



DIGIMON **CARD GAME**

Official Rule Manual
ver. 2.1

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* The illustrations in this manual may differ slightly from actual products.

In the event of a discrepancy between the contents of the English and Japanese versions of the rulebook, the Japanese rulebook takes precedence.

About the Game

The Digimon Card Game is a trading card game where you battle against your opponent!

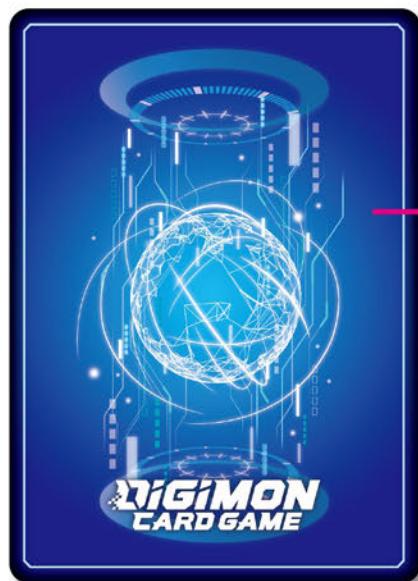
Players play their Digimon partners to their battle area, and then attack their opponents.

Digimon become stronger and gain new abilities by digivolving!

Destroy all of the security cards guarding your opponent and deliver a finishing blow to achieve victory!

Card Information

Digimon Cards/Digi-Egg Cards



* Digi-Egg cards have a different card back.

Digimon Cards

Digi-Egg Cards

* Digi-Egg Cards are treated as Digimon after they are hatched from the Breeding Area.



Tamer Cards



● **Play Cost:** The required memory cost to play a Tamer to your Battle Area.

● **Effects:** Special abilities the Tamer possesses.

● **Card Name:**

● **Color:**

● **Card Number:**

● **Rarity:**

● **Security Effect:** Effect activated when this card is flipped over in the Security Stack by a security check.

Option Cards



● **Cost:** Required memory cost to use the Option card.

● **Effect:** Effect that is activated when the Option Card is used.

● **Card Name:**

● **Color:**

● **Card Number:**

● **Rarity:**

● **Security Effect:** Effect activated when this card is flipped over in the Security Stack by a security check.

The Playing Field

When playing, arrange your cards as shown below.

● Security Stack

A defensive wall that protects the player.

When a player is attacked, they lose security cards from the stack. When a player is attacked and they have no security cards left in their security stack, they lose the game.



● Digi-Egg Deck Zone

Where your Digi-Egg deck should be placed.



You

Battle Area



● Memory Gauge

The Memory Gauge is used when paying memory costs.

It is shared by both players.

● Deck Zone

Where your deck should be placed.



● Trash (Recycle Bin)

Place discarded cards here face up.



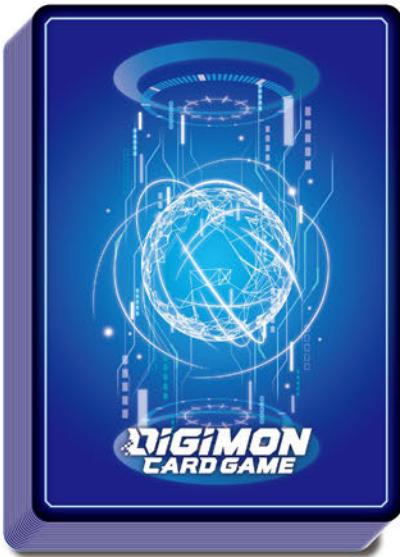
● Breeding Area

This is where Digimon hatched from the Digi-Egg Deck are placed.

