

Ultraman Card Game Comprehensive Rules Ver. 1.5

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**The most up-to-date version of this document can be found at
<https://ultraman-cardgame.com/page/us/rules>*

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1. Overview of the Ultraman Card Game

1.1. Number of Players

1.1.1. The participants of this Ultraman Card Game (UCG) are referred to as players. This game is played by two players.

1.2. Game Principles

1.2.1. If a card's effect text specifically contradicts these rules, that effect text takes precedence.

1.2.2. If an effect says that [something] "cannot" happen, and another effect or rule tries to make [something] happen, that "cannot" modifier takes precedence.

1.2.3. A player resolves an effect by processing its text in order. If some of the effect is impossible to perform, only as much as possible is performed.

1.3. Winning and Losing

1.3.1. If either player satisfies the following victory conditions, that player wins the game.

1.3.2. After all battles in the judgment phase are completed, the player who wins three or more battles in a turn is victorious.

1.3.3. If both players have three or more wins, the player with more wins is victorious.

1.3.3.1. If both players have the same number of wins, continue playing until one player has more wins.

1.3.4. A player who cannot set a new character card face-down on the field during their Set Character Card Step loses the game immediately.

1.3.5. If a time limit is set for the tournament, when time is up, the game's outcome is determined according to the regulations established for that tournament.

1.3.6. A player does not lose the game even if they are unable to draw a card.

2. Information on the Cards

2.1. Front and back of cards

2.1.1. Each card has a front side and a back side. The side with the Ultraman Card

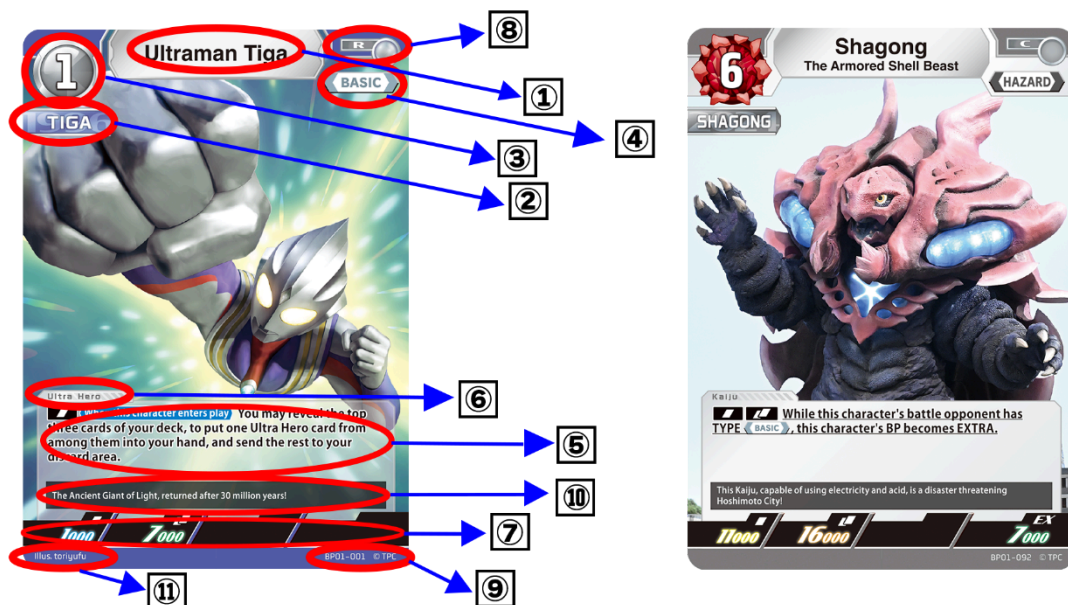
Game logo and a common design is the back, while the other side is the front.

