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The screenshot shows the official website for the Battle Spirits TCG Standard Format rule manual. The page features a dark header with the 'Battle Spirits' logo and 'STANDARD FORMAT' text. Below the header, there are navigation buttons for 'Official Rule Manual [Standard] Ver.1.0', 'Basic How to Play', 'Game Progression Rules', and 'Rules for Special Cards'. A central section titled '困ったときは' (When I'm stuck) includes buttons for 'よくある質問' (Frequently Asked Questions) and '用語集' (Glossary). A promotional banner for 'かんたんにルールがおぼえられちゃる えいそうはココから!' (Learn rules easily! Start here!) is also present. A table of links for 'その他の情報を見る' (View other information) includes 'Q&A', '禁止カード・制限カード指定' (Banned/Restricted Cards), 'ルール最新変更' (Latest Rule Changes), '過去のルール改定' (Past Rule Revisions), 'カードリスト' (Card List), and '最新のプロアルール' (Latest Pro Rules). A 'ダウンロード' (Download) button is also visible. A note at the bottom states: '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。' (Important notices regarding rules will be posted in this manual and on the official website.)

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'!

■ Standard and Eternal

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 format, 'Standard', allows only cards with the design introduced in 2026 (those with an alphabetic block icon). Furthermore, as new cards are released, the pool of usable cards will change periodically. [[→ Click here for details](#)]

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

This manual explains the rules for the 'Standard' format.

'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.

Spirit / SPIRIT

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



Nexus / NEXUS

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



Magic / MAGIC

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



CARD TYPES

In the 'Standard' format, there are three types of cards, and you play the game using a 'Deck' (a stack of cards) made by combining them.

THE 6 ATTRIBUTES

Battle Spirits cards belong to one of six attributes. The attribute is indicated by the color of the card's frame, and you can build various Decks by utilizing the characteristics of each attribute.

Red Attribute

The main family is 'Crimson Cloud.' It includes birds, pterosaurs, and others. They create wind to fly through the sky and manipulate flames to fight their enemies.

Purple Attribute

The main family is 'Dark Purple.' It includes demons, undead, and others. They interfere with the power of Cores, deceiving enemies and stealing their strength.

Green Attribute

The main family is 'Sea Green.' It includes many creatures that live in the sea or rivers. They manipulate water, creating fierce currents and whirlpools to fight.

White Attribute

The main family is "Shirotae". Golems and giants exist. They use superior mining techniques and a teleportation art called "gates".

Yellow Attribute

The main family is "Topaz". Many dinosaurs and dragons exist. They wield the power of lightning and are also well-versed in magic.

Blue Attribute

The main family is "Blue Tree". Worms, treants, and insects exist. They fight by using the blessings of the trees to strengthen themselves.

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

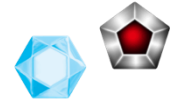
Each player should prepare their own Deck and Cores.

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.

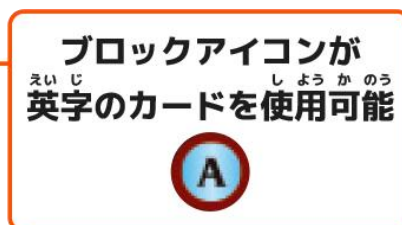
● You may include **up to 3 cards** with the same name in a Deck.

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

However, if the number at the end of the card name (same-name card identification number) is different, they are treated as different cards.



◆ Restrictions on Usable Cards

In the 'Standard' format, cards **with an alphabetic block icon** can be used.



Furthermore, in the 'Standard' format, the set of usable cards changes periodically. During the period from April 1, 2026, to March 31, 2027, **only cards with the block icon letter 'A' can be used.**

■ 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.