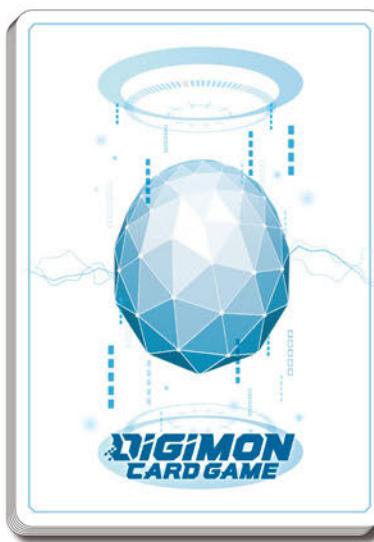
Digimon in the breeding area can't activate any effects, and unless an effect is specifically meant to affect Digimon in the breeding area, they are not affected by effects from other cards.

The following items are required to play the Digimon Card Game.

- Deck: A deck with a total of 50 cards, made up of Digimon cards, Tamer cards, and Option cards.
A deck can contain no more than four copies of cards with the same card number.
- Digi-Egg Deck: A deck made up of 0-5 Digi-Egg Cards.
A Digi-Egg deck can contain no more than four copies of cards with the same card number.
A Digi-Egg deck is not required to play.
- Memory Gauge & Counter: The gauge displays both players' memory. A single gauge is shared between opponents.
- Token Cards: If your deck includes cards that use tokens, make sure you have enough token cards for them.
(For more details on tokens, please see the “Tokens” section in this manual.)



● Deck



● Digi-Egg Deck



● Memory Gauge & Counter

Play sheets are not required, but it is recommended that each player has one.

Setting up the Game

* If there are any discrepancies between the rule manual and the card text, the card text should take precedence.

- 1 Shuffle your deck, then place it in the Deck Zone.
- 2 Shuffle your Digi-Egg deck, then place it in the Digi-Egg Zone.
- 3 Draw 5 cards from the top of your deck, and place them face down in your security stack, one at a time, without looking at them. (The top card of your deck should become the bottom card of your security stack.)
- 4 Determine who goes first by Rock-Paper-Scissors. The winner automatically goes first.
- 5 Draw 5 cards from your deck. This is your starting hand.
- 6 Place the counter on the number 0 on the Memory Gauge, and you're ready to start the game!

* Paying Memory Costs

This game uses a Memory Gauge (memory) system to pay the memory costs of cards. For example, to pay a memory cost of 3, you would need to move your memory counter 3 spaces to the right.

During your turn, if the memory counter lands on a number greater than 0 on your opponent's side due to costs or other effects, your turn ends and it becomes your opponent's turn. (If the counter is on 0, your turn continues.)

*After all effects have finished activating, your opponent's turn begins.

Neither player can have more than 10 memory.

To pay a memory cost exceeding 10, you must be able to move the memory counter that many spaces.

For example, you won't be able to play a card with a memory cost of 13 unless you have at least 3 memory.

Paying a memory cost of 3



Enough memory to pay a memory cost of 13



Not enough memory to pay a memory cost of 13



* Suspended and Unsuspended States

Digimon that are played are typically placed upright in the *unsuspended state*. After performing an action such as attacking or blocking, they are rotated sideways to show they are in the *suspended state*.



Unsuspended

Returning a suspended card to the unsuspended state is called *unsuspending*, while changing an unsuspended card to the suspended state is called *suspending*.



Suspended

Game Flow

Gameplay consists of the following four phases, starting with the player who goes first.

① Unsuspend Phase

Unsuspend Phase

Unsuspend all of your suspended cards.

② Draw Phase

Draw Phase

Draw one card from your deck.

If a player can't draw because there are no cards left in their deck, that player loses the game. The player who goes first does not draw a card during the Draw Phase on their first turn.

③ Breeding Phase

Breeding Phase

Players can do only one of the following:

- Hatch a Digi-Egg
- Move a Digimon out of the Breeding Area
- Do Nothing

This can only be done once per turn.

● Hatch a Digi-Egg

This can only be done when there are no Digimon in the breeding area. Flip one card face up from the top of the Digi-Egg deck and place it in the breeding area. A hatched Digi-Egg card is treated as a level 2 Digimon.

● Move a Digimon out of the Breeding Area

A Digimon can be moved from the breeding area to the battle area once they have digivolved into a level 3 or higher Digimon. Digimon that are level 2 or lower can't enter the battle area. Moving Digimon from the breeding area to the battle area isn't considered playing the Digimon, so On Play effects won't activate. It's possible for a Digimon to perform an attack on the same turn they were moved to the battle area.

