



DIGIMON **CARD GAME**

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

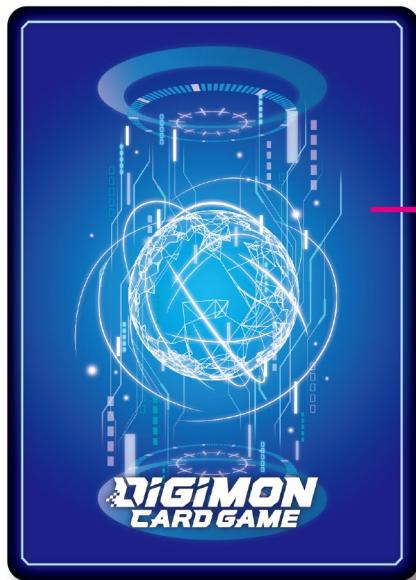
In the event of a discrepancy between the contents of the English and Japanese versions of the rulebook, the Japanese rulebook takes precedence.

About the Game

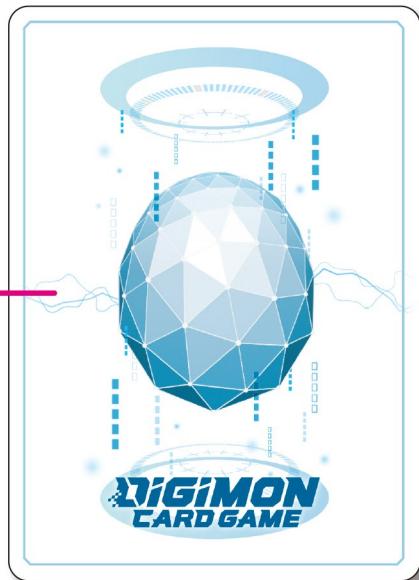
The Digimon Card Game is a trading card game where you battle against your opponent! Players play their Digimon partners to their battle area, and then attack their opponents. Digimon become stronger and gain new abilities by digivolving! Destroy all of the security cards guarding your opponent and deliver 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.



- **Play Cost:** The required memory cost to play the Digimon to your battle area.
- **DP (Digimon Power):** The Digimon's attack power. During battles, the Digimon with the higher DP wins. If a Digimon's DP is reduced to 0 by an effect, that Digimon is deleted and placed in the trash (recycle bin).
- **Digivolution Requirements:** The color and level of Digimon that can digivolve into this Digimon, along with the digivolve cost.
- **DNA/Special Digivolution:** Digivolution requirements for DNA and special digivolutions, specific to Digimon with DNA digivolutions (digivolutions combining two Digimon) and Digimon with special digivolution conditions.
- **DigiXros Requirements:** The requirements for placing digivolution cards for a DigiXros. Specific to Digimon that can perform a DigiXros upon play.
- **Effects:** Special abilities the Digimon possesses.
- **Lv.:** The Digimon's level.
- **Card Name:**
- **Color:**
- **Card Number:**
- **Rarity:**
- **Traits (Form/Attribute/Type):** The Digimon's characteristics.
- **Inherited Effect:** Effects that can be activated while a card is placed as a digivolution card.

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 (Inherited Effect):** Effect activated when this card is flipped over in the security stack by a security check. Some Tamer cards also have inherited effects written here instead of security effects.

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. Some Option cards have inherited effects written here instead of security effects.

The Playing Field

When playing, arrange your cards as shown below.

● Security Stack

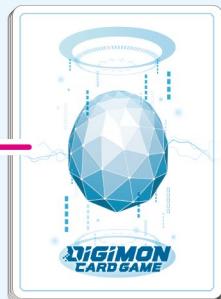
A defensive wall that protects the player.

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.



● Memory Gauge

The Memory Gauge is used when paying memory costs.

It is shared by both players.

Opponent



You

Battle Area

● Deck Zone

Where your deck should be placed.



● Trash (Recycle Bin)

Place discarded cards here face up.



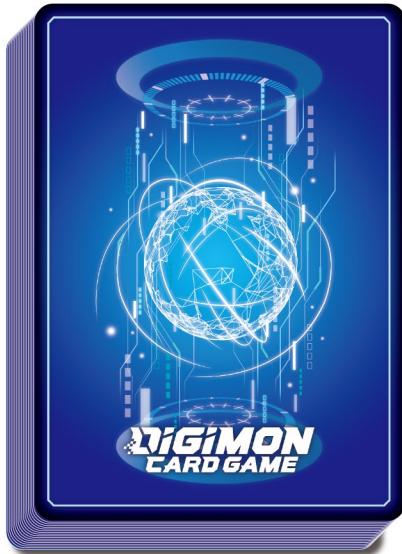
● Breeding Area

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

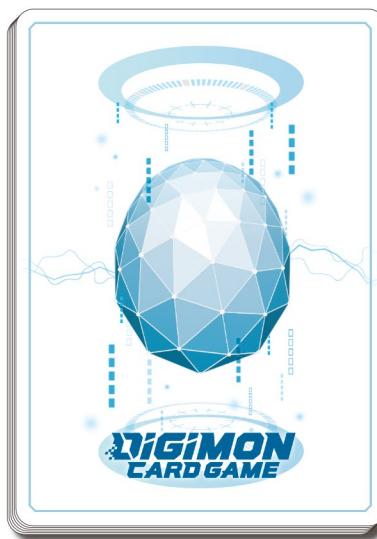
Digimon in the breeding area can't activate any effects, and unless an effect is specifically meant to affect Digimon in the breeding area, they are not affected by effects from other cards.

