the Field. Also, even if the card has symbols, they cannot be used for cost reduction.

## SEAL

《Seal》 is an effect that allows you to move your Soul Core from a specific location (such as your Reserve or the card activating the effect) to your Life.

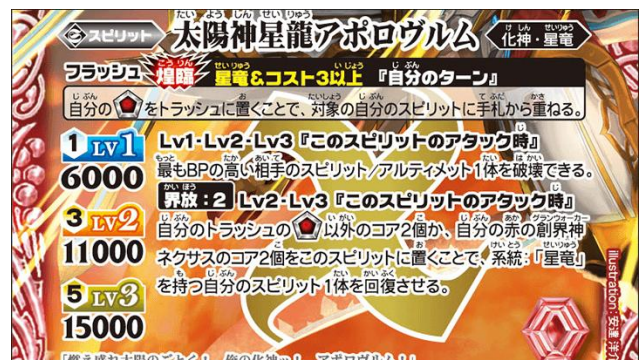
The state of having a Soul Core in your Life due to 《Seal》 is called 《Sealed》. Effects with 《Sealed》 can be activated while a Soul Core is in your Life.



- Even when you can activate a 《Seal》 effect, you can choose not to move the Soul Core.
- If you have both normal Cores and a Soul Core in your Life, when your Life is reduced, you can choose which one to remove from your Life.

## ADVENT

Advent is an effect that can be used when the card is in your Hand. At a specific timing, Spirit or Ultimate cards with 《Advent》 can be placed on top of a Spirit, etc. (the Advent source) that meets the Advent conditions. You do not need to pay a cost when performing Advent, but to activate the effect, you must move your Soul Core to a specific location.



- Spirits or Ultimates with 《Advent》 can also be summoned normally.

- 《Advent》 is not a summon.

## ■ Advent Procedure

First, reveal the card from your Hand that you wish to use for 《Advent》 and declare its target.

After that, if there are any effects that activate when performing Advent, resolve them, and move the Soul Core to the specified



location. Finally, place the Adventing card on top of the Advent source to complete the Advent.

When doing so, stack the two cards directly on top of each other without offsetting them.

- Even if the Advent conditions are not met when you first reveal the card, you can still perform the Advent if you can meet the conditions with an effect that activates when performing Advent.
- Unless otherwise specified, the only Soul Core that can be moved during Advent is one from your Field, Reserve, or Life.
- If the card has a '[When this Spirit (or Ultimate) Advents]' effect, it activates after the Advent is complete.
- Cores that were on the Advent source are moved as they are onto the Adventing card. You cannot move any other Cores at this time.
- If a Brave's Brave condition is no longer met as a result of Advent being performed on its Brave Spirit or Brave Ultimate, the Brave is forcibly separated at that time.

## ■ Changes from Advent

A Spirit or Ultimate that performs Advent inherits any effects that were on the pre-Advent card, as well as its state (e.g., Exhausted/Refreshed). Additionally, if the pre-Advent card was attacking or blocking, the Spirit or Ultimate that performed Advent continues that battle.

- The effects of a Spirit or Ultimate do not apply while it is a pre-Advent card.
- The [During Advent] effects of a Spirit or Ultimate that has performed Advent only apply if there is a pre-Advent card underneath it. If the pre-Advent card is removed by an effect, the [During Advent] effects no longer apply.
- When a Spirit or Ultimate that has performed Advent leaves the field, its pre-Advent card(s) also move to the same location.

## Contract Advent



Cards with 《Contract Advent》 can perform Advent onto Spirits on the field, just like a normal 《Advent》. Additionally, if a card in “Soul State” on the field has an effect that allows 《Contract Advent》, you can also perform Advent using that card as the pre-Advent card. If the Advent Source card of a 《Contract Advent》 has a [Contract Advent Source] effect, you can activate that effect. In this case, you may stack the card that performed Advent and its Advent Source card slightly offset so that the [Contract Advent Source] effect is visible.



## REBIRTH



Cards that do not have a normal back and instead have illustrations and text on both sides are called 'Rebirth Cards' (depending on the card type, there are 'Rebirth Spirits,' 'Rebirth Nexuses,' etc.). A Rebirth Card summoned/deployed to the Field face up flips over by activating its 《Rebirth》 effect, changing into its 'post-Rebirth' side.



転醒前 (A面)

転醒後 (B面)

- The side with the cost written in the upper left is the pre-Rebirth 'Side A,' and the side with the cost in the upper right is the post-Rebirth 'Side B.' Rebirth Cards in any location other than the Field are treated as being on their Side A.
- For deckbuilding, a Rebirth Card's name is treated as the combination of its pre- and post-Rebirth names. Therefore, cards with different pre- or post-Rebirth names are considered different cards, and you can include up to 3 copies of each.

## Rebirth Procedure

After declaring a 《Rebirth》 effect, resolve all of its effects written on Side A (such as moving Cores). Then, flip the card over, and if there is a 'When this side is flipped up' effect on Side B, resolve it.

Once resolution is finished, the Rebirth is complete. If there are any effects such as 'When this Spirit Rebirthed,' they activate at this timing.

- You do not need to pay a cost when performing a Rebirth.
- Unlike a normal summon or deployment, you cannot place Cores on the card when you flip it over.
- Even if multiple cards meet their Rebirth conditions, you resolve each Rebirth one at a time. You cannot flip multiple Rebirth cards simultaneously.
- If the post-Rebirth side is a Spirit, check the number of Cores on the card at the moment it is flipped. If this number is less than the number of Cores required for its minimum Lv, the Rebirth process is interrupted, and the post-Rebirth Spirit is Depleted.
- Even if a Rebirth card was set to leave the Field, if it undergoes Rebirth, it will remain on the Field.
- If a Rebirth card flips at a timing like 'When this Spirit attacks' or 'When your Life is reduced,' even if its B-side has an effect that could be activated at the same timing, that effect cannot be activated.
- If the Spirit combined with a Brave is undergoes Rebirth and, as a result, no longer meets the Brave's conditions, the Brave is forcibly separated at that time.

## ■ Other Rules

The following rules apply to Rebirth cards.