● Do Nothing

Proceed to the next phase without doing anything.

④ Main Phase

Main Phase

The primary phase of the game.

During this phase, players can perform as many of the following actions as they like, in any order.

- A. Playing Digimon
- B. Digivolving
- C. Playing Tamers
- D. Using Option Cards
- E. Attacking

* The following pages contain a detailed explanation of the main phase.

End of the Turn

If the memory counter lands on a number greater than 0 on your opponent's side due to costs or other effects, your turn ends and it becomes your opponent's turn. (After all effects finish activating, your opponent's turn begins. If an effect causes the memory counter to return to 0 or greater on your side, your turn continues.)

Main Phase A, B, C, D

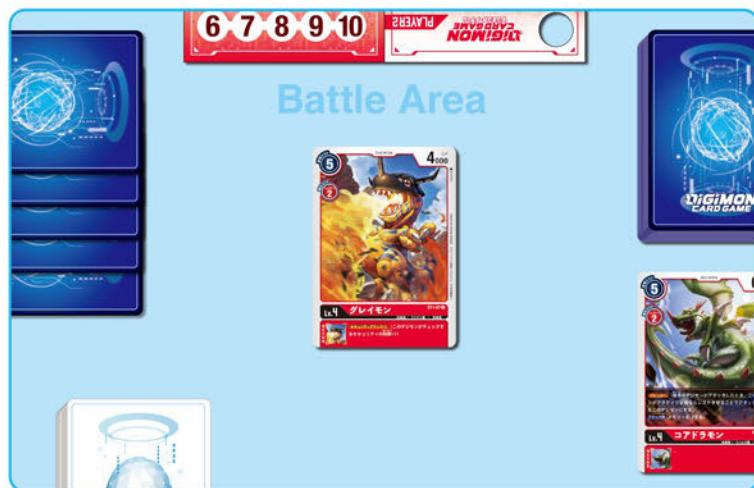
A. Playing Digimon

Players can play Digimon cards from their hand to their battle area.

First, place the Digimon card you want to play in the battle area unsuspended.

Next, pay the play cost of that Digimon card. The Digimon is now played in the battle area.

Digimon can't attack on the turn they were played. There's no limit to how many Digimon can be placed in the battle area.



B. Digivolving

Players can digivolve the Digimon in their battle area or breeding area.

Check the digivolution conditions listed on a card in your hand. If you have a Digimon in play that matches the required color and level, it can digivolve into the Digimon card you have in your hand. If a card has multiple digivolution conditions, a Digimon must only satisfy one of those conditions to digivolve into it.

The image to the right illustrates the digivolution conditions for a card that digivolves from a red level 3 Digimon with a digivolve cost of 2.



Place the digivolved Digimon card from your hand onto the card that meets its digivolution conditions. Stack them so that any inherited effects of the card below it are visible. Next, pay the digivolve cost written on the card. Once digivolution is complete, draw 1 card as a digivolution bonus.

- * When digivolving a suspended Digimon, it remains suspended after digivolution.
- * Digimon can attack after digivolving. However, they still can't attack on the turn they are played, even if digivolved.
- * [When Digivolving] effects activate after the digivolution bonus.

Cards placed below a Digimon due to digivolution or card effects become digivolution cards.

The inherited effects of those cards can be used after digivolving with them.

The digivolution card and digivolved Digimon are treated as a single Digimon.

If that Digimon is deleted, all of its digivolution cards are placed in the trash (recycle bin).

C. Playing Tamers

Players can play Tamer cards from their hand to their battle area.

First, place the Tamer card you want to play in the battle area unsuspended.

Next, pay the play cost for the Tamer card. The Tamer is now played to the battle area.

There is no limit to how many Tamers can be placed in the battle area. Tamers can't attack or block.