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

* This counter is removable.

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 Deck 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 if it has DP. (Digimon that don't have DP can't be moved to 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 requirements 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 requirements, a Digimon must only satisfy one of those requirements to digivolve into it.

The image to the right illustrates the digivolution requirements 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 requirements. 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>!

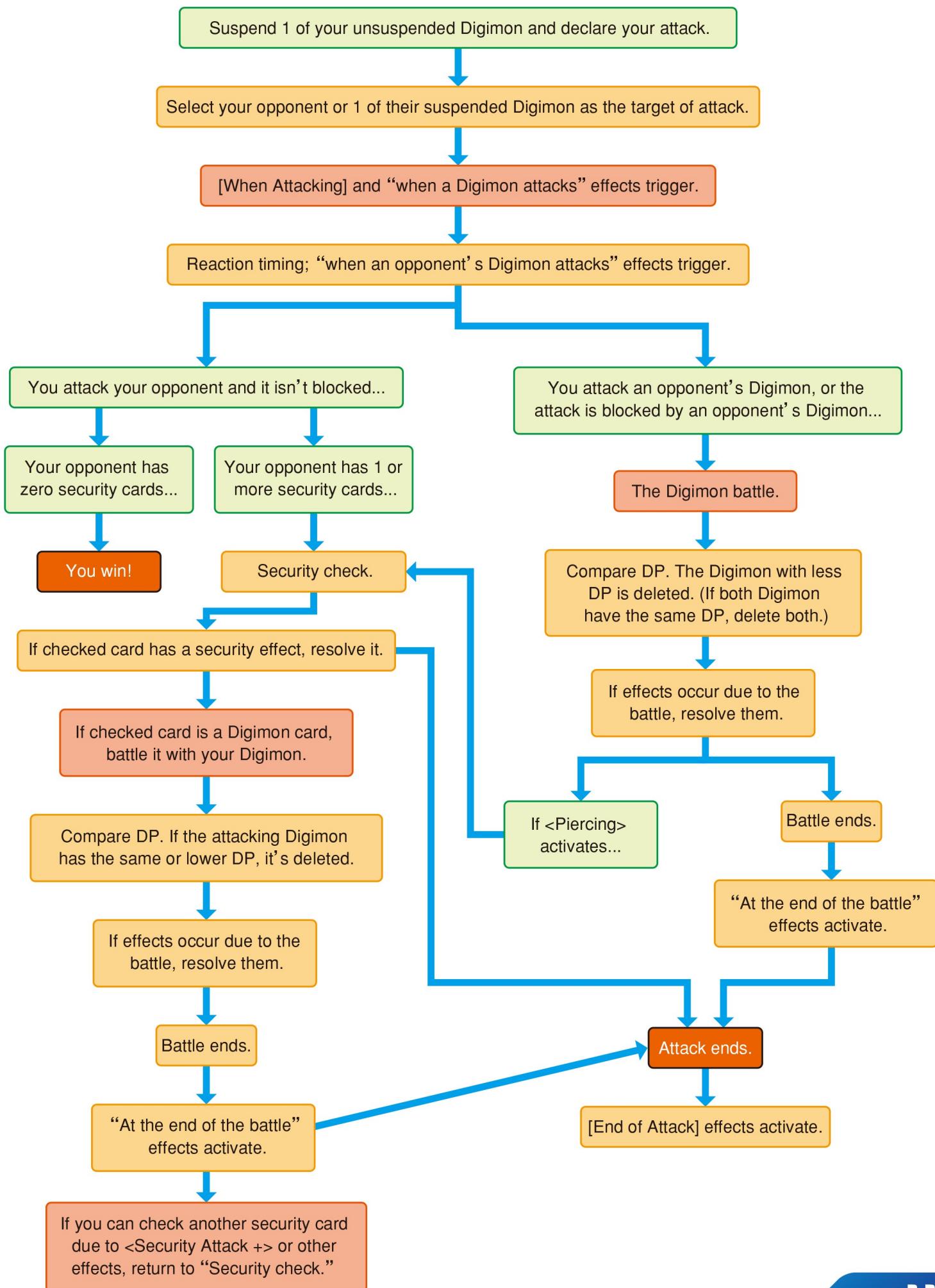
Some Digimon have the <Blocker> ability.

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!

How Attacks Play Out



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.

(We've created printable Token card data that you can download from the official Digimon Card Game website.)

- 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.
- Tokens cannot have digivolution cards
- 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 Digimon Without DP 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 don't have DP and 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.