- Rebirth cards only activate the effects of their visible side. The non-visible side (the B-side before Rebirth / the A-side after Rebirth) cannot be referenced by or targeted by card effects.
- When a card that has flipped over via Rebirth leaves the Field or becomes an Advent source, it reverts to its pre-Rebirth side.
- A Spirit or Nexus that undergoes Rebirth carries over its state (such as Exhausted or Refreshed) and any effects that were on it before Rebirth, as long as the conditions for those effects are still met.
- If a Spirit that is attacking or blocking undergoes Rebirth and becomes a Spirit, it continues the battle.
- If an opponent's Rebirth card is in a public zone (like the Field or Trash), you may look at its other side if needed.
- Cards flipped over by effects other than 《Rebirth》 are also treated as having undergone Rebirth thereafter.

## ■ Including Rebirth Cards in Your Deck

Because Rebirth cards have a different back than normal cards, when including them in your Deck, you must use one of the following methods (with opaque sleeves).

- ◆ Putting Rebirth Cards Directly into Your Deck

Normally, put the Rebirth card into its sleeve with Side A (pre-Rebirth) showing. If you perform 《Rebirth》 during the game, take the card out and put it back in so Side B (post-Rebirth) is showing. When the Rebirth card leaves the Field or when the game ends, be sure to return it to Side A.

#### ◆ Substituting with a Rebirth Checklist Card

The 'Rebirth Checklist Card' (hereafter 'Checklist Card') included with some products can be placed in your Deck as a substitute for a Rebirth card. When doing so, place a checkmark to the left of the name of the card you wish to substitute from the list on the Checklist Card.

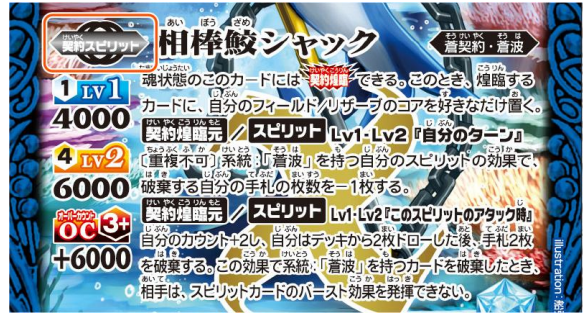
When you use a Checklist Card from your hand, or when its effects activate in areas like your Count or Trash, please exchange it with the corresponding Rebirth card. Also, if the Rebirth card moves to a location where your opponent cannot confirm its contents, such as your Hand or Deck, please swap it back with the Checklist Card.



- Please use a Checklist Card that includes the name of the Rebirth card you wish to replace.
- A Checklist Card with no checkmarks or multiple checkmarks will be treated as illegal.
- When including multiple copies of the same Rebirth card in your Deck, you must use the same method for all of them: either include the cards directly or replace them with Checklist Cards. (However, your Deck may contain a mix of different Rebirth cards and Checklist Cards).
- The Rebirth cards being replaced by Checklist Cards should be placed together in a location visible to your opponent (e.g., next to your Deck). You may conceal the faces of these cards from your opponent using a deck case or similar item. The number of Rebirth cards set aside and the number of Checklist Cards in your Deck must be identical.
- When you reveal a Checklist Card from your Deck or place it in an area other than the Field (such as your set aside or Trash), you do not have to exchange it with the Rebirth card. However, if an effect is activated that refers to or targets information not present on the Checklist Card, you must exchange it with the Rebirth card.

# CONTRACT CARD

Cards with “Contract” written in their card type section, such as “Contract Spirit,” “Contract Ultimate,” and “Contract Nexus,” are called Contract Cards. Contract Cards have two major features.



\*This section will mainly explain Contract Spirits, but Contract Ultimates and others are treated similarly. For Contract Nexuses, please also see “Contract Grandwalker Nexus.”

- You can add one to your Hand at the start of the game.
- When it would leave the Field due to an opponent, it can instead be put into “Soul State” on the Field.

## Deckbuilding and Rules at the Start of the Game

You can only include one type of Contract Card (up to 3 copies) in your deck. In exchange, you can add one to your Hand at the start of the game by following the procedure below.

- ① During game setup, before shuffling your Deck, take one Contract Card from your Deck and present it face down.
- ② When drawing your initial Hand, draw 3 cards instead of 4. Then, after revealing the card you presented face down in step ① to your opponent, add it to your Hand.

• Even if you have a Contract Card in your Deck, you can choose whether or not to add it to your Hand at the start of the game (you can also choose not to add it).

## About Soul State

When a Contract Card leaves the Field due to your opponent, you can choose to place it on the Field in ‘Soul State’ instead of it being moved to the Trash, Hand, Deck, etc.

- The choice to put a card into ‘Soul State’ is made after resolving the effect that causes it to leave the Field, at the same timing as choosing to leave a combined Brave on the Field in its Spirit form.
- When a card is put into ‘Soul State’, a Spirit/Ultimate moves all of its Cores to the Reserve, and a Grandwalker Nexus moves all of its Cores to the Void.
- When a Spirit that has performed 《Advent》 leaves the Field, you can put its underlying Contract Card into ‘Soul State’.

- It is possible to put a Contract Spirit into 'Soul State' even if it is under an effect that prevents it from activating its effects.

### ◆ Cards in Soul State on the Field

You cannot place Cores on a card in 'Soul State'. Also, the symbols of a card in 'Soul State' cannot be used for cost reduction for other cards. A card in 'Soul State' cannot be targeted or referenced by effects, except for its own effects or effects that specifically target cards in 'Soul State'.

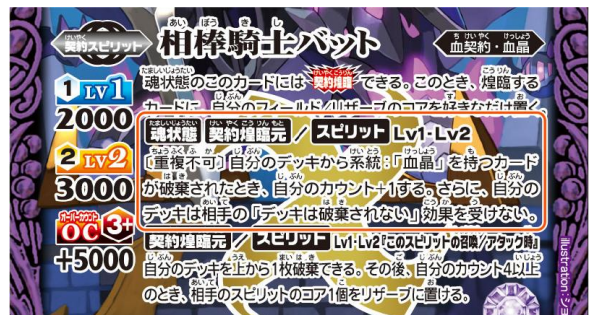
- A Spirit card in 'Soul State' cannot attack or block.
- Contract Spirit cards that are not in "Soul State" are treated as normal Spirit cards and as Spirits (other types of Contract cards not in "Soul State" are also handled in the same way).