2.2. Types of Cards

2.2.1. There are two types of cards: Character cards and scene cards.

2.2.2. There are three types of character cards: "Ultra Hero" cards, "Kaiju" cards, and "Ultra Mech" cards.

2.3. Information on Character Cards



- ① Card Name
- ② Character Name
- ③ Level
- ④ TYPE
- ⑤ Effect Text
- ⑥ Card Type
- ⑦ BP (Battle Points)
- ⑧ Rarity
- ⑨ Card Number
- ⑩ Flavor Text
- ⑪ Illustrator Name

2.3.1. ① Card Name

2.3.1.1. This is the name of the card.

2.3.1.2. Effect text in 「」 refers to any card whose Card Name includes that text, even if it's not the full name.

2.3.2. ② Character Name

2.3.2.1. This is the name of the character.

2.3.2.2. This is referenced when leveling up a character.

2.3.3. ③ Level

2.3.3.1. This is the character card's Level.

2.3.4. ④ TYPE

2.3.4.1. This is the character card's TYPE.

2.3.4.2. TYPE includes **[BASIC]**, **[POWER]**, **[SPEED]**, **[ARMED]**, **[HAZARD]**, **[DEVASTATION]**, **[INVASION]**, and **[METEO]**.

2.3.5. ⑤ Effect Text

2.3.5.1. This is the card's effect text.

2.3.5.2. **[SIN]**, **[DBL]**, **[TRP]**, and **[QUAD]** designations at the beginning of an effect text, represent when that effect text is active, corresponding to that character's state. A character is **[SIN]** SINGLE when there is only one card, **[DBL]** DOUBLE when only two cards are stacked, **[TRP]** TRIPLE when only three cards are stacked, and **[QUAD]** QUAD when only four cards are stacked.

2.3.6. ⑥ Card Type

2.3.6.1. There are three types of character cards: "Ultra Hero" cards, "Kaiju" cards, and "Ultra Mech" cards, collectively referred to as "character" cards.

2.3.6.2. On the field or in effect text, characters may also be referred to as "Ultra Heroes", "Kaiju", and "Ultra Mech".

2.3.6.3. Effect text may sometimes refer to "Ultra Hero" cards as "Ultra Heroes", "Kaiju" cards as "Kaiju", and "Ultra Mech" cards as "Ultra Mech"..

2.3.7. ⑦ BP (Battle Points)

2.3.7.1. This is the character card's BP (Battle Points).

2.3.7.2. The BP is listed in the order **[SIN]** SINGLE, **[DBL]** DOUBLE, **[TRP]** TRIPLE, and **[QUAD]** QUAD.

2.3.7.3. Some character cards may have **[EXT]** EXTRA BP.

2.3.8. ⑧ Rarity

2.3.8.1. This is the card's rarity. Rarity has no impact on game play.

2.3.9. ⑨ Card Number

2.3.9.1. This is the card's card number. This is referenced during deck-building. A deck can include a total of only four copies of any card with the same card number.

2.3.10. ⑩ Flavor Text

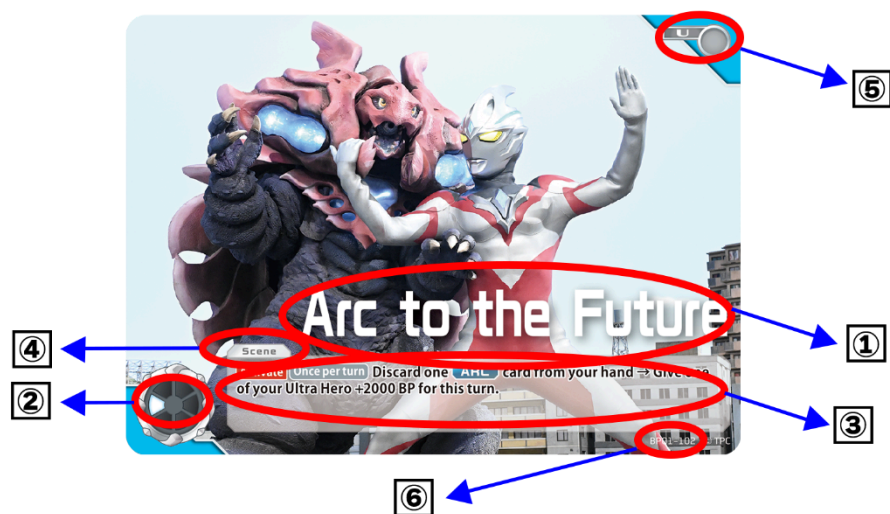
2.3.10.1. Flavor text describes the imagery of the card.