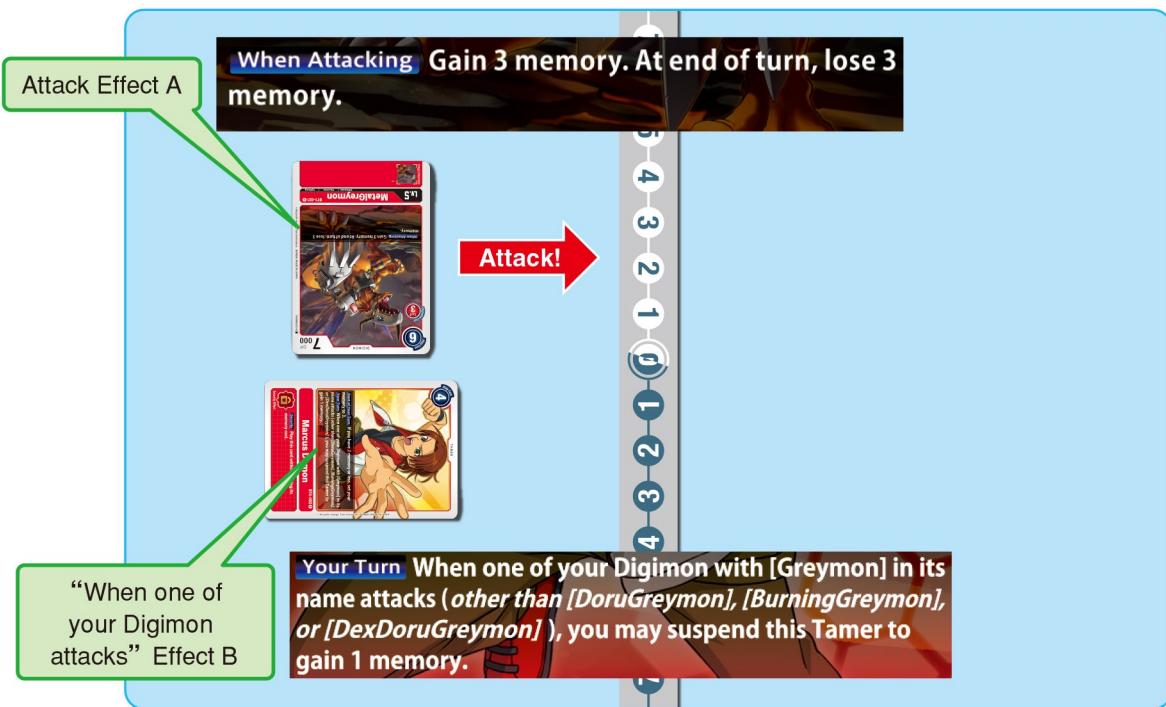
For example, the card “Hammer Spark” has a security effect that says “Gain 2 memory.” If that card is checked by your opponent, you gain 2 memory. From your opponent’s point of view, they lose 2 memory.

Effect Activation Order

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

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

When effects belonging to both players trigger 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.



“When one of
your Digimon
attacks” Effect B

Declare Attack

Attacking causes the
effects on A and B to occur
simultaneously

Attack Effect A

“When one of your
Digimon attacks” Effect B

Player who the effects belong to
decides the order of activation.