## ■ [Soul State] Effects and [Contract Advent Source] Effects

Some Contract Spirit cards have [Soul State] and [Contract Advent Source] effects. [Soul State] effects take effect as long as the Contract Spirit card is in "Soul State."

[Contract Advent Source] effects are effects that can be activated when the card becomes an Advent Source for a 《Contract Advent》. Similar to a Brave's [During Braved] effect, the Spirit that performed the 《Contract Advent》 inherits this effect.

For example, "Partner Knight Bat" has a "[Soul State][Contract Advent Source] / [Spirit] Lv1-Lv2" effect. This effect activates when "Partner Knight Bat" is a Spirit at Lv1 or Lv2, and also when it is in "Soul State" (which has no Lv). Furthermore, when it is an Advent Source card, the effect can be activated as an effect of the Adventing Spirit, regardless of that Spirit's Lv.



## ■ Other Rules

- When a Spirit enters "Soul State," any effects targeting that Spirit are nullified. Even if a Contract Spirit card that has entered "Soul State" becomes an Advent Source card, the Adventing Spirit does not inherit any effects that were targeting the original Spirit before it entered "Soul State."

- When a card enters “Soul State,” it is not placed in the Trash. Therefore, Bursts such as [Burst: After Your Spirit is Destroyed by an Opponent] cannot be activated.
- For effects that are [Once per turn] on a [Soul State], [Contract Advent Source], or [Spirit], even if that Spirit becomes a [Soul State] or an Advent source, the effect can only be activated once during that turn (however, after activating a [Once per turn] effect while in [Soul State] or as a Contract Advent Source, if it is summoned during the same turn, it is treated as a new Spirit, so the [Once per turn] effect can be activated again).
- Even if a card has a [Contract Advent Source] effect, it cannot be activated when that card is an Advent source for a Spirit with 《Advent》.

## MANIFEST

《Manifest》 is an effect that allows you to summon the card from your Hand at a specified timing by placing one Soul Core from your Life, Field, or Reserve into your Trash, and paying 1 of the summon cost with a Core from the specified target Grandwalker Nexus (placing 1 Core into the Trash). As with a normal summon, you can place any number of Cores from your Field or Reserve onto the Spirit being summoned.

- The summoned Spirit is treated as having been summoned by paying 1 cost via its own effect.
- When summoned via 《Manifest》, in addition to effects that activate when summoned, such as ‘When this Spirit is Summoned’ effects, effects that activate when manifested, such as ‘When this Spirit is Manifested’ effects, will also activate. Effects that activate when manifested do not activate if the Spirit with 《Manifest》 is summoned during the Main Step or by another effect.
- Because it is a ‘summoning’ effect, if an effect that ‘prevents summoning’ is active, you cannot use 《Manifest》.

## EFFECTS THAT CREATE TOKENS

Some cards have effects that ‘create tokens’.

When this effect activates, you can place a

Token card onto the Field.



## ■ What are Token Cards?

Token Cards are cards with a card type such as “Token Spirit.” They are cards prepared outside of your Deck and cannot be included in it.



- For detailed rules regarding Token Cards, please see “How to Use Token Cards.”
- You cannot check the contents of an opponent’s Token Cards until they are placed on the Field.

## ◆ Token Cards and Sleeves

Token cards can also be used in sleeves. In that case, please follow the rules below.

- The same regulations as for deck card sleeves apply to token card sleeves. Additionally, to distinguish them from your Deck cards, please use sleeves with a different design from your Deck sleeves.
- When placing a printed card in a sleeve, you cannot include any other cards or items in the same sleeve.
- Sleeves for token cards must be uniform. However, when using a mix of official and printed cards, it is also possible to use sleeves only for the official cards and not for the printed cards.

For effects introduced on cards in Battle Spirits (Standard), such as Super Unleash and ‘Soul Magic’, please see the Standard manual.

# OTHER RULES

The following sections will be explained. For topics not covered here, please also check the “Frequently Asked Questions” and the Q&A on the official website.

- About Activating Effects
- Set Cards
- Count
- Heavy Exhaust

## ABOUT ACTIVATING EFFECTS

During each step, various card effects may activate. Many effects activate automatically at the specific timing designated in their text, or can be activated voluntarily. Additionally, some effects have no specified timing and remain continuously active.

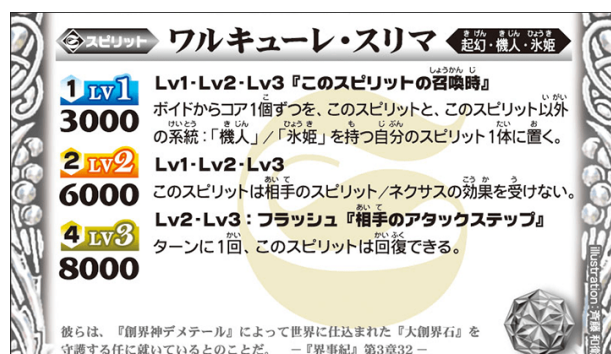
When activating an effect, you do not need to pay a cost. However, some effects may require you to meet specific, stated conditions.

The act of summoning/deploying a card from your Hand or from among your set cards, or using an effect, is called ‘using’ a card. Effects that activate from other places are not considered ‘used’ unless they are effects that you choose to activate.

### ■ Examples of Activation Timings

“Valkyrie-Thrud” has three effects. The first is an effect that activates automatically ‘When this Spirit is Summoned’. The second is an effect with no timing restriction, which remains active continuously while it is on the Field. The third is an effect that can be activated during the Flash

Timing of ‘Your Opponent’s Attack Step’, and can only be used once per turn.



### ■ When Multiple Effects Activate Simultaneously

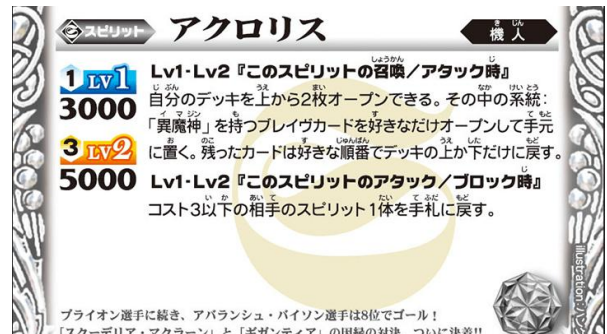
Two or more effects may activate at the same time. In such cases, first resolve ‘A: Effects that remain active throughout the game, turn, or step.’ Then, resolve ‘B: Effects that activate at a

specific timing or under certain conditions.’