2.3.10.2. Flavor text has no impact on game play.

2.3.11. ⑪ Illustrator Name

2.3.11.1. This is the name of the illustrator who designed the card artwork. Illustrator name has no impact on game play.

2.4. Information on Scene Cards



- ① Card Name
- ② Round
- ③ Effect Text
- ④ Card Type
- ⑤ Rarity
- ⑥ Card Number

2.4.1. ① Card Name

2.4.1.1. This is the name of the card.

2.4.1.2. Effect text in 「」 refers to any card whose Card Name includes that text, even if it's not the full name.

2.4.1.3. The placement of a card name may vary depending on the card design.

2.4.2. ② Round

2.4.2.1. This is a threshold cost that must be satisfied to set a scene card.

2.4.2.2. This cost is satisfied if the Field Round count is equal to or higher than that scene card's Round.

2.4.2.3. The Field Round count is the number of battles between characters on the field (number of Battle Areas).

2.4.3. ③ Effect Text

2.4.3.1. This is the card's effect text.

2.4.4. ④ Card Type

2.4.4.1. This indicates the card is a "Scene" card.

2.4.4.2. On the field or in effect text, scene cards may also be referred to as "scene" or "scenes".

2.4.5. ⑤ Rarity

2.4.5.1. This is the card's rarity. Rarity has no impact on game play.

2.4.6. ⑥ Card Number

2.4.6.1. This is the card's card number. This is referenced during deck-building. A deck can include a total of only four copies of any card with the same card number.

3. Game Zones

3.1. Game Zones

- 3.1.1. Game zones refer to the locations where cards are placed during the game.
- 3.1.2. There are five types of game zones. Each player has their own "Deck", "Hand", and "Discard Area". All players share the "Scene Area" and "Battle Area".
- 3.1.3. The "Scene Area" and "Battle Area" are collectively referred to as the "Field".
- 3.1.4. If a card in any zone is exiled by an effect, it is removed from the game and sent to a location outside of the game zones.
- 3.1.5. The number of cards in each zone is public and can be checked by either player at any time.

3.2. Changing Zones

- 3.2.1. When a card moves between a public zone and a private zone, it takes on the state of the destination zone.
- 3.2.2. If multiple cards are simultaneously moved from a public zone to a private zone, the player moving the cards may arrange them in any order without revealing that order, unless otherwise specified.
- 3.2.3. A card that changes zones becomes a different card, even if it returns to the previous zone. Any effects affecting it or that would have affected it previously don't affect it in the new zone unless they specify that they do. A card on the field that changes orientation (horizontal, vertical, face-up, or face-down) is still the same card, and has not changed zones.

3.3. Deck

- 3.3.1. Each deck zone is where a player's deck is placed at the start of the game. Cards in decks are face-down and are not public. Players cannot look through decks or rearrange their order, unless otherwise specified.
- 3.3.2. The deck is a private zone.
- 3.3.3. Players are recommended to position their deck zone to their right.

3.4. Hand

- 3.4.1. Each hand zone contains the cards a player has drawn. Cards in hand should be held so their front side remains hidden from the opposing player.
- 3.4.2. The hand is a private zone. Cards in hand are not public, but each player may look at their own hand at any time.
- 3.4.3. There is no maximum hand size.

3.5. Scene Area

- 3.5.1. The scene area is where scene cards are placed.
- 3.5.2. The scene area is a public zone.