【→Click here to purchase a Entry Deck that includes a Core Sheet】

■ Play Sheet

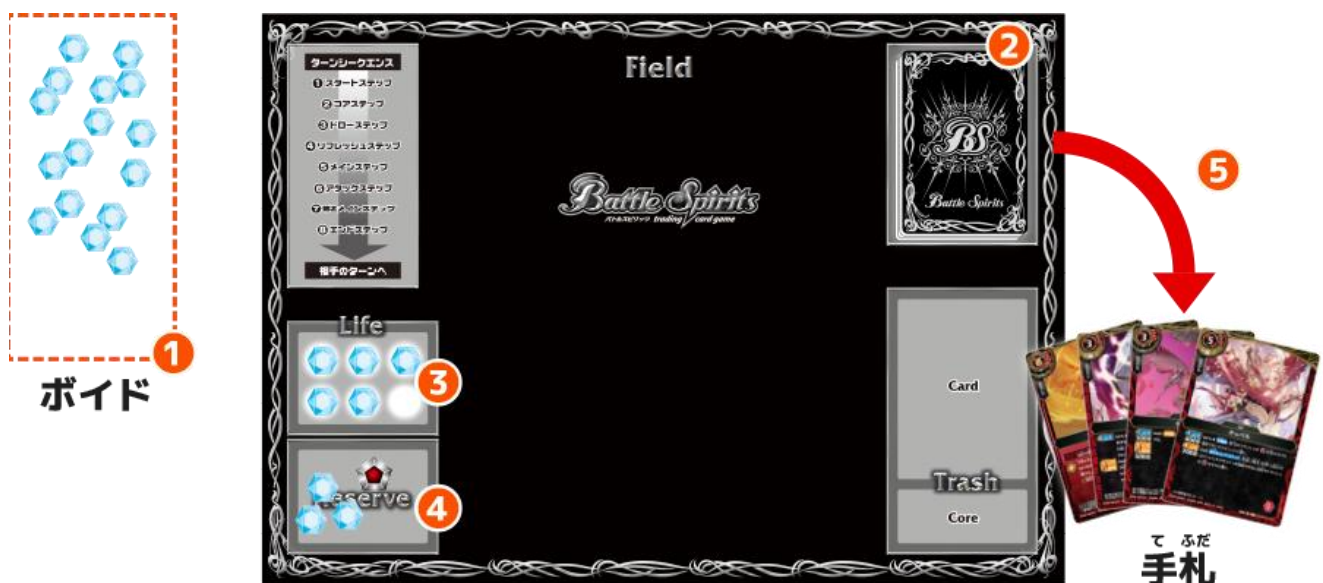
The Play Sheet contains various information to assist with gameplay, such as the names of areas and locations, and the turn sequence. While you can enjoy playing without a Play Sheet once you are familiar with the game, we recommend using one when you are starting out. 【→Click here for the download page】



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.



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.



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.

HOW TO READ A CARD

The Battle Spirits card layout differs slightly between the traditional design and the new standard design introduced in 2026. In the "Standard" format, you can use the standard-specification cards described below.

Cards contain the following information. A card's color can be identified by its frame color, as well as the marker in the top left (④) and the English text in the bottom right (⑧).



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 Card Type

They are written in English, such as SPIRIT and MAGIC.

③ Reduction Symbols

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

④ Card Attribute (Color)

The color of the marker on the outer edge of the card frame indicates the card's attribute.

⑤ Basic Information

Above the card name, its Family is listed (some cards may belong to multiple Families).

⑥ Effect Information

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

⑦ Symbols

These mainly correspond to a card's color. The number of symbols is referenced for cost reduction, and also indicates the amount of Life reduced from the opponent when a Spirit attacks.

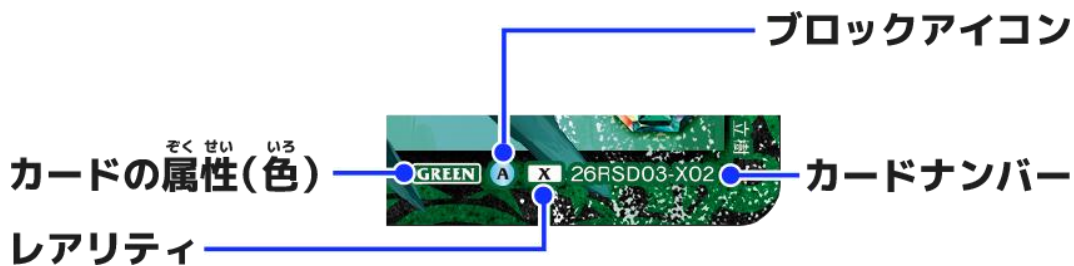
[!] About Symbol Types

Symbols are printed on the bottom right of many cards.

EX Symbols have one of the six colors and are mainly used for 'Succession'.



⑧ Block Icons and Other Information



The block icon indicates the card's release period. Normally it is blue, but for collaboration cards, the icon is red. Additionally, some cards have a 'Series Icon' next to the block icon.

The rarities, from highest to lowest, are X > M > R > C.