If multiple effects activate simultaneously within either category A or B, the turn player decides the order of resolution. If a new effect activates as a result of a previously resolved effect, the new effect is resolved first.

## SET ASIDE CARD

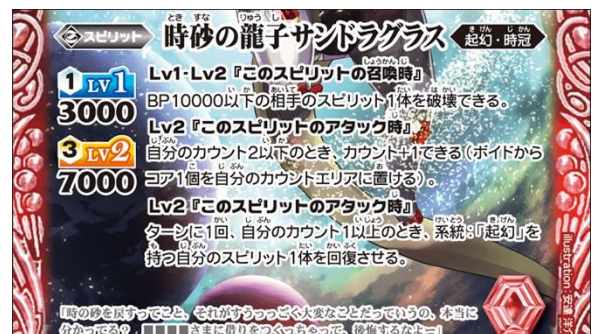
Some effects place cards face up or face down in “Setting Aside”. Cards placed in Setting Aside can be used by paying their cost, just like cards in the Hand.



- Setting Aside is different from the Hand. Cards in Setting Aside are not affected by effects such as “discard your Hand”.
- Setting Aside is not included in the Field.
- Be careful to keep set aside cards separate from cards on the Field, for example, by placing them outside the play sheet.
- Unless an effect specifies to ‘place face down,’ set aside cards are placed face up, even if the effect does not state ‘open’ or ‘face up’.

## COUNT

Some effects increase or decrease your Count. The Count number itself does not directly affect the game, but some card effects, like those with 《Rebirth》, activate based on the current Count.




When an ‘increase Count by X’ effect activates, place the specified number of Cores from the Void into your Count Area. Similarly, when a ‘decrease Count by X’ effect activates, return Cores from the Count Area to the Void.

- The Count Area is not part of the Field.

- Decide on a location for the Count Area before the game starts (The Count Area exists even if you are not using any cards that affect the Count).
- Cores in the Count Area cannot be moved, have their number referenced, or be used to pay costs, except by effects related to the Count. They also cannot be moved by effects like 《Advent》 or 《Manifest》.
- Placing Cores from the Void into the Count Area does not count as 'adding Cores from the Void'.

## ■ About 《OC (Over Count)》

Spirits with 《OC》 activate their 《OC》 effect while your Count meets the 'OC Condition' written on the card, regardless of their level. While 《OC》 is active, similar to when a Brave is combined, the + value written on the 《OC》 Spirit  is added to its BP. Additionally, if the Spirit has a [During OC] effect, it can be activated.

For example, 'The Scarlet Flame Dragon Emperor Grow-Kaiser' gets +10000 BP while your Count is 8 or higher. Additionally, while your Count is 8 or higher, its [During OC] effect can be activated.



- [During OC & Advent] effects can only be activated if the OC condition is met AND the Spirit is in its Advent state.

## HEAVY EXHAUST

Some effects can 'Heavy Exhaust' a Spirit or Ultimate. When a card becomes Heavy Exhausted, turn it upside down to indicate its state.

A Heavy Exhausted Spirit or Ultimate cannot attack or block, just like an Exhausted one. It returns to the normal Exhausted state after being refreshed once.



- Spirits and Ultimates cannot be put into a Heavy Exhausted state except by an effect.
- Heavy Exhausted Spirits and Ultimates are treated as being in an Exhausted state.

▪When they recover from a Heavy Exhausted state to an Exhausted state, effects for 'when a Spirit (Ultimate) recovers' will activate.

# FREQUENTLY ASKED QUESTIONS

## ABOUT EFFECTS IN GENERAL

Q1. What happens if a card's effect contradicts the rules?

A1. The card's effect takes precedence.

Q2. In effect text, is there a difference between 'you can...' and 'you do...'?

A2. Yes, they are different. For an effect that says you 'may' do something, the player can choose whether or not to activate that effect. In contrast, an effect that says you 'do' something must be activated whenever possible.

Q3. What happens when a 'can' effect and a 'cannot' effect are active at the same time?

A3. The 'cannot' effect takes priority. The order of precedence is: 'cannot' > 'must' > 'do/may'.

Q4. What happens when a 'cannot activate effects' effect, an 'unaffected by effects' effect, and a 'cannot be prevented by effects' effect apply at the same time?

A4. The priority is as follows: 'cannot be prevented' > 'unaffected' > 'cannot activate'. However, instantaneous effects like 'When Summoned' effects cannot be activated if they are under an effect that prevents them from activating, even if the effect itself contains wording like 'cannot be prevented' or 'unaffected'.

Q5. For an effect written as 'By doing XX, do YY,' can you activate it even when you cannot do XX?

A5. No, you must perform action XX for the effect to activate. The player can choose whether or not to activate the entire effect. Additionally, you cannot perform action XX if you are unable to perform action YY.

Q6. For an effect written as 'You can do XX. If you do, do YY,' can you activate it even when you cannot do YY?

A6. Yes, it can be activated. When you do XX, you do YY as much as possible.

Q7. What is the difference between "additionally," "then," and "after this effect resolves" when written within a single effect?

A7. "Additionally" refers to an effect that resolves at the same time as the preceding text.

"Then" refers to an effect that activates after resolving the preceding text, without allowing other effects to interrupt. "After this effect resolves" refers to an effect that resolves after the preceding effect has resolved, and after any other effects triggered by the preceding effect have resolved first.

Q8. If a Spirit on the Field activates an effect that says "during this turn," is that effect nullified if the Spirit leaves the Field?

A8. No, it is not nullified. Effects that state a duration, such as "during this turn" or "during this battle," remain active once they have been activated.

Q9. What is the difference between effects written as "Once per turn" or [Once per turn], and effects written as "This effect can only be used once per turn" or [Once per turn: Same name]?

A9. An effect written as "Once per turn" or [Once per turn] can be used once per turn by each card that has it. For example, if you have three Spirits with the same card name that have this effect, each of them can use it once per turn. An effect written as "This effect can only be used once per turn" or [Once per turn: Same name] means that even if you have three Spirits with the same card name that have this effect, once one of them uses it, the other two cannot use it that turn. However, if the card names are different, even if the effects have the same text, they are not considered the same effect, so they can each be activated once separately.