Activation Order Example

Declare Attack

① Attack Effect A

“When one of your
Digimon attacks”
Effect B

Or

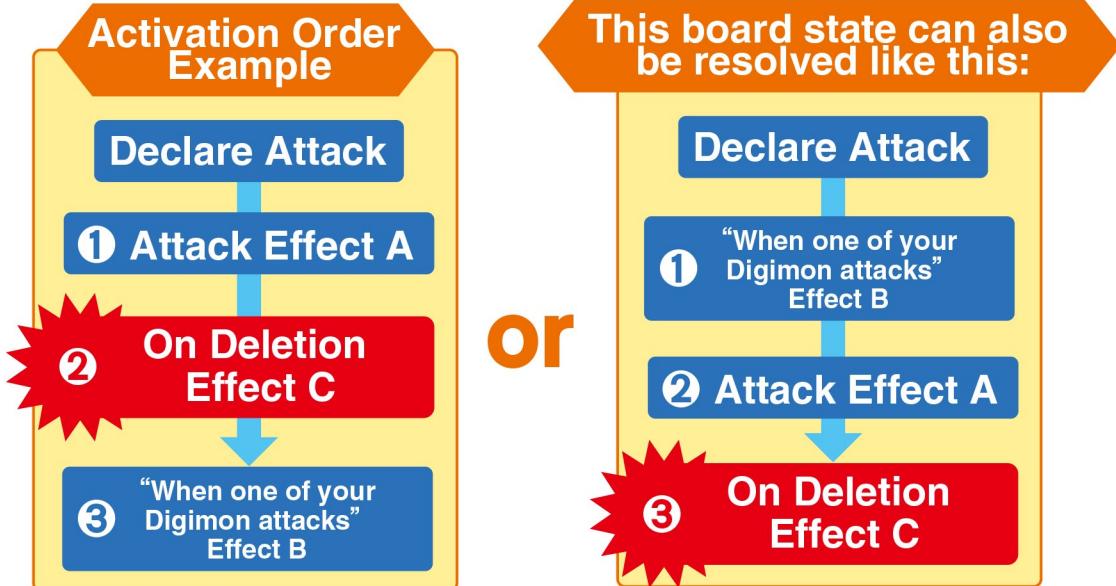
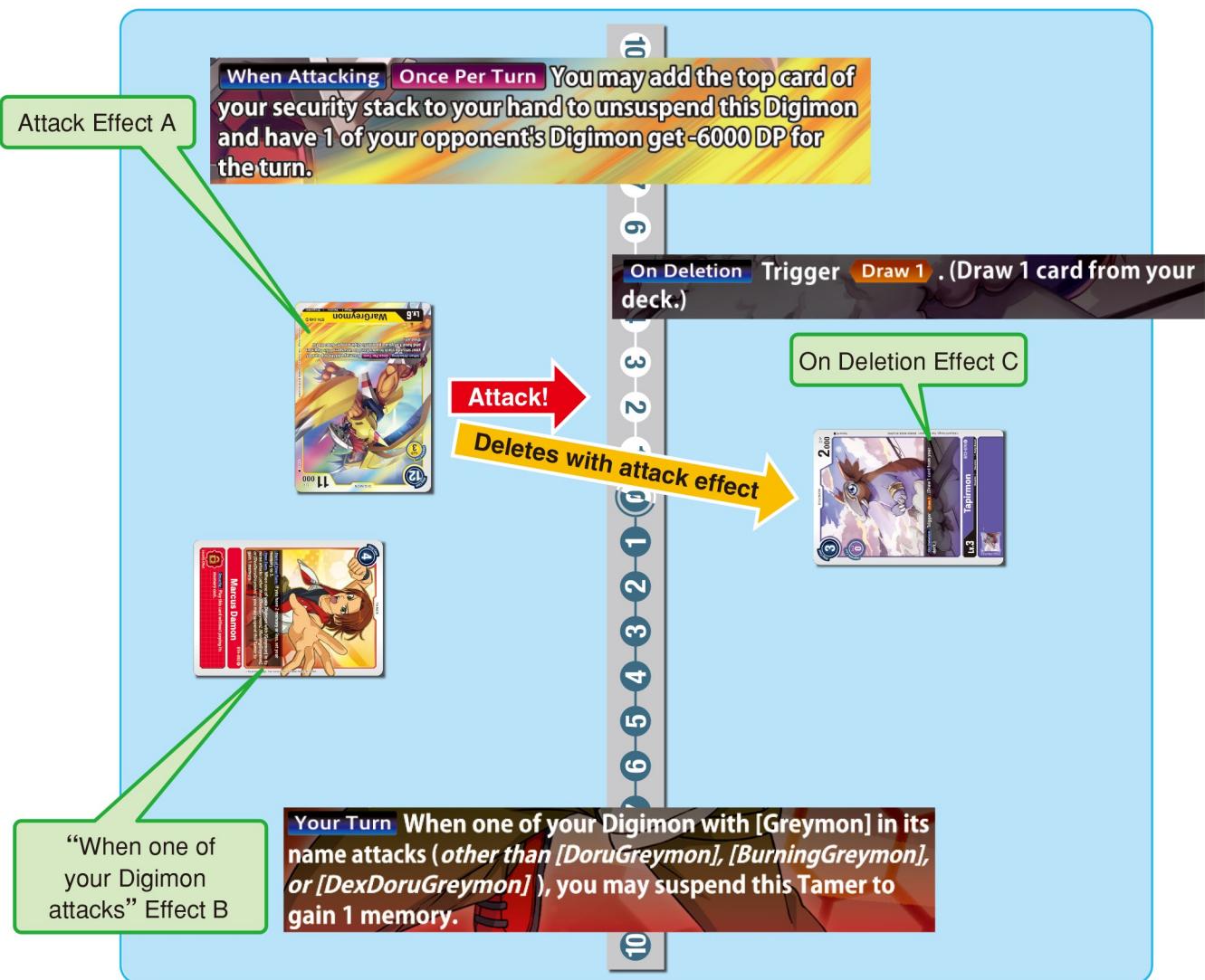
Activation Order Example