D. Using Option Cards

Players can use Option cards from their hand to activate their [Main] effects. To use an Option card, you must have at least one Digimon or Tamer in your battle area or breeding area that matches the color of the Option card. This is called a "color requirement" (a level 2 Digimon in a player's breeding area counts toward color requirements).

Place the Option card in the field from your hand, pay its cost, then the Option card's main effect is activated.

After the effect has been activated, the Option card is placed in the trash (recycle bin).

Security effects of Option cards can't be activated from your hand.

Main Phase E

E.Attacking

Digimon in the battle area can make attacks.

First, suspend an unsuspended Digimon you want to attack with and declare your attack.

Then, choose the target of your attack. You can either target one of your opponent's suspended Digimon in their battle area, or the opposing player.

Any When Attacking effects or effects that activate when one of your Digimon attacks are activated at this point.

After all effects have been activated, reaction timing occurs. During reaction timing, your opponent can activate <Blocker> and effects that read, "when an opponent's Digimon attacks."

Once all effects have been activated, proceed to the steps below.

Comparing DP

●Attacking the Opponent's Digimon

The attacking Digimon and the target Digimon battle each other.

The winner of the battle is determined by which Digimon has the higher DP.

The defeated Digimon is deleted and gets placed in its owner's trash (recycle bin).

If both Digimon have equal DP, the battle is a draw, and both Digimon are deleted.



* What Happens if a Digimon's DP Falls to Zero?

Digimon don't lose DP when they are attacked, but they can temporarily lose DP from certain effects. If a Digimon's DP drops to zero from an effect (it can't drop below zero), that Digimon is deleted and placed in the trash (recycle bin). Additionally, if an effect reduces a Digimon's DP to zero and deletes it, the Digimon is considered to have been deleted by rules processing, not the effect itself.

●Attacking the Opposing Player

If the opposing player has at least 1 security card in their security stack, flip over their top security card. Flipping a security card face up during an attack is called checking.

If the checked card has a security effect, that effect is activated.

You don't need to pay any memory cost to activate a security effect, and security effects on Option cards ignore normal color requirements for Option cards. Proceed after the security effect has been activated, or if the card has no security effect.

Cards are activated as follows, depending on what type was turned over.

Check the security effect

Digimon Cards

If a Digimon card is flipped over, that card becomes a Security Digimon, and does battle with the attacking Digimon.

Just like when a Digimon is attacked in the battle area, the Digimon with the higher DP wins.

Security Digimon are not considered regular Digimon, and effects that are effective on regular Digimon can't be activated against them.

Security Digimon also can't activate any of their effects, with the exception of security effects.

If the attacking Digimon is defeated, they are deleted, and the attack ends.

Regardless of the battle's outcome, the Security Digimon is placed in the trash (recycle bin) after the battle ends.



Option and Tamer Cards

The card is placed in the trash (recycle bin). (* Unless the card has a security effect that allows it to be played or added to the player's hand.)

If your opponent has zero cards in their security stack and your attack is successful, you win the game.

* When a Single Attack Requires Multiple Checks

For Digimon with abilities such as <Security Attack +1>, where a single attack requires checking multiple security cards, perform one check at a time.

If the attacking Digimon loses the battle with the first card checked, or is returned to the player's hand, the attack ends.

* What Happens When a Player has no Security Cards?

If there are no remaining security cards, yet an effect such as <Security Attack +1> allows for further security checks, the attack ends there.

The game continues even if a player has zero security cards at this point.

The opponent must make another successful attack against the player that has zero security cards in order to win the game.

* Defend Yourself with <Blocker>!