LET'S START WITH THE BASICS

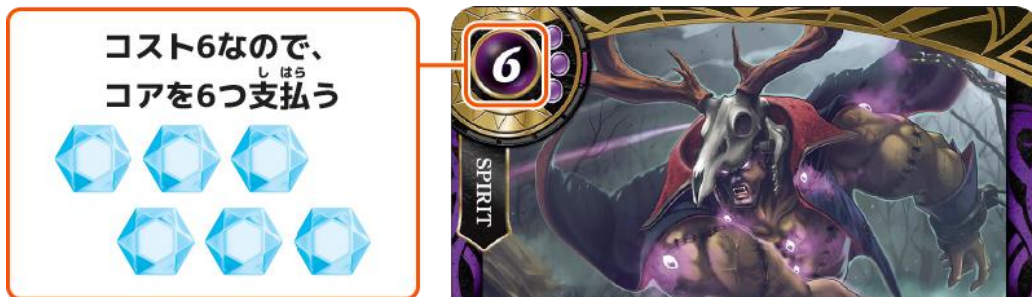
This section explains the four basic actions in Battle Spirits. For more detailed rules, please also refer to the 'Game Progression Rules'.

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 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 "1 Core is required to maintain Lv1." The "6000" below it is the BP at Lv1.



This "Ogre" is Lv1 with BP "6000" when it has 1 Core on it, and Lv2 with BP "8000" when it has 3. When you Summon "Ogre" to the Field, move 1 or more Cores from your Reserve or from cards on the Field onto this card.

[!] 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.

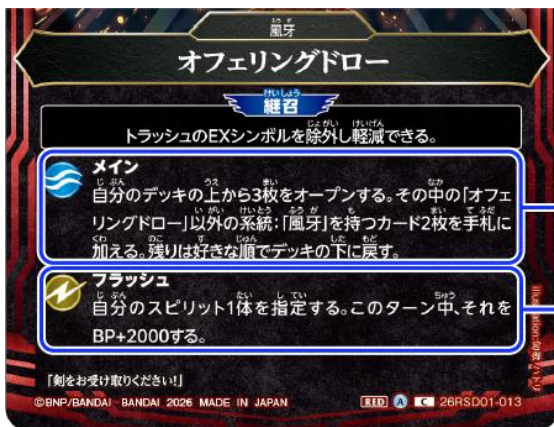


[!] Where do the Cores go?

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.



メイン効果

フラッシュ効果

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.

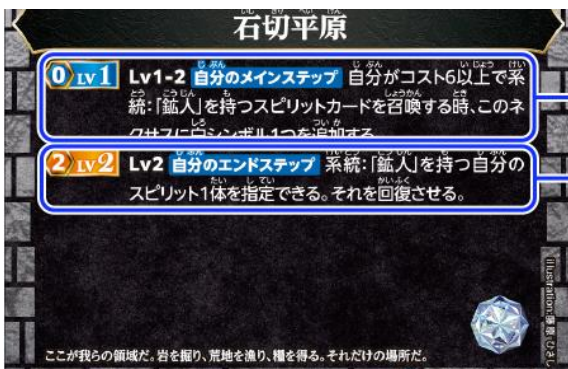
[!] A Magic Card's Use Cannot Be Interrupted

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.



Lvが1でも2でも発揮する効果

Lv2のとき発揮する効果

In many cases, the timing for activating a Nexus's effect is specified. For "Ishikiri Plains" Nexus, the first effect can be activated during 'Your Main Step,' and the second effect during 'Your End Step.'

※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 on this page cover only the basic rules of the game. As a trading card game, Battle Spirits will continue to add many other types of cards. Some cards also have unique rules applied to them, such as Soul Magic, Super Unleash, and Succession. For more details, please refer to 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 player and the second player. Each turn is divided into 8 '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 ^{だい}第2メインステップ ※
 - ⑧ エンドステップ
- ^{あいて}相手のターンへ

※1ターン目は②、⑥、⑦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. For details, please see 'Actions in the Attack Step'.

When you have no more Spirits you wish to attack with, end this step and proceed to ⑦ Second Main Step.

⑦ Second Main Step

After the Attack Step, you perform a Main Step again, just like in ⑤.

When you have finished all the actions you wish to perform, end this step and proceed to ⑧ End Step.

⑧ 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

The first turn (the first player's first turn) skips the ② Core Step, ⑥ Attack Step, and ⑦ Second Main Step. Please skip these steps and proceed.

The turn sequence for the 'Standard' format is partially different from the 'Eternal' format. In the 'Eternal' format, there is no Second Main Step; after the ⑥ Attack Step, the turn proceeds to the ⑧ End Step.

MAIN STEP ACTIONS

The turn player may perform the following actions during the Main Step. Each action may be performed any number of times and in any order.