3.6. Battle Area

- 3.6.1. The battle area is where each player sets their character cards, with their cards opposite each other.
- 3.6.2. The battle area is a public zone.
- 3.6.3. Face-down character cards in the battle area are not public, but each player may look at face-down cards they have set.

3.7. Discard Area

- 3.7.1. Each discard area contains that player's discarded cards.

3.7.2. The discard area is a public zone. Cards in the discard area are face-up and public. A player may rearrange the order of the cards in their own discard area. When cards are placed in a discard area, they are stacked sequentially on top of the existing cards.

3.7.3. Players are recommended to position their discard area to their left.

3.8. Exiled cards

3.8.1. If a card in any zone is exiled by an effect, it is removed from the game and sent to a location outside of the game zones.

3.8.2. Cards removed from the game cannot be used for the rest of the game.

3.8.3. Cards removed from the game are considered public information and can be checked by players.

3.8.4. Cards removed from the game are managed by their respective owners.

3.8.5. Players are recommended to place their exiled cards to the right of their deck.

4. Game Preparation

4.1. Building a Deck

4.1.1. Each deck has exactly 50 cards.

4.1.2. A deck may include no more than 4 copies of any card with the same card number.

4.1.3. Some cards have parallel versions, which may have an additional branch number appended to the card number. These cards are considered to have the same card number while building a deck. (※Example)



4.2. Steps before starting the game

4.2.1. Each player shuffles their deck to randomize it, and places it face-down in their deck area. *Please refer to the floor rules for more details on deck randomization (shuffle methods).

4.2.2. Players play Rock-Paper-Scissors, and the winner chooses if they will be the "Lead Player" or the "Next Player" for the first turn.

4.2.3. Each player draws six cards from the top of their deck to form their starting

hand. Then, starting with the Lead Player, each player may redraw once. To redraw, a player returns all six cards from their hand to the bottom of their deck, then draws six new cards from the top. After this, their deck is shuffled.

5. Game Progression

5.1. Turn Progression

5.1.1. During the game, each turn is shared by both players.

5.1.2. Each turn consists of the following nine phases, which are repeated in order until a winner is determined. These nine phases collectively make up a single turn.

5.1.3. Each of these phases takes place every turn, even if nothing happens during the phase.

5.2. Start Phase

5.2.1. This phase confirms who is the 'Lead Player' and the 'Next Player' for the turn.

5.3. Draw Phase

5.3.1. Players do not draw cards during the draw phase of the first turn.

5.3.2. Starting from the second turn, each player draws a card. To draw a card, a player puts the top card of their deck into their hand.

5.3.3. There is no maximum hand size.

5.4. Lead Player Set Scene Card Phase

5.4.1. In this phase, only the Lead Player may perform the following action:

5.4.2. In this phase, the Lead Player may set one scene card from their hand, face-up in the Scene Area.

5.5. Set Character Card Phase

5.5.1. This phase consists of two steps, in order: Lead Player set character card step, and Next Player set character card step.

5.5.2. Placement of Character Cards

5.5.2.1. The first battle area is on the right side of the field, as seen from the Lead Player of the first turn.

5.5.3. Lead Player Set Character Card Step

5.5.3.1. The Lead Player sets one character card from their hand face-down, vertically in the battle area for this turn.

5.5.4. Next Player Set Character Card Step

5.5.4.1. The Next Player sets one character card from their hand face-down, vertically, and directly opposite the Lead Player's card, in the same battle area.

5.5.5. The space where the two character cards face each other becomes the battle area for those characters.

5.5.6. Unless otherwise specified, character cards on the field cannot be moved or removed.

5.5.7. The battle area for each subsequent turn expands into the next available space on the field, moving leftward from the first battle area, as seen from the Lead Player of the first turn.

5.6. Level Up Phase

5.6.1. This phase consists of two steps, in order: Lead Player Level Up Step, and Next Player Level Up Step. To level up a card, a player stacks a card from their hand with

the same 'Character Name' and exactly 1 Level higher, face-down and vertically on top of it.