Q10. Can I check the contents of my face-down cards on the Field or my face-down set aside cards?

A10. Yes, you can.

Q11. Can a Spirit affected by 'cannot be returned to the hand' be moved to the Hand by a 'swap' effect?

A11. No, you cannot.

Q12. When you use an effect that swaps a Spirit on the field with a card in your Hand, is your hand considered to have increased?

A12. No, it is not. Therefore, you can still perform the swap even while under an effect that 'prevents your Hand from increasing', and your opponent cannot activate a Burst with the condition 'after your Hand is increased by an opponent's effect'.

Q13. For effects that specify a card of a single color (e.g., red) or two colors (e.g., red and white), can a 6-color card fulfill that condition?

A13. No, it cannot. If an effect specifies a single color (e.g., red) or two colors (e.g., red and white), a card that contains any colors other than those specified cannot be referenced or targeted by that effect.

Q14. With an effect that says 'Move 1 Core from one of your opponent's Spirits to the Reserve,' does the Core go to your Reserve?

A14. No, you cannot. Likewise, you cannot place your own Cores on your opponent's Reserve or Spirits.

Q15. If I have two Spirits with the same card name that have an effect labeled [Unstackable], when the conditions to activate the effect are met, can only one of them use the effect?

A15. Yes, that is correct. If Spirits with different card names have the same effect, the effect can be activated once for each of those card names.

Q16. For [Attribute-Specific Effects], whose names are written in white text on a black background, can a single Spirit only have one of the same effect?

A16. No, effects that were previously called [Attribute-Specific Effects] are now [Keyword Effects], and a single Spirit can now have multiple of the same Keyword Effect.

# ABOUT THE SOUL CORE

Q1. Can I swap the Soul Core on one Spirit with a regular Core on another Spirit?

A1. Yes, during your Main Step, you can swap them via the 'Move Cores' action without causing either Spirit to be Depleted.

Q2. What happens if my Spirit, which has 1 Soul Core and 1 Core on it, is affected by an opponent's effect that says 'place 2 Cores from a Spirit into the Void'?

A2. Since the Soul Core cannot be placed in the Void, you place 1 Core in the Void, and your Spirit is not Depleted.


Q3. If my Spirit with 1 Soul Core and 1 Core is affected by an opponent's effect that says 'place 1 Core from a Spirit into the Trash,' does my opponent choose whether the Soul Core or the regular Core is placed in the Trash?

A3. No, you choose. Even if it is your opponent's effect, you are the one who moves the specified number of Cores from your own Spirit.

Q4. Can't a Spirit with only a Soul Core on it activate an effect that requires moving its own Soul Core, which would cause it to be Depleted?

A4. No, it can be activated while being Depleted, just as with a regular Core.

# ABOUT PAYING COSTS

Q1. When I only have two red Spirits on my Field, I try to summon a Spirit with a cost of 6 and three red reduction symbols . The cost to summon is 4. If I pay this cost by using all the Cores from my Spirits, causing them to be Depleted, does the required cost for the summon change?

Q2. What should I do if I try to use a card from my Hand but don't have enough Cores to pay its cost?

A2. When you declare you are using a card from your Hand, you must pay its cost, even if it means Depleting your own Spirits. However, if it is impossible to pay the cost, return the card to your Hand and revert the game state to what it was before you attempted to play the card.

Q3. For effects that say 'summon' or 'deploy,' do you have to pay the cost of the Spirit being summoned or the Nexus being deployed?

A3. Yes, unless the effect states 'without paying the cost,' you must pay the cost to summon or deploy.

## ABOUT THE STATE OF SPIRITS, NEXUSES, ETC.

Q1. How is it resolved when a Spirit is Depleted, Destroyed, or affected by an effect that 'returns it to the Hand/Deck'?

A1. That Spirit first enters a 'pending state'. It remains under any effects it was under immediately before entering this state. Then, after resolving any effects that activate in the pending state (such as those related to destruction, depletion, or returning to the Hand/Deck), if the Spirit does not remain on the Field, the card moves to the Trash in the case of Depletion/Destruction, or to the location specified by the effect otherwise. The Cores that were on it are placed in the Reserve. Furthermore, if it is affected by an effect that moves it from the Field to a specified location like the Hand/Deck, it moves to that specified location even if it is Depleted while in the pending state, unless it is affected by another effect that changes its destination. Nexuses and other cards are handled in the same way.

Q2. Can Spirits or Nexuses in the Pending state be referenced by other effects, or can they activate their own effects?

A2. A Spirit in the Pending state can still be referenced by other effects, and any continuous effects it had already been activating before entering the Pending state remain active. However, once it enters the Pending state, it cannot newly activate any effects other than those specifically triggered by that state—such as "When this Spirit is Destroyed" or "When it leaves the Field." Furthermore, it can no longer be affected by any new effects unless those effects

specifically target cards in the Pending state. The same rules apply to Nexuses and other card types.

Q3. When a Spirit that was destroyed while in a Refresh state activates an effect to 'remain on the Field in an Exhausted state,' is that Spirit considered to have been Exhausted, and do 'When Exhausted' effects activate?

A3. No, in that case, the Spirit is not considered to have been Exhausted, and 'When Exhausted' effects do not activate. Similarly, if a Spirit destroyed while Exhausted remains on the Field in a Refresh state, that Spirit is not considered to have been Refreshed.

Q4. What is the 'Heavy Exhaust' effect?

A4. When a Spirit in a Refresh or Exhausted state is affected by a 'Heavy Exhaust' effect, it enters a Heavy Exhausted state, and you turn the card upside down (the opposite of the Refresh state). However, an Exhausted Spirit does not become Heavy Exhausted from an 'Exhaust' effect. If a Heavy Exhausted Spirit is affected by a Refresh effect, it becomes Exhausted. Note that a Heavy Exhausted state is also treated as an Exhausted state.

## ABOUT TARGETING EFFECTS

Q1. Can an effect that reads 'You can select 2 of your opponent's Spirits and do XX to them' be activated if the opponent only has 1 Spirit?

A1. Yes, it can be activated. Activated effects are resolved as much as possible, so you can select even just 1 Spirit. If you cannot select any Spirits, the 'Do XX' effect does not resolve.