- Summon a Spirit
- Deploy a Nexus
- Use Magic
- Use effects during the Main Step
- Move Cores

SUMMON A SPIRIT

You can "Summon" Spirit cards from your Hand to the Field by paying their cost. When you Summon a card, place enough Cores on it to reach at least Lv1.

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

•If you can pay the cost, you may Summon any number of Spirits in one turn. There is also no limit to the number of Spirits you can have on the Field.

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.

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).
- If the number of Cores on a Spirit is reduced to the point where it can no longer maintain Lv1, that Spirit is Depleted.

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 'Qupel', the **cost is 5**, and it has

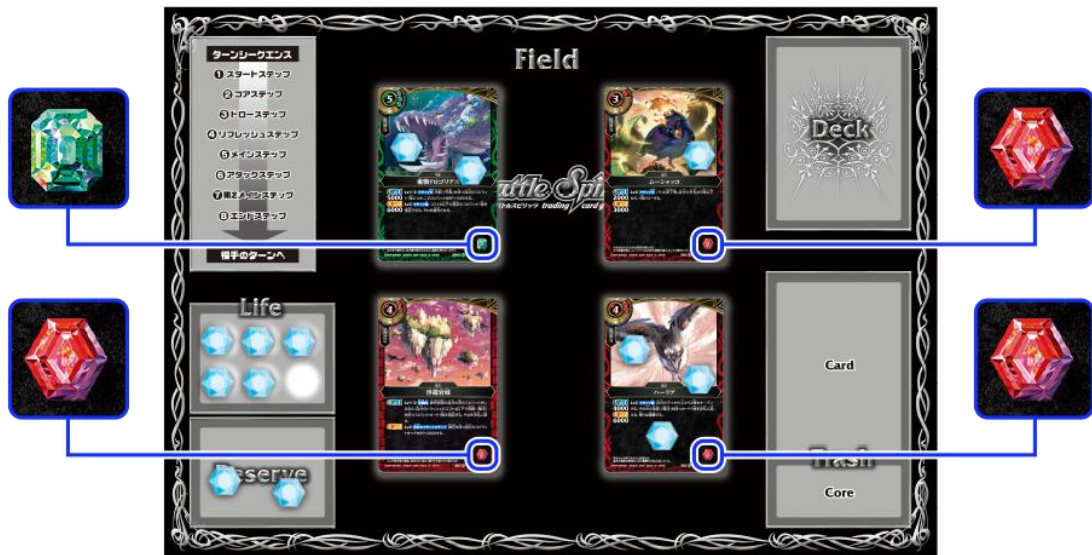
two  (red) Reduction Symbols.



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, you have three red symbols and one green symbol on your Field.



③ Calculate the actual number of Cores to pay

In this example, you have three red symbols on your Field (you also have a green symbol, but it cannot be used for 'Qupel's' cost reduction). Since 'Qupel' has two red Reduction Symbols, the cost can be reduced by '2' for that color. Because 'Qupel's' cost is 5, the actual number of Cores to pay is $5 \text{ (cost)} - 2 \text{ (reduction)} = 3$.

•If cost reduction is possible, you must apply it.

④ Move the paid Cores to the Trash

To pay the cost, you can use Cores from your Reserve or from cards on your Field. Move a number of Cores equal to the cost you are paying (e.g., 3 Cores in this case) 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.
- The Soul Core can also be used to pay costs, just like a normal Core.

⑤ Move Cores onto the card (excluding Magic)

When you Summon a Spirit, after paying its cost, place Cores on it to make it at least Lv1. You can move these Cores from your Reserve or from other cards on your Field.

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.
- A Spirit cannot be summoned if the number of Cores placed on it is less than the amount required for its minimum Lv.
- 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

As the number of Cores placed on a card increases, it levels up. For Spirits, leveling up also increases their BP. Many cards also gain access to new effects 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 “Lensis the Soaring Scarlet,” when you increase the number of Cores on it to 3, raising it to Lv2, its BP increases to 8000 and its second effect can be activated. If the number of Cores decreases to 2 or less, its Lv drops at that moment, its BP becomes 6000, and its second effect can no longer be used. Furthermore, if the number of Cores becomes 0, it can no longer maintain Lv1 and is Depleted at that moment.



■ Spirit Depletion

The minimum Lv for a Spirit is 1. A Spirit 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.

【!】 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, it cannot be placed in any location other than the “Reserve,” “on a card on the Field,” or the “Trash.”

Additionally, besides being used for Super Unleash, there are also effects, such as Soul Magic, that are activated by using the Soul Core.

ACTIONS IN THE ATTACK STEP

During the Attack Step, you can 'attack' with a Spirit to reduce your opponent's Life.