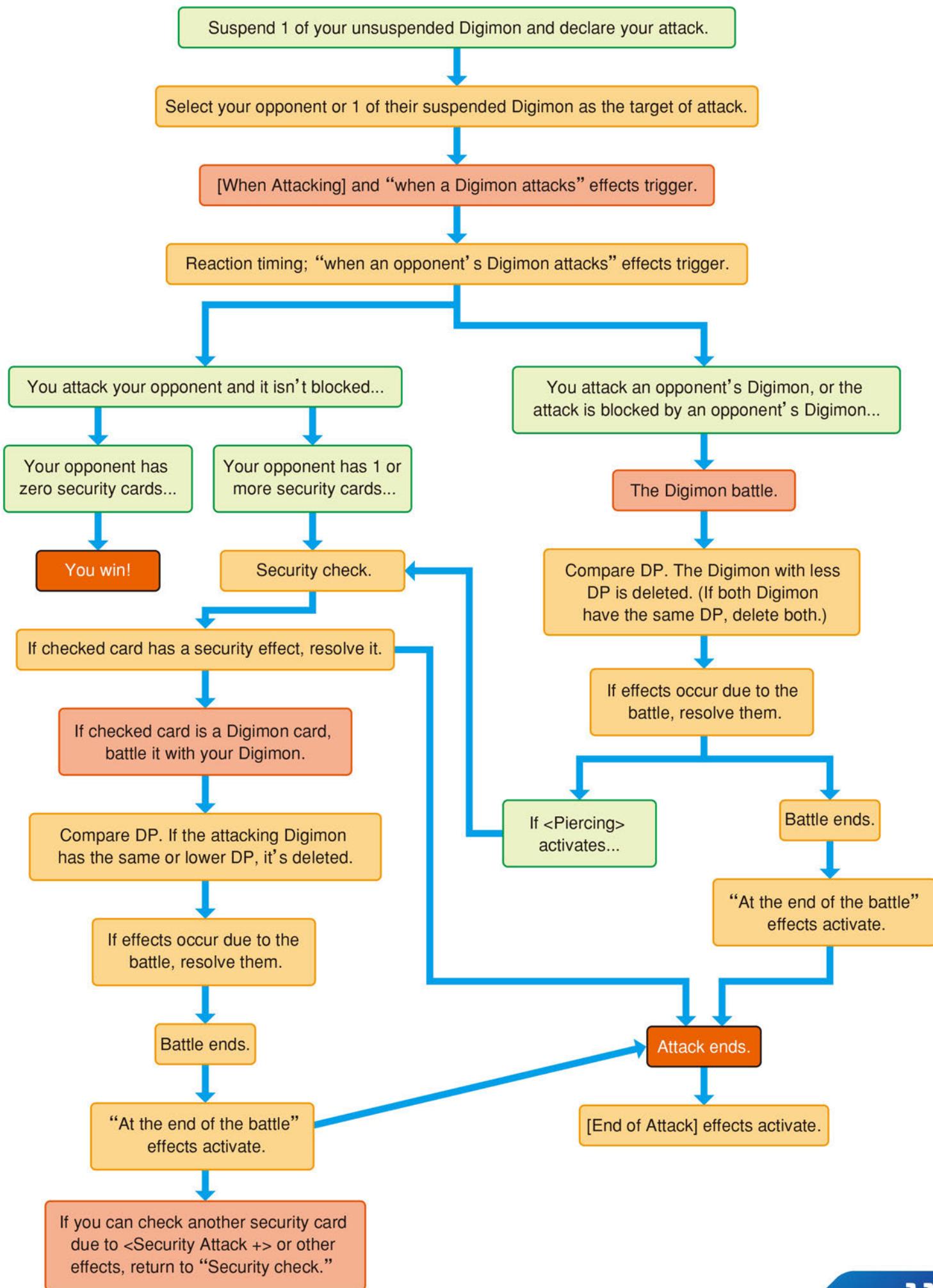
Some Digimon have the <Blocker> ability.

Digimon with this ability are able to block an opponent's attack, taking the attack themselves.

When <Blocker> is used, the target of the attacking Digimon's attack switches to the blocking Digimon and they do battle.

Use <Blocker> to protect yourself or Digimon you don't want to lose!

Attack Flowchart



Passing

If there is nothing left for you to do during a turn, you can pass the turn to your opponent.

When you pass your turn, the memory counter automatically moves to 3 on your opponent's side regardless of where it was before passing.