Declare Attack

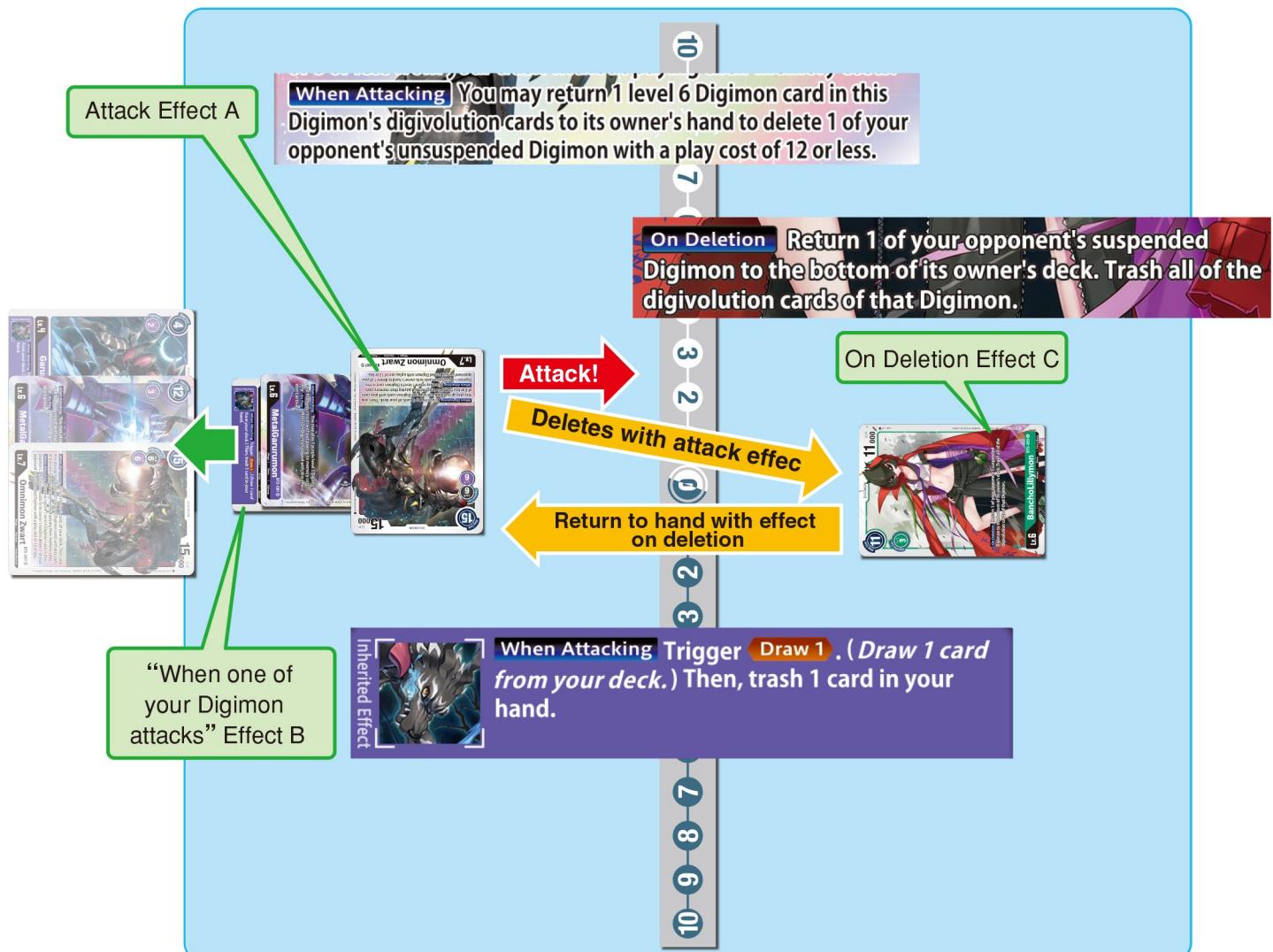
① “When one of your Digimon attacks” Effect B

② Attack Effect A

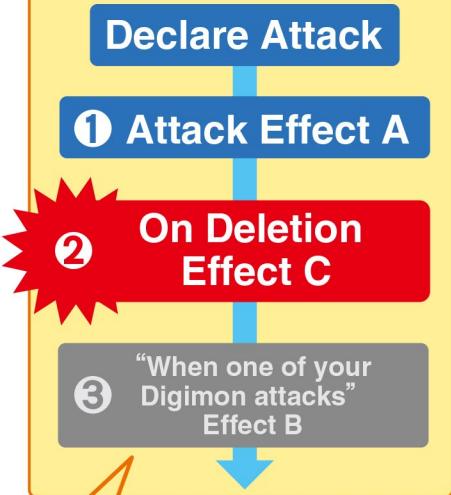
If activating an effect causes new effects to trigger, they activate before other effects. If those effects cause even newer effects to trigger, the newer effects activate before other effects.



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.

Multicolor Cards and DNA Digivolution

ST9 and ST10 introduce cards that have multiple colors, alongside DNA digivolutions, which fuse two or more Digimon together. This section will explain how these new mechanics work in detail.

● Multicolor Digimon

Say hello to multicolor Digimon! These Digimon have multiple colors, such as blue/green and yellow/purple, and are treated as having all of the specified colors simultaneously.

Unlike Digimon with effects such as “this Digimon is also treated as <color>,” multicolor Digimon are considered to have multiple colors in all areas, including your breeding area, hand, deck, and trash. Additionally, a single multicolor Digimon counts as having multiple colors for cards that care about color count.



Example: [ST9-05 Paildramon] is a blue/green Digimon that is counted as both a blue Digimon and a green Digimon in your breeding area—not just your battle area. It also meets the digivolution conditions for both blue and green Digimon, allowing it to digivolve into Digimon of either color. If a card effect requires you to have two or more colors of Digimon in play, a single blue/green [ST9-05 Paildramon] counts for two colors all by itself.

● Multicolor Option Cards

A multicolor Option card is treated as having all of the colors present. To use a multicolor Option card, you must meet all of its color requirements.



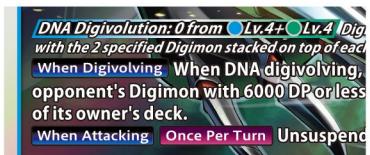
Example: [ST10-14 Chaos Degradation] is a yellow/purple Option card that is treated as both a yellow and purple Option card.