Attacks are performed one Spirit at a time, and the sequence of steps beginning 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 in Refresh state (upright) and declares an attack. At the same time, turn the card to Exhausted state (sideways) to show that it has attacked.



At this time, effects such as 'When Attacking' and 'During Attack', and other effects that trigger when an attack is declared, will activate.

Spirits summoned this turn can also attack.

Even if the attacking Spirit leaves the Field at this timing, the battle does not end, and play proceeds to ② Flash Timing (the first Flash Timing).

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) can choose one of their Spirits in a Refresh state to block the attacking Spirit. When declaring a block, the blocking Spirit is Exhausted, just as it is when declaring an attack.



- When a block is declared and resolved, effects like 'When Blocking' and 'During Block' activate.
- You cannot block with two or more Spirits simultaneously.

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 opponent's Life by the number of symbols on the attacking Spirit, moving those 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.

Then, proceed to ⑥ Spirit Destruction.

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

⑥ Spirit 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.

The Destroyed Spirit is moved to the Trash, and the Cores that were placed on it are returned to the Reserve.

•If there are effects that occur due to destruction, resolve those effects before the Destroyed Spirit is placed in the Trash.

⑦ End of Battle

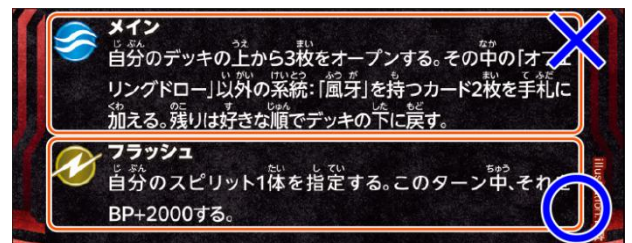
At this point, effects specified with 'at the end of the battle' activate. Also, effects with durations like 'while attacking,' 'while blocking,' or 'during this battle' end here. Afterward, if there are any effects specified with 'after the battle ends,' they activate.

After a battle concludes, if the turn player has other Spirits in Refresh state, they 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.
•If you have no Spirits that can attack, or if you choose not to declare any more attacks, the Attack Step ends.

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.



•You cannot use the Main effects of Magic cards during Flash Timing.
•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.

SPECIAL EFFECTS

The detailed rules for the following effects are explained below.

● Super Unleash ● Succession ● Soul Magic

SUPER UNLEASH

Some cards have the “Super Unleash” keyword in their Lv section. In addition to placing the specified number of Cores, these cards can also fulfill their level-up condition and enter the “Super Unleash state” by placing a Soul Core on them.

For example, in the case below, the card levels up to Lv2 and enters the Super Unleash state by either “placing 3 Cores on it” or by “placing a Soul Core on it.”



SUCCESSION

“Succession” is an effect that reduces the cost of playing a card, lowering the actual cost you pay.


When performing Succession, as you pay the card’s cost, you remove “cards with EX Symbols” from your Trash from the game. The symbols on these removed cards can be used for cost reduction, just like the symbols on your Field.

EXシンボル



- Cost reduction from Succession is performed before counting the number of symbols on your Field.
- You cannot remove more cards from your Trash than the number of reduction symbols on the card you are using. For example, if the card you are using has two red reduction symbols, the maximum number of cards you can remove is two (cards with red EX Symbols).
- You cannot remove cards with EX Symbols whose color does not match the reduction symbols of the card you are using.

■ Example of Cost Reduction via Succession

The cost of 'Akly the Soaring Inflexible' is 7, and it has 4 red reduction symbols . Let's assume you have 2 red symbols on your Field. In this situation, the total cost reduction from your Field is 2, so you would normally pay $7 \text{ (cost)} - 2 \text{ (reduction)} = 5 \text{ Cores}$.



At this point, you perform Succession and remove 2 'Gen-Bo' cards from your Trash from the game.




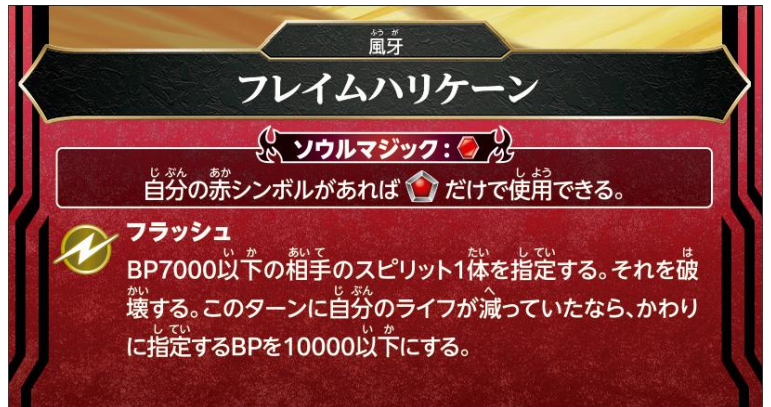
The removed cards have a total of 2 red EX symbols, so you can fulfill two of the 4 red reduction symbols on 'Akly the Soaring Inflexible'.