Q2. For effects that say 'up to,' such as 'select up to 2 of your opponent's Spirits' or 'up to a total of 3 Cores,' can you choose 0 and still activate the effect?

A2. Yes, you can choose 0 and activate the effect.

Q3. For an effect that reads, 'You can select 1 of your opponent's Spirits. Do XX to it,' can you select a Spirit that 'cannot be XX'd'?

A3. Yes, you can select it. However, in that case, the Spirit is not considered to have been XX'd. For example, you can select an already Exhausted Spirit with an effect that 'Exhausts,' but it is not considered to have been Exhausted by that effect.

Q4. Is an effect that reads, 'Do XX to all of your opponent's Spirits,' considered an effect that selects the opponent's Spirits?

A4. No, it is not an effect that selects. Furthermore, if the 'do XX' effect is a 'during this turn' effect, any Spirits summoned after the effect was activated will also be affected if they meet the conditions.

## ABOUT 'BP+' AND 'BP-' EFFECTS

Q1. A Spirit has Lv1 BP 1000 and Lv2 BP 2000. While at Lv1, it receives an effect 'gets +3000 BP this turn,' making its BP 4000. If it then becomes Lv2, does its BP change to 2000 (its Lv2 BP)?

A1. No, its BP becomes 5000. The +3000 BP from the effect is applied to its Lv2 BP of 2000. The current BP is the value calculated by adding or subtracting 'BP+' or 'BP-' effects to the Spirit's base BP for its current Lv, in the order the effects were applied.

Q2. A Spirit with Lv1 BP 1000 and Lv2 BP 3000 is at Lv2. It is targeted by an effect: 'Select 1 of your opponent's Spirits. It gets -2000 BP this turn. Then, if its BP is 0, destroy it.' If the Spirit later becomes Lv1, will it be destroyed because its BP becomes 0?

A2. No, it is not destroyed, even though its BP becomes 0. The 'BP-' effect remains active for the turn, but the subsequent 'Then...' part of the effect does not activate unless the Spirit's BP became 0 at the time the effect was initially applied.

Q3. After an effect 'All of your opponent's Spirits get -2000 BP this turn. Then, if their BP is 0, destroy them' is used, if the opponent later summons a Spirit with 2000 BP or less, is that Spirit destroyed because its BP becomes 0?

A3. No, it is not destroyed, even though its BP becomes 0. An effect targeting 'all Spirits' will apply to Spirits summoned later that turn, so the new Spirit will receive the 'BP-' effect.

However, the subsequent 'Then...' part of the effect does not activate unless the Spirit's BP became 0 at the time the effect was initially applied.

## ABOUT BRAVES

Q1. Can you combine a Brave with a Brave or Nexus that is currently being treated as a Spirit?

A1. No, you cannot.

Q2. Since a Brave summoned in its Spirit form is treated as a Spirit, does its '[When this Brave is Summoned]' effect count as a 'Spirit's effect'?

A2. No, the "When this Brave is Summoned" effect is still considered a "Brave's effect" even when it is summoned in its Spirit state.

Q3. When an attacking Combined Spirit is destroyed and only the Brave is left on the Field, does that Brave in its Spirit state continue the attack?

A3. Yes, that's correct. However, in the case of an Imaginary God Brave, it does not continue the attack.

Q4. When an Imagine Brave is combined with two Spirits, if the attacking Spirit is destroyed, is the other combined Spirit now considered to be attacking?

A4. No, that is incorrect. The other Spirit is not considered to be attacking.

Q5. When there are two Spirits that can combine with it, can you combine an Imagine Brave with both of them simultaneously?

A5. No, you cannot. You must combine them one at a time.

Q6. During the Main Step, via a Brave's Combine/Separate/Switch, if a Spirit combined with an Imagine Brave also meets the combine conditions for the other side, can you switch the side it is combined on (left/right) without reverting the Imaginary God Brave to its Spirit state?

A6. Yes, it is possible.

Q7. What happens when an Imagine Brave in Spirit form that does not Exhaust is destroyed, and is affected by an effect that says 'remains on the field in an Exhausted state'?

A7. It remains on the field without being Exhausted.

Q8. When an effect that swaps a Combined Spirit with a card in the Hand is activated, what happens to its Brave?

A8. It does not return to the Hand, but instead combines with the swapped card from the Hand to become a Combined Spirit. At this time, if the combination conditions are not met, it separates.

## ABOUT BURST

Q1. Can I check the contents of a Burst I have set?

A1. Yes, you can. When you check it, be careful not to let your opponent see it.

Q2. When the condition for a set Burst on Field is met, must I activate it?

A2. No, you don't have to. If the condition is met again later, you can choose to activate it at that time.

Q3. What happens if I flip over a Burst by mistake, when its condition wasn't actually met?

A3. Since it cannot be activated, turn it face down again.

Q4. If a Burst is set by an effect, and that same effect fulfills the Burst's activation condition, can the Burst be activated immediately?

A4. No, the Burst cannot be activated unless its activation condition is met *after* it has been set.

Q5. When a Burst's activation condition is met, can I declare its activation at any point during the timing window that follows?

A5. No. Once the activation condition is met, you must declare its activation at the same timing as other effects triggered by that event, starting with the defending player.

# ABOUT 《ADVENT》

Q1. Can you perform 《Advent》 on a Spirit that only has a Soul Core on it?

A1. No, you cannot if the Spirit would be depleted when the 《Advent》 is completed.

Q2. Can you perform 《Advent》 on a Brave or Nexus that is being treated as a Spirit?

A2. No, you cannot.

Q3. Are cards placed face down under a Spirit with 《Advent》 by effects like **【Poison Blade】** treated as Advent Source cards?

A3. No, they are not. Additionally, even if face-down cards are placed under it, that Spirit is not considered to be [During Advent].

Q4. When you perform 《Advent》 by placing the Soul Core from your Life into the Trash, can you activate a Burst whose condition is 'after your Life is reduced'?

A4. Yes, it can be activated.

Q5. If the conditions for 《Advent》 are met, can you perform another 《Advent》 on a Spirit that already has 《Advent》?

A5. Yes, you can perform 《Advent》. In that case, the Spirit that was on top from the previous 《Advent》 also becomes an Advent Source card.