Ending a Turn

During your turn, if the memory counter goes to 1 or above on your opponent's side due to costs or other effects, your turn ends and it becomes your opponent's turn. (If any effects or actions are mid-activation, it becomes your opponent's turn once those effects have finished activating. If the activation of those effects brings the memory counter to 0 or above on your side, your turn continues.)

The memory counter remains where it was at the end of the turn.

Example : If a player pays a memory cost of 5 while their memory is at 1, the memory counter moves to the opponent's 4, and the opponent begins their turn with 4 memory.

Ending the Game

If either of the following occurs, you win the game.

- If you attack your opponent when they have zero security cards remaining.
- If your opponent can't draw during their draw phase because there are no cards left in their deck.

Tokens

There is a card in the Booster Pack that has an effect that plays Tokens.

Tokens are special cards that can be treated as Digimon or Tamers.

You keep them separate from your deck and can't play them through normal means.

You only play them using effects that say "play a Token."

When doing so, please make sure to have cards ready to use as Tokens. They can be any type of cards as long as they are easy to distinguish from your deck.

Tokens aren't counted as part of your deck.

- The names, abilities, and effects of Tokens differ based on the effect that played them.
- Tokens can't digivolve or become digivolution cards of other Digimon.
- Any effect that applies to Digimon also applies to Tokens played as Digimon. Any effect that applies to Tamers also applies to Tokens played as Tamers.
- If a Token is deleted, trashed, or returned to its owner's hand, it is removed from the game instead. Tokens can't be placed in your deck, Digi-Egg deck, hand, or trash (recycle bin).
- Tokens remain in play, even if the card with the effect that played them leaves play.

* What Happens When a Lv. 2 Digimon Enters the Battle Area?

Certain combinations of effects may cause a level 2 or lower Digimon to enter the battle area. If that happens, the level 2 or lower Digimon is placed in the trash (recycle bin) immediately, since level 2 or lower Digimon can't exist in the battle area. This is not treated as that Digimon being deleted.

* Effects That Make You Gain or Lose Memory

There are certain effects that can cause you to gain or lose memory.

The memory gained or lost is gained or lost by the player who uses the card.

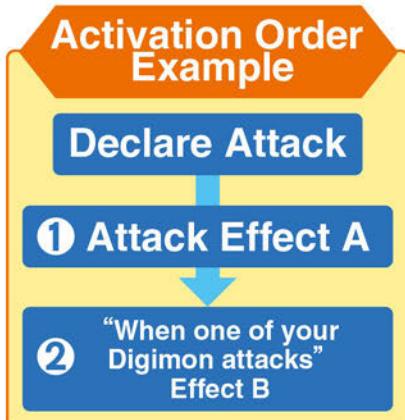
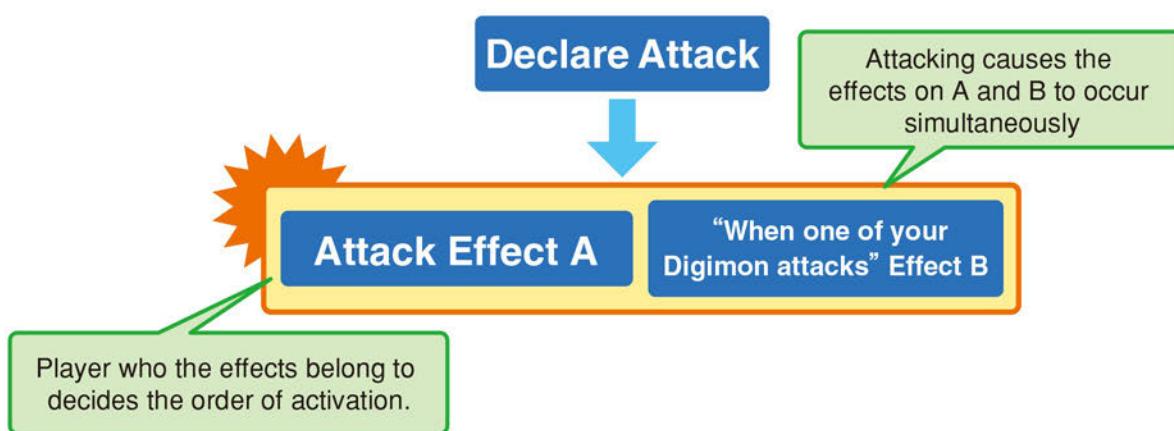
For example, the card "Hammer Spark" has a security effect that says "Gain 2 memory." If that card is checked by your opponent, you gain 2 memory. From your opponent's point of view, they lose 2 memory.