To use it, you must have both a yellow Digimon or Tamer, as well as a purple Digimon or Tamer.

If you have a yellow/purple or purple/yellow multicolor Digimon card, it fulfills the color requirements for both, allowing you to play [Chaos Degradation] with a single Digimon.

● DNA Digivolution

DNA digivolution is a new type of digivolution that combines two Digimon together to digivolve. Digimon cards with DNA digivolution requirements are able to DNA digivolve.



●DNA Digivolution Diagram

1. Look at the DNA digivolution requirements for the Digimon card in your hand. If you have all of the specified Digimon in your battle area, with the specified levels and colors, you're ready to perform DNA digivolution.

2. Place the Digimon card you're DNA digivolving into your battle area unsuspended, on top of the two Digimon specified by the DNA digivolution requirements—including their digivolution cards.

When stacking the cards, the card on the left side of the DNA digivolution requirements should be placed on top of the card listed to the right. Each Digimon's digivolution cards should be included when stacking cards, without changing their order.



3. Pay the required digivolution cost, and draw a card from the digivolution bonus.

4. If there are any [When Digivolving] effects, activate them.

Inherited effects on any cards that become digivolution cards as a result of the DNA digivolution can now be used—just like normal Digimon.

The final stack of cards—including digivolution cards—is treated as a single Digimon.

-When DNA digivolving, even if one or both of the Digimon used are suspended, the post-DNA digivolution Digimon will enter play unsuspended.

-Any effects on the pre-digivolution Digimon end, and are reset.

-The usage limit on [Once Per Turn] effects reset, allowing you to use them again.

-Even if one or both of the Digimon used in the DNA digivolution came into play this turn, the post-DNA digivolution Digimon can attack as soon as it enters play.

-Just like normal digivolution, DNA digivolution causes effects that care about digivolution, like “When one of your Digimon digivolves,” to trigger. Additionally, effects that reduce the cost of digivolution also reduce the cost of DNA digivolution.

-To perform a DNA digivolution, all required Digimon must be in your battle area.

DigiXros

"Xros Encounter" Booster Packs introduce the new "DigiXros" mechanic where a Digimon in a player's hand or battle area will be placed as a digivolution card when a Digimon card is played. This section will explain how this new mechanic works in detail.

With DigiXros, when a Digimon card with DigiXros requirements is played, you can place Digimon cards listed in its DigiXros requirements from your hand or battle area under the Digimon card being played as digivolution cards. For each card placed in this way, the Digimon's play cost is reduced by the amount listed.

DigiXros is performed according to the following steps:



1. Declare that you will play a Digimon card with DigiXros requirements and place it in your battle area.
2. Declare whether you are performing a DigiXros or not. If you are, check the DigiXros requirements, then place cards that meet the requirements (cards with the specified name or traits) from your hand or battle area under the Digimon card being played as digivolution cards.

DigiXros -2 [Shoutmon] X [Ballistamon] X [Dorulumon] X [Starmons]
When you would play this card, you may place specified cards from your hand/battle area under it. Each placed card reduces the play cost.

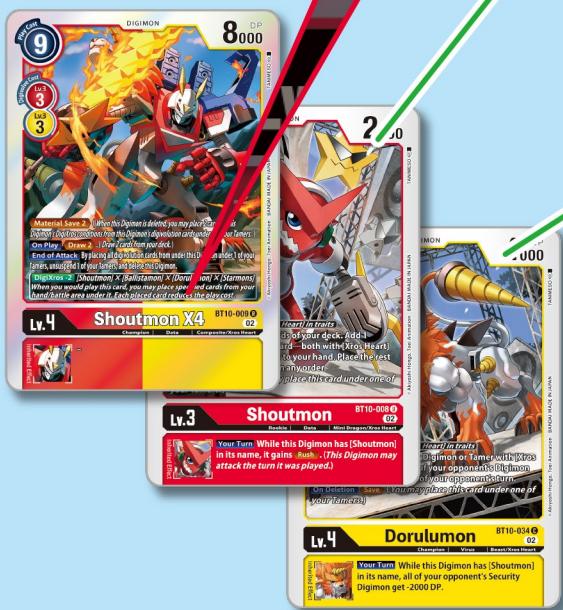


If placing a Digimon from your battle area, only the top Digimon card can be placed. If you do so, trash all of the remaining digivolution cards under that Digimon. This is not treated as deleting or trashing those cards.

When performing a DigiXros, you do not have to place all of the cards written in the DigiXros requirements. You can place as many or as few of the cards written in the requirements as you like. In addition, only one of each card written in the DigiXros requirements can be placed. When placing cards for a DigiXros, cards listed first on the left are placed above those cards listed after them on the right, regardless of the levels of the cards involved.

DigiXros -2 [Shoutmon] X [Ballistamon] X [Dorulumon] X [Starmons]

When you would play this card, you may place specified cards from your hand/battle area under it. Each placed card reduces the play cost.



The card listed on the left in the DigiXros requirements must be placed on the top for the digivolution card order.

It is not necessary to place all of the cards listed as DigiXros requirements.

- Calculate the play cost. Reduce the play cost by the amount listed in the DigiXros requirements on each of the digivolution cards placed with the DigiXros. (Minimum play cost is 0.)
- Pay the play cost and play the card.