Then, when you apply the cost reduction from the symbols on your Field (2red), the actual cost you pay becomes $7 \text{ (cost)} - 2 \text{ (from Succession Reduction)} - 2 \text{ (from Field symbols)} = 3 \text{ Cores}$.

SOUL MAGIC

Cards with “Soul Magic” can be used by paying only one Soul Core instead of their original cost. However, to use them with only a Soul Core, you must have at least one symbol of the corresponding color on your Field.

For example, a card with “Soul Magic: ” can be used with only a Soul Core if you have one or more red symbols on your Field.



- As with normal cost payments, you can only use the Soul Core from your Reserve or a Soul Core placed on a card on your Field.

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 ● Heavy Exhaust

ABOUT ACTIVATING EFFECTS

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

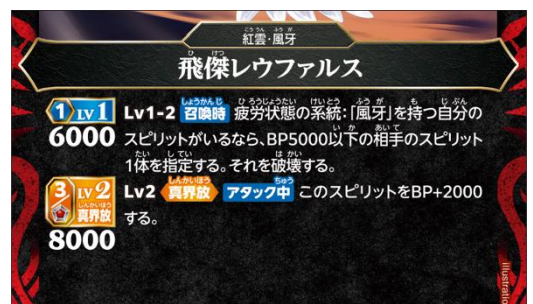
When activating an effect, you do not need to pay a cost. However, some effects may require you to meet specific, stated conditions.

The term ‘use’ refers to summoning/deploying a card from your hand or activating its effect.

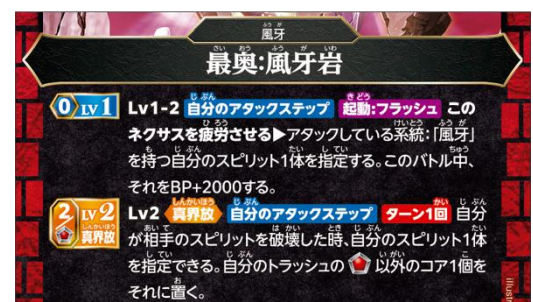
Effects that activate from other areas are not considered ‘used’ unless they are effects that you choose to activate.

■ Examples of Activation Timings

“Leufars the Soaring Hero” has two effects. The first effect activates automatically ‘When Summoned’. The second effect is continuously active as long as this Spirit is ‘During Attack’.



Additionally, the first effect of ‘The Depths: Wind Fang Rock’ can be activated during the Flash Timing of ‘Your Attack Step’. As a condition for activating the effect, you must Exhaust this card. The second is an effect that can



be activated when specific conditions are met during 'Your Attack Step', and can only be activated 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.

HEAVY EXHAUST

Some effects can 'Heavy Exhaust' a Spirit. When a Spirit becomes Heavy Exhausted, place it upside down to indicate this.

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



- A Spirit cannot be put into a Heavy Exhausted state except by effects.
- A Heavy Exhausted Spirit is treated as being in an Exhausted state.
- When a Spirit Refreshes from a Heavy Exhausted state to an Exhausted state, effects that trigger 'when a Spirit is Refreshed' will activate.

FAQ

ABOUT EFFECTS IN GENERAL

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

A1. The card's effect takes precedence.

Q2. What is the difference between an effect that says 'you can...' and one that simply states an action?

A2. 'You can...' indicates an optional effect that the player can choose whether or not to use. An effect that simply states an action is mandatory and must be performed if possible.

Q3. What happens when a 'can' effect and a 'cannot' effect are both active?

A3. The 'cannot' effect (the effect that negates an action) takes precedence.

Q4. For an effect written as 'Do X. Then, do Y.', can Y be performed even if X cannot?

A4. Yes, you can. For 'Then' effects, you resolve the first part as much as possible before performing the second part.

Q5. For an effect written as 'Do X. If you do, do Y.', can Y be performed even if X cannot?

A5. No, you cannot. For 'If you do' effects, the second part can only be performed if the first part was successfully completed.