5.6.2. Lead Player Level Up Step

5.6.2.1. The Lead Player may level up their character cards on the field.

5.6.2.2. A card cannot be leveled up with a card that has the same Level, a lower Level, or by skipping Levels.

5.6.2.3. During each Level Up Phase, each character in a Battle Area may only level up once.

5.6.3. Next Player Level Up Step

5.6.3.1. The Next Player may level up their character cards on the field.

5.7. Open Phase

5.7.1. This phase consists of two steps, in order: Lead Player character enters play effects step, and Next Player character enters play effects step. At the start of this phase, all face-down cards on the field are flipped face-up. Triggered powers that trigger off characters entering play at this time, will wait for their designated player's character enters play effect step to resolve. ※For details on resolving multiple triggered effects, see "10. Effect Activation and Resolution."

5.7.2. Lead Player character enters play effects step

5.7.2.1. The Lead Player resolves their waiting triggered effects.

5.7.3. Next Player character enters play effects step

5.7.3.1. The Next Player resolves their waiting triggered effects.

5.8. Effect Activation Phase

5.8.1. This phase consists of two steps, in order: Lead Player Payment Effects Step, and Next Player Payment Effects Step. During each step, the designated player may use payment powers.

5.8.2. Lead Player Payment Effects Step

5.8.2.1. The Lead Player may use payment powers. Each time a payment power is used, its corresponding payment effect resolves immediately. This process continues until the Lead Player passes, and the game proceeds to the next step.

5.8.3. Next Player Payment Effects Step

5.8.3.1. The Next Player may use payment powers. Each time a payment power is used, its corresponding payment effect resolves immediately. This process continues until the Next Player passes, and the game proceeds to the next phase.

5.9. Judgement Phase

5.9.1. In this phase, characters facing each other in each Battle Area engage in battle (comparing their BP) to determine the outcome of each battle.

5.9.2. The BP of each character is compared, and its battle outcome, win or lose, is determined.

5.9.3. Battle Outcomes

5.9.3.1. Each turn, characters facing each other in each Battle Area engage in battle (comparing their BP) to determine each battle outcome for that turn.

5.9.3.2. Characters on the field from previous turns also engage in battle again.

5.9.4. Determining Wins and Losses

5.9.4.1. Compare the BP of characters facing each other. The character with the higher BP wins, and the character with the lower BP loses.

5.9.4.2. The winning character is turned upright (vertically), and the losing

character is turned sideways (horizontally).

5.9.5. Ties

5.9.5.1. If the BP of both characters is the same, it is a tie.

5.9.5.2. In the event of a tie, both characters are turned sideways (horizontally).

5.9.6. Determining the Lead Player for the next turn

5.9.6.1. The player whose character won the most recent battle becomes the Lead Player in the Start Phase of the next turn.

5.9.6.2. If the most recent battle is a tie, the current Lead Player remains the Lead Player for the next turn.

5.10. End Phase

5.10.1. This phase processes actions that occur at the end of a turn.

5.10.2. Text following "At end of turn, " from resolved effects are processed. Resolved effects that last "for this turn" expire.

6. Rules for Scene Cards

6.1. Scene Cards

6.1.1. Only one scene card can exist on the field at a time.

6.1.2. Only one scene card can be set face-up in the Scene Area each turn.

6.1.3. A scene card is a "scene" while it is on the field. In all other game zones, it is a "scene card".

6.2. Whenever a scene card enters the field...

6.2.1. Whenever a scene card is set in the Scene Area, the player who set that scene may draw a card.

6.2.2. Whenever a scene card is put into the Scene Area by a resolving effect, the player who placed that scene may draw a card.

6.2.3. As a scene enters play, the game rule allowing the player to draw a card (see 6.2.1 and 6.2.2) is performed, before resolving any triggered effects created by that scene entering play.