DigiXros -2 [Shoutmon] X [Ballistamon] X [Dorulumon] X [Starmons]

When you would play this card, you may place specified cards from your hand/battle area under it. Each placed card reduces the play cost.



Each card placed as part of a DigiXros reduces the play cost by the amount listed.

The play cost is 9, and each of the cards placed as part of the DigiXros have -2. 2 cards were placed for a total of -4, reducing the play cost to 5!

As during normal play, effects such as [On Play] effects and "When you play a Digimon with..." effects will activate when playing a Digimon via DigiXros. In addition, the rule stating that Digimon can't attack the turn they're played still applies.

If a Digimon has DigiXros requirements and you want to play it without performing a DigiXros, use the standard procedure you would use when playing a normal Digimon card.

●Card Text Standardization

The following effects, which were previously spelled out in rule text, are now considered part of the game's basic rules. This simplifies card text, but the effects themselves will continue to behave as normal.

- Effects that remove Digimon from battle areas

Effects that remove Digimon from battle areas (returning Digimon to decks/hands/security stacks, etc.) have previously included the line, "Trash all of the digivolution cards of that Digimon." Going forward, this line will not be included in card text. Instead, Digimon that leave the battle area will have their digivolution cards trashed as part of the game's core rules.

- Effects that play Digimon from digivolution cards

Effects that play Digimon from digivolution cards have previously included the line, "play it [...] as another Digimon." Going forward, this line will not be included in card text. Instead, Digimon played from digivolution cards will be played as separate Digimon as part of the game's core rules.

Rewrites to Some Digimon Card Game Rules

The Digimon Card Game rules will be revised as follows.

- Conditions for Digimon that can be moved to the battle area, and ruling on level 2 Digimon that enter the battle area

Until now, it was not possible to move a level 2 Digimon from the breeding area to the battle area, and when certain combinations of effects caused a level 2 Digimon to enter the battle area, the level 2 Digimon was placed in the trash immediately since the rules stated "level 2 Digimon can't exist in the battle area." From now on, the rules will be revised to state that "Digimon without DP can't exist in the battle area" and therefore can't be moved from the breeding area to the battle area, and when certain effects cause them to enter, they will be trashed.

A "Digimon without DP" no longer refers to a Digimon with a DP of 0. Instead, it refers to a Digimon card that does not have a DP listed in a breeding area or battle area.

After this revision, regardless of its level, a Digimon without DP cannot be moved from the breeding area to the battle area, and if an effect causes them to enter the battle area, they will be trashed. This is not considered to be a deletion. Note that if a Tamer card that was in the Digimon's digivolution cards becomes the top card of the Digimon, it will still be treated as a Tamer as in the previous rules, and it will not be trashed even if it does not have DP.

General Rules		
Deck Creation		
No	Q	A
1	Can I include 4 copies each of [ST1-03 Agumon] and [BT1-010 Agumon] in my deck?	Yes. Cards are identified by their card number. As long as their card numbers are different, you can include 4 copies of two cards with the same name in your deck.
2	Can I include Digi-Egg cards in my deck?	No, you can't.
3	Can I include cards other than Digi-Egg cards in my Digi-Egg deck?	No, you can't.
4	Can I play without a Digi-Egg deck?	Yes. Digi-Egg decks can include between 0-5 cards, and players are free to not use a Digi-Egg deck at all.
5	Can I include five copies of the same card in my Digi-Egg deck?	No. Like your regular deck, you can only include up to 4 copies of a card with the same card number in your Digi-Egg deck.
6	My deck has 45 cards, and my Digi-Egg deck has 5, adding up to a total of 50. Is my deck legal?	No. Your deck must contain 50 cards on its own, with or without cards from your Digi-Egg deck.
Game Setup		
No	Q	A
1	If I don't like my starting hand, can I shuffle the cards back into my deck and redraw?	No, you can't.
2	If I win rock paper scissors (or a coin flip, etc.) before the game begins, can I decide which player goes first?	No, the player who wins rock paper scissors automatically goes first.
3	Do we have to determine who goes first before drawing our starting hands?	Yes. Determine who goes first, then draw your starting hand.
4	When placing cards in my security stack, can I choose any cards I like from my deck?	No. Place cards from the top of your deck in your security stack, one at a time. If done properly, the top card of your deck should be the bottom card of your security stack.
Unsuspend Phase		
No	Q	A
1	During this phase, can I unsuspend Tamers that have been suspended?	Yes. Suspended Tamers are unsuspended during this phase.
2	Can I choose not to unsuspend Digimon and/or Tamers during this phase?	No, suspended cards must be unsuspended during this phase.
3	During this phase, do I also unsuspend my opponent's Digimon and Tamers?	No. Only the player whose turn it is gets to unsuspend their Digimon and Tamers.
Draw Phase		
No	Q	A
1	Can I choose not to draw cards during this phase?	No, you can't. If there are 1 or more cards in your deck, you must draw from it. If you have to draw but there are no cards left in your deck, you lose the game.
2	Is there a maximum hand size?	No, you can have as many cards in your hand as you like.
Breeding Phase		
No	Q	A
1	Can I choose not to hatch a Digi-Egg or move a level 3+ Digimon from the breeding area to the battle area?	Yes, both hatching a new Digi-Egg and moving Digimon from the breeding area to the battle area are optional.
2	Can I hatch a new Digi-Egg when a Digimon is already in my breeding area?	No, your breeding area must be empty.
3	Can I trash the Digimon in my breeding area to hatch a new Digi-Egg card?	No, you can't. Digimon and Tamers can't be trashed or returned to your hand or deck unless the game rules require it.