Effect Activation Order

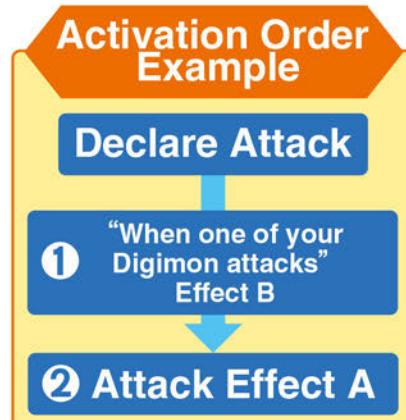
Sometimes, multiple effects can activate at the same time. (For example, when a Digimon with multiple When Attacking effects attacks.)

When multiple effects activate at the same time, the player they belong to gets to decide their order of activation.

When effects belonging to both players activate at the same time, effects belonging to the current turn's player take priority. After all effects belonging to the current turn's player have been activated, effects belonging to their opponent activate.



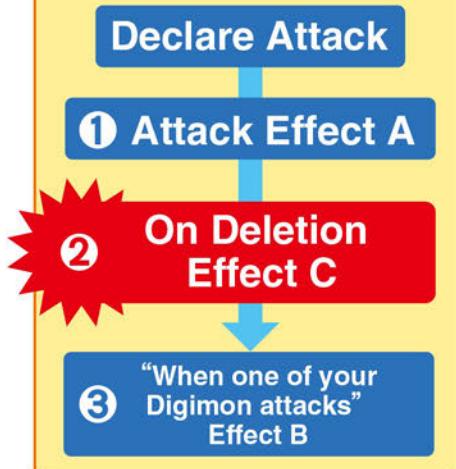
or



If activating an effect causes new effects to activate, they activate before other effects. If those effects cause even newer effects to activate, the newer effects activate before other effects.