6.3. To set a Scene Card

6.3.1. A scene card's Round (the number of glowing segments in the bottom left icon) is the threshold cost required to set it. This cost is satisfied if the Field Round count is equal to or higher than that scene card's Round. The Field Round count is the number of battles between characters on the field (number of Battle Areas).

6.3.2. If there is a scene on the field, it can only be replaced by another scene card with an equal or higher Round. As the new scene card enters the scene area, the previous scene is sent to its owner's discard area.

6.3.3. Powers on a scene on the field can only be used by its owner.

7. Characters Engaged in Battle

7.1. A character's "battle opponent" is the opposing character that faces it in the same battle area.

7.1.1. "This character's battle opponent" on a resolving effect refers to the battle opponent of the character that is the source of the effect, unless otherwise specified.

"The battle opponent of <description>" on a resolving effect refers to the battle opponent of characters that match <description>.

7.1.2. "Your character" or "opponent's character" on a resolving effect refers to

characters on the field belonging to the respective player, unless otherwise specified.

8. BP (Battle Points)

8.1. Determining BP

8.1.1. To determine a character's BP value, read the BP value corresponding to its state (SINGLE, DOUBLE, TRIPLE, or QUAD) on the topmost face-up card in its stack.

8.1.2. Some character cards have [EXT] [EXTRA] BP. That value is used when specific conditions are met.

9. Powers and Effects

9.1. Types of Powers

9.1.1. A card's power is the active effect text that it has. There are three types of powers: triggered, continuous, and payment. Some cards may have effect text that is active during deck-building.

9.2. Triggered powers can be identified with «When...»

9.2.1. A triggered power watches for its trigger event to happen, at which point it triggers, and creates a triggered effect that resolves immediately (but see 10.1.3.2). If multiple instances of its trigger event occur at the same time, a triggered power will only trigger once.

9.2.2. Triggered powers that trigger off characters entering play at the start of the Open Phase are an exception to 9.2.1. These triggered effects do not resolve immediately, and will wait for the designated player's enters play step to do so.

9.3. Continuous power's effect text are underlined. Any power that is not a payment or triggered power, is a continuous power.

9.3.1. Continuous powers create a continuous effect and last for as long as that power is active.

9.3.2. Continuous effects always use information from the current game state.

9.4. Payment powers

9.4.1. Payment powers can be identified with [Activate] and →. A payment power is used by paying its cost. Doing so creates a payment effect that resolves immediately.

9.4.2. [Activate] (X per turn), designates a payment power's restrictions on the number of times it can be used (X), within the specified duration (per turn).

9.4.3. →, designates a payment power's cost and effect. The text to the left of that arrow is the cost of that power. The text to the right is the payment effect that using that power creates.

9.4.4. If the entire cost of a payment power cannot be paid, that payment power cannot be used.

10. Effect Text Status, and Resolving Effects

10.1. Resolving Effects

10.1.1. A card's effect text is not active while it is face-down, unless otherwise specified.

10.1.2. A card's effect text is only active while it is on the field, unless otherwise specified.

10.1.3. A card's effect text becomes active as it is turned face-up.

10.1.3.1. While more than one card is stacked, only the topmost face-up card's

effect text is active. The effect text of face-up cards under that card is not active.

10.1.3.2. If multiple triggered powers trigger simultaneously, its controller decides the order which the waiting triggered effects resolve, one at a time. The power that created the triggered effect must be active for it to resolve.

10.1.3.3. If a player resolves triggered effect A before triggered effect B, and this creates another triggered effect C, effect C is resolved after effect A has resolved, but before resolving effect B.

10.1.3.4. If multiple triggered powers, controlled by different players, trigger simultaneously, they are resolved starting from the Lead Player.

10.2. Cards with multiple triggered powers

10.2.1. If multiple triggered powers on the same card trigger simultaneously, its controller decides the order which the waiting triggered effects resolve, one at a time. The power that created the triggered effect must be active for it to resolve.