Q6. If a Spirit on the Field activates an effect that lasts 'during this turn' or 'during this battle', does that effect stop working if the Spirit leaves the Field?

A6. No, it does not. Once an effect that lasts 'during this turn' or 'during this battle' has been activated, the effect remains active for its duration even if the Spirit that activated it leaves the Field.

Q7. If I have two Spirits with the same card name, and they both have an effect with a '[Once per turn]' or '[Once per battle]' restriction, can only one of them use that effect each turn or battle?

A7. No, each Spirit can activate the effect once per turn or battle.

Q8. If there are 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 activate the effect?

A8. Yes, that is correct. If Spirits with different card names have the same effect, one of each can activate the effect, once per card name.

Q9. If I have two Magic cards with the same name that have an effect stating 'You can only use this effect of cards with this name once per turn', can I only use one of them per turn?

A9. Yes, that is correct. For an effect written that way, even if it's on a different card, the same effect with the specified card name can only be used a total of once per turn.

Q10. For an effect that says 'Select 1 of your opponent's Spirits. Place 1 Core from it into the Reserve,' can I place that Core into my own Reserve?

A10. No, you cannot. Your opponent's cards and Cores do not move to your areas.

Q11. In an effect written as '[Activate: Flash]Do X ▶', is the 'Do X' part before the ▶ symbol different from a normal effect?

A11. It is the effect required to activate the part that follows the ▶ symbol. This part is not an effect that you 'resolve as much as possible.' If you cannot resolve it completely, you cannot activate the entire 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. If I use my effect, 'Select 1 of your opponent's Spirits. Place 1 core from it into the Reserve,' on an opponent's Spirit that has one Soul Core and one regular Core on it, do I get to choose whether the Soul Core or the regular core is moved to the Reserve?

A2. No. Even if it's your effect, when an opponent's Spirit is targeted, the opponent is the one who chooses which Core(s) to move.

Q3. Does 'a Spirit not in Super Unleash state' refer to a Spirit with 《Super Unleash》 that is at Lv1?

A3. No. In addition to a Spirit with 《Super Unleash》 that is at Lv1, any Spirit without 《Super Unleash》 is also considered 'a Spirit not in Super Unleash state,' regardless of whether it is Lv1 or Lv2. The same applies to Nexuses.

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?

A1. Yes. After the required cost for the summon is determined, the cost does not change even if a Spirit is Depleted at the time of payment.

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.

Q4. When the only card on my Field is a single Spirit with a red symbol, which has only one Soul

Core placed on it, can I use a Magic card from my Hand with the 《Soul Magic: 》 effect?

A4. Yes, you can.

ABOUT THE STATUS OF SPIRITS, ETC.

Q1. How do you resolve a Spirit being depleted/destroyed, or being affected by an effect that returns it to the Hand/Deck?

A1. They first enter a 'pending state.' After resolving any effects that activate in this pending state (such as effects triggered by destruction, depletion, or returning to the Hand/Deck), if the Spirit does not remain on the Field, the card is moved. In the case of depletion or destruction, it is moved to the Trash. If it is returned to the Hand or Deck, it is moved to the location specified by the effect. The Cores that were on it are placed in the Reserve.

Q2. Can a Spirit in a pending state be referenced by other effects or activate its own effects?

A2. A Spirit in a pending state continues to be affected by any effects it was under before entering that state and can be referenced by other effects. However, the Spirit itself cannot activate any of its effects, except for those that specifically activate in that pending state, such as 'When Destroyed' effects.

Q3. What is a 'Heavy Exhaust' effect?

A3. When a Spirit in a Refresh or Exhausted state is affected by a 'Heavy Exhaust' effect, it becomes Heavy Exhausted, and you turn the card to the opposite orientation of its Refresh state (upside down). However, an Exhausted Spirit does not become Heavy Exhausted from a normal 'Exhaust' effect. When a Heavy Exhausted Spirit is Refreshed, it becomes Exhausted. Additionally, 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 were unable to select any Spirits, the effect that would have targeted them is not considered to have been activated.

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.

【!】 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 opponent player. When targeted by an effect, it is written as 'your opponent'.

Attack: The act of attacking with a Spirit.

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

Color: Represents the attribute of a card: red, purple, green, white, yellow, and blue.

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

[K]

Refresh: To turn a Spirit or Nexus upright. A Spirit in a Refreshed state can attack or block.

[Activate: Flash]: An effect that can be activated at will during your Main Step and the Flash Timings of both players' Attack Steps, unless there are specific timing restrictions such as 'During Attack' or 'During Your Attack Step'.