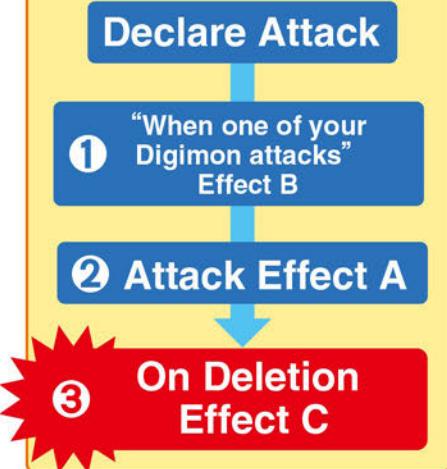


Activation Order Example

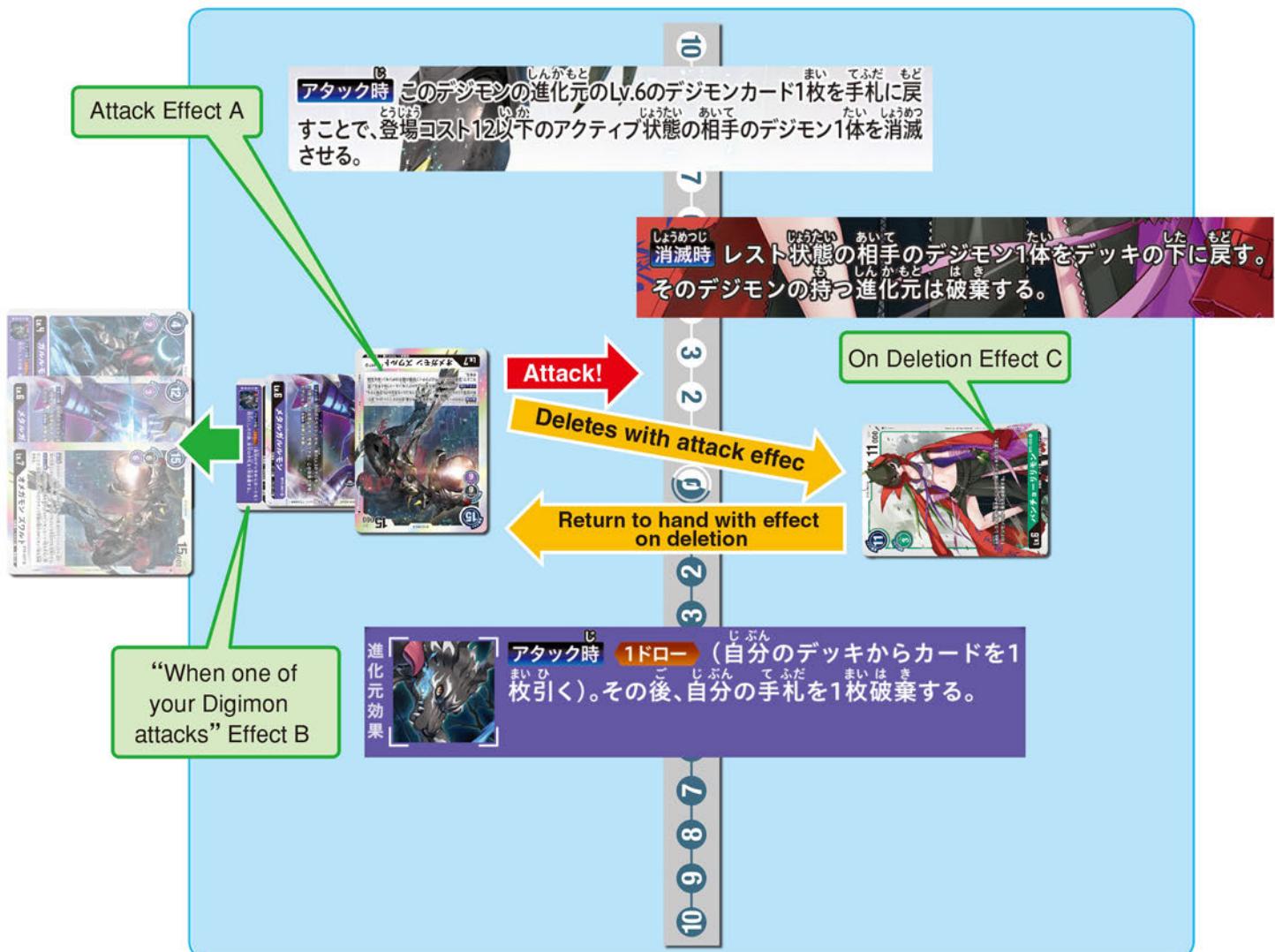


This board state can also be resolved like this:

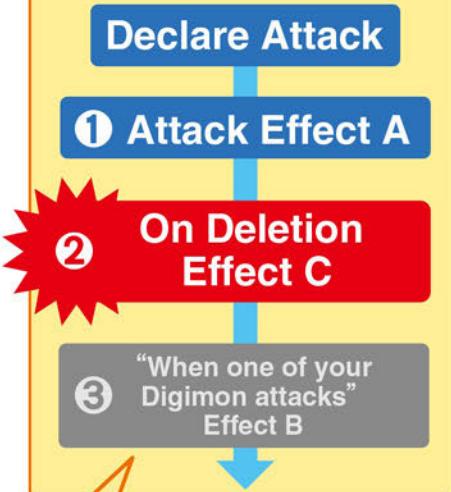
or



If an effect is ready to be activated but the Digimon/Tamer with the effect is deleted or returned to hand before the effect can activate, the effect doesn't activate.



Activation Order Example



This board state can also be resolved like this:

or



If a Digimon leaves play before its effect is activated, the effect is cancelled.