11. Effects

11.1. Effect text describe actions to be performed, and sometimes specify conditions required to perform them.

11.2. Resolving Effect Text

11.2.1. A player resolves an effect by processing its text in order. If some of the text is impossible to perform, only as much as possible is performed.

11.3. "[Player] may (A)"; "[Player] may ... exactly (B)"

11.3.1. (A) is optional. [Player] chooses if they wish to do (A).

11.3.2. (B) is optional. With "exactly", [Player] can choose if they wish to do (B) only if it can be successfully completed in full. If any part of (B) is impossible to perform, the choice cannot be made and no part of (B) is done.

11.4. "You may (A), to (B)"

11.4.1. (A) is optional. The player chooses if they wish to do (A). (A) is done only if it can be successfully completed in full.

11.4.2. If (A) is not performed, (B) is not done.

11.4.3. If (A) is successfully completed in full, the player chooses if they wish to do (B).

11.4.4. If any part of (A) is impossible to perform, no part of (A) is done.

11.5. "If you have (A) in (zone), (B)", "If you have (A), (B)"

11.5.1. If the player has (A) in the specified (zone), or has (A) on the field (if no (zone) is specified), continue to do (B). If they do not, (B) is not done.

11.6. "BP grade increase/decrease by 1"

11.6.1. This effect changes a character's BP value that is read, when determining its BP. "BP increase by 1" changes its BP to DOUBLE if it is SINGLE, TRIPLE if it is DOUBLE, or QUAD if it is TRIPLE. Conversely, "BP decrease by 1" changes its BP to SINGLE if it is DOUBLE, to DOUBLE if it is TRIPLE, or to TRIPLE if it is QUAD.

11.6.2. This effect only changes the BP of the character. That character's state (SINGLE, DOUBLE, TRIPLE, or QUAD) remains unchanged.

11.6.3. Even if a character does not have a valid BP value to transition to (either increasing or decreasing), the effect is still successfully applied. If multiple "BP grade

increase/decrease by 1" effects apply to a character, they are considered cumulative. The final grade to increase or decrease the character's BP to is determined by summing all increases and decreases, then applying the result.

11.6.4. EXTRA BP does not have a valid BP value to transition to (either increasing or decreasing). Even so, the effect is still successfully applied.

11.6.5. Any effect checking if a character's "BP grade is increased/decreased" will find that condition to be met while the respective "BP grade increase/decrease" effect is successfully applied to that character, regardless of the final result.

11.7. "+/- X BP"

11.7.1. This effect increases (+) or decreases (-) the BP of the character by that amount (X).

11.7.2. If this effect would reduce a character's BP to less than 0, its BP does not become negative and instead becomes 0. If multiple "+/- BP" effects apply to a character, they are considered cumulative. The final value to increase or decrease the character's BP to is determined by summing all increases and decreases, then applying the result.

11.7.3. If "BP grade increase/decrease by 1" effects and "+/- X BP" effects both apply to a character, all "BP grade increase/decrease by 1" effects are applied first, then "+/- X BP" are applied after.

11.8. "put [card] into play [destination]"

11.8.1. This effect puts the designated [card] into the designated [destination] on the field.

11.8.2. This triggers relevant <When... enters play> triggered powers, and the created triggered effect resolves immediately.

11.9. "swap the place of [A] with [B]"

11.9.1. This effect swaps the positions of [A] and [B].

11.9.2. This does not trigger any <When... enters play> triggered powers.

11.10. "draw X card(s)"

11.10.1. The player draws that many (X) cards. To draw a card, a player puts the top card of their deck into their hand. If a player draws multiple cards, each of those cards is drawn one at a time.

11.11. "reveal the top X cards of your deck"

11.11.1. The player reveals that many (X) cards from the top of their deck, one at a time. To reveal a card is to turn it face-up so that all players can see it. A revealed card stays in the zone from which it was revealed. After being revealed, a card goes back to being unrevealed in the same zone unless otherwise specified.

11.12. "you may return the top card of that character to [player's] hand."