Q6. If you swap a Spirit that has an Advent card on it with a Spirit card from your Hand, what happens to the Advent Source cards?

A6. The Advent Source cards also become part of your Hand. While the number of cards in your Hand increases, this is due to a swap and does not count as an effect that 'increases your Hand'.

Q7. Are 《Divine Advent》, 《Over Advent》, and 《Contract Advent》 also treated as 《Advent》?

A7. Yes, they are. When you Advent using them, you can activate effects that trigger upon Adventing. They are also treated as cards with the 《Advent》 keyword.

# ABOUT CONTRACT CARDS

Q1. Can I build a 40-card deck with 3 copies of a Contract Card, and then prepare a separate Contract Card to add to my initial Hand?

A1. No, that is incorrect. The Contract Card that you add to your initial Hand is counted as one of the cards in your Deck. Therefore, you must build a deck of 40 or more cards, with a maximum of 3 copies of a Contract Card in total, including the one added to your initial Hand.

Q2. When a Contract Card is discarded from my Hand or Deck by an opponent, can I place it on the Field in [Soul State]?

A2. No, you cannot. A card can only be placed in [Soul State] when it leaves the Field due to an opponent.

Q3. I activated an effect that is usable in [Soul State]/as a [Contract Advent Source]/as a [Spirit]. After activating it as a Spirit, the card became [Soul State] or a [Contract Advent Source]. If the effect is "once per turn," can I activate it again in the same turn?

A3. No, you cannot. For an effect that can be activated as a Spirit, in [Soul State], or as a [Contract Advent Source], the "once per turn" restriction remains for that turn unless the card leaves the Field and is summoned again.

# REGARDING TEXT CHANGES

Q1. What does an effect written as 'During this Spirit's battle' mean?

A1. It has the same meaning as 'When this Spirit attacks/blocks'. Current rulings treat it as if it were written as 'When this Spirit attacks/blocks'.

Q2. Is there a difference in the ruling between 'While Combined' and 'When Combining', or 'While Sealed' and 'When Sealing'?

A2. There is no difference. Currently, 'When Combining' is ruled as 'While Combined', and 'When Sealing' is ruled as 'While Sealed'.

Q3. The text 'If during a battle, continue the battle' is no longer written on [Change] . Does this mean the swapped-in Spirit does not continue the battle?

A3. No, that is incorrect. The text 'If during a battle, continue the battle' is now simply omitted to align with other swapping effects, but the swapped-in Spirit does continue the battle.

Q4. The text 'You draw X cards from your Deck. Then, discard Y cards from your Hand' has changed to 'After you draw X cards from your Deck, discard Y cards from your Hand.' When under an effect that prevents drawing, does this mean I don't have to discard cards from my Hand since I couldn't draw?

A4. No, for this effect, only the text has changed; the ruling remains the same. Therefore, even if you cannot draw, you must still discard cards from your Hand if possible.

Q5. The Families of Nexus and Magic cards are now written in the Family section instead of as an effect. For cards that haven't been reprinted, are they still considered to have their Family as an effect?

A5. No. From now on, Nexus and Magic cards that have an effect which unconditionally gives them a Family will be treated as having that Family as their original Family, not as an effect, even if they are not reprinted.

Q6. Is there a difference in ruling between the text 'a card with "XXX" in its name' and just "'XXX'"?

A6. There is no difference. Currently, it is written as just "'XXX'". However, text that specifies the entire card name, such as 'Card Name: "XXX"', also exists.

Q7. Is there a difference in ruling between 'This effect can only be used once per turn' and '[Once per turn: Same Name]'?

A7. There is no difference. Currently, 'This effect can only be used once per turn' is written as '[Once per turn: Same Name]'. The same applies to phrases like 'once per game'. Additionally, 'This effect does not stack' is written as '[Unstackable]'.

Q8. On Standard cards, are effects written as a Spirit's 'When Summoned' or 'When Destroyed', or a Nexus's 'When Deployed', also treated as 'When this Spirit is Summoned', 'When this Spirit is Destroyed', or 'When this Nexus is Deployed' effects?

A8. Yes, they are. They are treated as if words referring to the card itself, such as 'this Spirit's' or 'this Nexus's', have been omitted.

Q9. On Standard cards, is an effect written as a Spirit's 'During Attack' also treated as a 'When this Spirit Attacks' effect?

A9. No, it is not.

Q10. For an effect that just says 'draw 1 card,' can I draw from my opponent's Deck?

A10. No, you cannot draw from your opponent's Deck. This effect is the same as 'draw 1 card from your Deck.' From Block Icon «13» onward, the phrase 'from your Deck' is omitted.

**【!】 Be sure to check the Q&A !**

The 'Q&A' section on the official website provides answers to various questions about rule judgments and the handling of individual cards. If you have any questions, be sure to check it out.

【→See the Q&A】

# GLOSSARY

## [A]

**Opponent:** Refers to the player you are playing against.

**Attack:** The act of a Spirit or Ultimate performing an attack.

**Ultimate:** An Ultimate card that has been placed on the Field.

**Ultimate-Trigger:** Activates a powerful effect when it hits.

**EX Symbol:** In addition to being treated as a symbol, it can be removed from the Trash for 《Succession》 to reduce the cost.

**Imagine Brave:** A Brave that can brave with up to two Spirits.

**Color:** Represents a card's attribute, such as Red, Purple, Green, White, etc.

**Over Count (OC):** When your Count is at or above the specified number, the card gains bonus BP and/or additional effects, regardless of its Lv.

**Open:** To reveal the specified card(s) to both yourself and your opponent.

## [K]

**Guard:** The failure of an Ultimate-Trigger.

**Refresh:** To turn a card upright. The state where a Spirit or Ultimate can attack or block.

**Count:** The number of Cores placed in the Count Area. This is prepared outside the Field.

**Count ±X:** +X means to place X Cores from the Void into the Count Area, and -X means to place X Cores from the Count Area into the Void.

**Activate:** An effect that can be used at will during the Main or Flash timings.

**Grandwalker Nexus:** A special Nexus with the "Grandwalker" Family, which primarily has a God-Symbol.

**Grandstone Nexus:** A special Nexus with the "Grandstone" Family.

**Reduction Symbol:** Indicates the amount by which the cost to be paid when using a card (Summoning, Deploying) can be reduced.