[Activate: Main]: An effect that can be activated during your Main Step.

Keyword Effect: An effect with a name written with a black icon.

Reduction Symbol: A symbol that indicates the amount by which a cost can be reduced.

《Succession》: An effect that reduces cost by removing cards with EX Symbols from the Trash from the game, in addition to using symbols on the Field.

Family: The classification to which a Spirit, Nexus, or Magic card belongs.

Core: An item used to pay costs and to level up Spirits and Nexuses.

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

Effect Restriction: A restriction on an effect, indicated by a red icon. The main restrictions are as follows.

[Unstackable]

An effect that can only be activated once, even if multiple cards with the same name could activate the same effect at the same time.

[Once per turn]

An effect that can only be activated once per turn for each card, even if there are multiple opportunities to do so. Other cards with the same name can each activate the effect once.

[Once per battle]

An effect that can only be activated once per battle for each card, even if there are multiple opportunities to do so. Other cards with the same name can each activate the effect once.

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

[S]

You: Refers to your own player. When an effect targets the card it is on, it is written as 'this card'.

Heavy Exhaust: To turn a Spirit or Nexus upside down. It is also treated as an Exhausted state. A single Refresh action turns it to the Exhausted state (sideways).

Depletion: When the number of Cores on a Spirit or Nexus becomes less than its minimum Lv cost due to an effect, Core movement, or cost payment. This is different from Destruction. The depleted card is placed in the Trash after being in the standby state.

Use: To activate the effect of a card from your Hand. This term applies not only to Magic cards but to any card whose effect is used from the Hand.

Summon: To place a Spirit card onto the Field.

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: The amount by which an opponent's Life is reduced when attacking. Also used for cost reduction.

Spirit: A Spirit card that has been placed on the Field.

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

《Soul Magic》: Magic that can be used by paying only a Soul Core, provided you have a symbol of the specified color on your Field.

[T]

Turn: Each player's turn.

Deck: The pile of cards.

Trash: The area where cards such as Depleted/Destroyed Spirits and Nexuses and used Magic are placed, along with Cores used for cost payment or sent to the Trash by effects.

Draw: To take the top card of your Deck and add it to your Hand.

[N]

Nexus: A Nexus card that has been deployed onto the Field.

[H]

Deploy: To place a Nexus card onto the Field.

Destruction: To place a Spirit or Nexus from the Field into the Trash due to an effect or BP comparison. This is different from Depletion. The card is placed in the Trash after being in the standby state.

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'.

Activation Timing: The timing at which an effect written with a blue icon activates. The main timings are as follows. An effect without a specified activation timing is either always active or activates when its conditions are met.

『When Summoned』

An effect that activates when a Spirit with this effect is summoned.

『When Deployed』

An effect that activates when a Nexus with this effect is deployed.

『When Destroyed』

An effect that activates when a Spirit or Nexus with this effect is destroyed.

『When Destroyed by Opponent』

An effect that activates when a Spirit or Nexus with this effect is destroyed by the opponent.

『When Attacking』

An effect that activates when a Spirit with this effect attacks.

『During Attack』

An effect that is continuously active while a Spirit with this effect is attacking. Or, an effect that activates when its conditions are met at a timing other than 'When Attacking' while it is attacking.

『When Blocking』

An effect that activates when a Spirit with this effect blocks.

『During Block』

An effect that is continuously active while the Spirit with this effect is blocking, or an effect that activates when its conditions are met while blocking.

『During Your Main Step』

An effect that is continuously active during your Main Step, or an effect that activates when its conditions are met during the Main Step.

『Start of Your Attack Step』

An effect that activates at the start of your Attack Step.

『During Your Attack Step』

An effect that is continuously active during your Attack Step, or an effect that activates when its conditions are met during the Attack Step.

『Your End Step』

An effect that activates at the start of your End Step.

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

BP: A value possessed by a Spirit. Its value changes with Lv or effects.

Exhaust: To turn a Spirit or Nexus sideways. An Exhausted Spirit cannot attack or block.

Field: The area where you summon or deploy cards.

Flash: An effect that can be used at will during your Main Step and during the Flash Timing of either player's Attack Step.

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

Void: The area outside the play sheet where unused Cores are kept.

[M]

Magic: A single-use card played from the Hand. After its effect resolves, it is placed in the Trash.

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

[R]

Reserve: The area where you place Cores that can be used to pay costs or level up.

Lv: A value possessed by Spirits and Nexuses. It changes based on the number of Cores placed on the card. As the Lv increases, some cards gain higher BP or new effects that can be activated.