11.12.1 This effect puts the topmost card of the designated character into its owner's hand.

11.12.2. If the topmost card of a character's stack has created a waiting triggered effect, and that card is then returned to its owner's hand, that waiting triggered effect does not resolve. (See 10.1.3.2.)

11.13. "Negate one effect text... for this turn"

11.13.1 This effect negates one effect text, for the designated duration (this turn).

11.13.2. Effect text that is negated, becomes inactive and stops generating any powers (see 9.1.1.).

11.14. "(A). Additionally, (B)."

11.14.1 (A) is processed first, then (B).

11.14.2. (B) is independent of (A). Following (A), regardless of whether (A) is performed fully, partially, or not at all, process (B).

11.15. Character cards without SINGLE BP

11.15.1 A character card that does not have any printed SINGLE BP value cannot enter play as SINGLE. Additionally, a character card on the field that does not have any printed SINGLE BP value cannot become SINGLE from any higher state (DOUBLE, TRIPLE, QUAD).

11.16. "(this) character's battle be a win"; "(this) character's battle be a tie"

11.16.1. These effects dictate the battle outcome of that character's battle during the judgment phase. If a character has "be a win", it wins its battle and the character facing it loses. If a character has "be a tie", its battle is a tie.

11.16.2. If both characters have "be a win", the battle is a tie.

11.16.3. If one character has "be a win" while the character facing it has "be a tie", the character with "win" wins the battle and the character with "tie" loses.

11.17. "Charge (X)【Character Name】"

11.17.1. This effect is: "You may reveal up to (X) card(s) from the top of your deck and put them face-down and sideways under one of your 『Character Name』.". Each player may look at their own face-down and sideways cards placed by Charge at any time.

11.17.2. Face-down and sideways cards placed by Charge under a character do not change its state (SINGLE, DOUBLE, TRIPLE, or QUAD).

11.17.3. If Charge places a new face-down and sideways card under a character that already has one or more cards placed by Charge, the new card is placed on the bottom of the existing cards placed by Charge.

11.17.4. If an effect (other than Charge) places a new card on the bottom of a character that already has one or more cards placed by Charge, the new card is placed on the bottom of that character's stack, above any cards placed by Charge.

12. Other Rules

12.1. Incorrect level-up processing

12.1.1. Stacked character cards on the field must have the same 'Character Name', and the card above must be exactly 1 Level higher than the card below. If a stack of character cards on the field becomes incorrectly level-up from the Level Up Phase, and does not conform, the incorrectly level-up card is returned to its owner's hand.

12.2. Incorrect level-up processing due to an effect

12.2.1. If a stack of character cards on the field becomes incorrectly level-up due to an effect, and does not conform, the top card of that stack is sent to its owner's discard area until it does.

12.3. "look at [card] in [private zone]."

12.3.1. If an effect allows a player to look at cards in a private zone, only the specified player does so, unless otherwise specified.

12.3.2. If an effect allows a player to look at cards in a private zone, all cards remain in the same zone, and in the same position, unless otherwise specified.

12.4. Vacant battle areas

12.4.1. A battle area may become vacant if a character is removed from it by an effect without being replaced.

12.4.2. During the Judgment Phase, if a battle area is not fully occupied, it is processed as follows:

12.4.2.1. A character in a battle area with no battle opponent wins that battle.

12.4.2.2. If a battle area is completely vacant with no characters in it, that battle has no result.

12.4.2.3. If the battle area of the most recent battle has no result (as per rule 12.4.2.2), the current Lead Player remains the Lead Player for the next turn.

12.4.3. During the Set Character Card Step, a player must set a character card in all of their vacant battle areas. A player who cannot do so loses the game immediately.

(UCG CR ENG v1.4 > v1.5)

2.2.2. *updated*

2.3.6. *updated*

3.2.3. *added*

10.2. *added*

11.3. *updated*

11.16. *added*

11.17. *added*

12.2. *updated*