**Succession:** An effect that allows you to reduce cost by removing cards with EX Symbols in your Trash from the game.

**Family:** A classification to which cards like Spirits and Braves belong. Some Nexuses and Magic cards do not have a Family.

**Contract Card:** A card that can be added to your Hand at the start of the game. Depending on the card type, they are also called Contract Spirits, Contract Ultimates, or Contract Grandwalker Nexuses.

**Manifest:** A special summon that can activate 'When Manifested' effects.

**Core:** Used for things like using cards (Summoning, Deploying) and leveling up Spirits, Ultimates, and Nexuses.

**Core +X:** Place X Cores from the Void onto the target. This is not considered increasing Cores from the Void.

**Effect:** The text written on a card that is activated and affects the game.

**Advent:** To place a card from your Hand on top of a Spirit/Ultimate that meets the conditions.

**Advent Source Card:** The face-up cards underneath an Adventing Spirit/Ultimate.

**Cost:** The number of Cores required to use a card or effect.

## [S]

**Saga Brave:** A Brave that can also combine with Grandwalker Nexuses.

**You:** Refers to yourself among the players.

**Heavy Exhaust:** To turn a card upside down. It is also treated as an Exhausted state. With one Refresh, it becomes Exhausted (sideways).

**Summon:** To place a Spirit, Ultimate, or Brave card onto the Field through the normal method.

**Summoning Conditions:** The conditions required to summon an Ultimate.

**Depleted:** When the number of Cores on a Spirit/Ultimate becomes less than its minimum Lv cost. This is different from being Destroyed. After entering a pending state, it is placed into the Trash.

**Use:** To use the effect of a card in your Hand or set aside cards. This applies even when using the effect of a non-Magic card from your Hand or set aside cards.

**Remove from Game:** To place cards or Cores in a separate location, making them unusable for the duration of the game.

**Super Unleash:** An ability possessed by Spirits or Nexuses that can become Lv2 with a single Soul Core. When a Spirit or Nexus with this ability becomes Lv2, it enters the Super Unleash state.

**Symbol:** Indicates the amount by which to reduce the opponent's Life when attacking. Also used for cost reduction.

**Spirit:** A Spirit card on the Field, or a Brave card in its Spirit state.

**Set:** To place a card with a 'Burst Effect' or 'Mirage Effect' into the Burst Area.

**Soul Core:** A special core of which you can only use one.

**Soul Magic:** Magic that can be used by paying only one Soul Core, if you have a symbol of the specified color.

## [T]

**Turn:** Each player's turn.

**Soul State:** A state where a card remains on the field when it would be left the Field by an opponent.

**Enhance:** An effect that powers up a specified effect.

**Deck:** The pile of cards.

**Set Aside Cards:** Cards placed face-up in front of you. They can be used like cards in your Hand.

**Rebirth Card:** A card with effects on both sides. Depending on the card type, they are also called Rebirth Spirits or Rebirth Nexuses. Side A is referred to as the pre-Rebirth side, and Side B as the post-Rebirth side.

**Token:** A card prepared outside the Deck that can only be put onto the Field by an effect. When it leaves the Field, it returns to its original location. Putting a token onto the Field is not treated as a summon or deployment.

**Trash:** The area where cards such as Depleted/Destroyed Spirits and Nexuses, and used Magic cards are placed, as well as Cores used for cost payment or placed there by effects.

**Trigger Counter:** An effect that prevents an Ultimate Trigger from hitting.

**Draw:** To draw a card from the top of your Deck and add it to your Hand.

## [N]

Nexus: A Nexus card deployed on the Field.

## [H]

Burst: A card set face down in the Burst Area.

Burst Effect: An effect that can be used without paying its cost, only when it has been Set and its Burst condition is met.

Burst Condition: The condition required to activate a Burst.

Deploy: To place a Nexus card onto the Field through normal means.

Destroyed: To place a Spirit, Ultimate, Brave, or Nexus from the Field into the Trash due to an effect or losing a BP comparison. This is different from being Depleted. The card enters a pending state before being placed into the Trash.

Discard: An effect that places cards into the Trash.

Resolve: To apply an effect to the game. Effects on the Field or in the Trash resolve directly without being 'used'.

Activate: To turn a Burst that has met its condition face-up and resolve its effect.

Battle: Occurs during the Attack Step when an attack is declared.

BP: Stands for Battle Points, possessed by Spirits, Ultimates, and Braves. Its value changes based on Lv and effects.

Hit: When an Ultimate Trigger is successful.

Exhaust: To turn a card sideways. The state in which a Spirit or Ultimate cannot attack or block.

Field: The area where you can summon Spirits and Ultimates, or deploy Nexuses.

Leave the Field: When a Spirit, etc., on the Field moves to a location other than the Field, such as by being Depleted, Destroyed, returned to the Hand or Deck, or removed from the game.

Seal: To place your Soul Core onto your Life.

Flash: An effect that can be used optionally during your Main Step and during either player's Flash Timing.

Brave (Action): To power up a Spirit/Ultimate/Grandwalker Nexus that meets the braving conditions by placing a Brave card on top of it.

**Braved Ultimate:** An Ultimate that has a Brave card on it. The two cards are treated as a single Ultimate.

**Braved Grandwalker Nexus:** A Grandwalker Nexus that has a Brave card on it. The two cards are treated as a single Grandwalker Nexus.

**Braving Conditions:** A Brave can only be combined with a Spirit/Ultimate/Grandwalker Nexus that meets these conditions.

**Braved Spirit:** A Spirit that has a Brave card on it. The two cards are treated as a single Spirit.

**Block:** The act of defending against an opponent's attack with a Spirit or Ultimate.

**Separate:** To separate a Brave Spirit/Ultimate/Grandwalker Nexus into a "Spirit/Ultimate/Grandwalker Nexus" and a "Brave in Spirit form."

**Void:** The area where unused Cores are kept during the game. It is set up outside the play sheet.

## [M]

**Magic:** A single-use card.

**Mirage:** A card placed face-up in the Burst Area.

**Mirage Effect:** An effect exerted by a set Mirage.

**Main:** An effect that can be used optionally during your Main Step.

## [R]

**Chain:** An effect that activates in sequence when its condition is met.

**Reserve:** The area where you keep your Cores.