4	Do I lose the game when my Digi-Egg deck runs out of cards?	No. You won't be able to hatch new Digi-Egg cards, but you won't lose the game.
5	Do I digivolve Digimon in my breeding area during my breeding phase?	No, digivolving Digimon in your breeding area takes place during your main phase.
6	I move a Digimon from my breeding area to my battle area. Does the Digimon's [On Play] effect activate?	No, it doesn't. Moving a Digimon to the battle area doesn't count as playing it.
Main Phase		
Nº		
1	Q	A
1	Can I digivolve a Digimon that just entered play?	Yes, you can.
2	If I digivolve a Digimon the same turn it entered play, can I attack with it?	No. Even if you digivolve it, you can't attack with a Digimon the same turn it entered play.
3	During my breeding phase, I move a Digimon from my breeding area to the battle area. Can I attack with it this turn?	Yes. Moving a Digimon to your battle area doesn't count as playing it, so you're free to attack with it.
4	I digivolve a suspended Digimon. Does this unsuspend it?	No. If you digivolve a suspended Digimon, it remains suspended.
5	If I digivolve into a Digimon that has an [On Play] effect, does it activate?	No. [On Play] effects don't activate with digivolution.
6	I digivolve a Digimon in my breeding area. Does its [When Digivolving] effect activate?	No, you can't activate effects on Digimon in your breeding area.
7	I have a Digimon whose power is being modified by an effect. What happens if I digivolve it?	It depends on the effect. If the effect lacks specific conditions, or if the effect asks you to choose a Digimon that meets conditions at the time of activation, the effect persists following digivolution. If the effect applies to all Digimon that meet specific conditions, and the Digimon no longer meets those conditions following digivolution, the effect ends.
8	If a card has a play/use cost of 11 or more, can I use it if your memory gauge is at zero?	No. From zero, you will only be able to move your memory counter to 10 on your opponent's side, but you need to move it to 11.
9	Can I use effects from Digimon, Tamers, and Options on Digimon in my breeding area?	No, you can't. Digimon in breeding areas aren't affected by card effects, and can't activate effects themselves.
10	I play a Digimon with an [On Play] effect or digivolve a Digimon with an [When Digivolving] effect, and paying the play/digivolve cost results in my memory counter moving to 1 on my opponent's side. Does my Digimon's [On Play] or [When Digivolving] effect activate?	Yes, it does. After resolving the effect on the card you paid for, or resolving effects resulting from that card, it becomes your opponent's turn.
11	Do effects with conditions like "If you have a Digimon with <X>" count Digimon in my breeding area?	No, Digimon in your breeding area don't count.
12	Multiple card effects have activated at the same time. What order should I resolve them in?	When multiple effects activate, the player who activated those effects decides the order they resolve in.
13	Both my opponent and I have activated multiple effects at the same time. What order should we resolve them in?	When multiple players activate effects at the same time, the player whose turn it is starts by resolving their card effects in whatever order they like. Then, the other player resolves their card effects in whatever order they like.
14	Can I attack my opponent's Digimon?	You can attack your opponent's Digimon so long as they're suspended. You can't attack your opponent's unsuspended Digimon.
15	I attack my opponent's Digimon, starting a battle. Does this count as being "blocked"?	No. Blocking occurs when a Digimon activates <Blocker>. Attacking an opponent's Digimon doesn't count as being blocked.
16	I have a Digimon with effects that activate on attack or at the end of attacks. Do these effects activate when my other Digimon attack?	No, they only activate when the Digimon with those effects makes an attack.
17	I have a Digimon with [When Attacking] effects and multiple inherited effects. When this Digimon attacks, can I activate each effect and choose targets individually?	Yes, you can.

	When a Digimon or Tamer is deleted, returned to hand, or otherwise leaves play, do their effects applying to other cards end?	It depends on the effect. If the effect timing is [Your Turn], [Opponent's Turn], or [All Turns], the effect ends once the Digimon or Tamer that activated the effect leaves play. If the effect lasts for a length of time specified by the card text ("for the turn," "until the end of your opponent's next turn," etc.), the effect persists even if the card that activated the effect leaves play.
18	I play an Option card, and paying the play/digivolve cost results in my memory counter moving to 1 on my opponent's side. Does the Option card's effect activate?	Yes, it does. After resolving the effect on the card you paid for, or resolving effects resulting from that card, it becomes your opponent's turn.
19	Is it possible for a Digimon's DP to be negative?	No, zero is the minimum. A Digimon with a DP of zero is deleted.
20	I have an effect with [Once Per Turn] that I can choose whether or not to activate. If I choose not to activate the effect, can I activate it later in the same turn, or does the [Once Per Turn] restriction prevent me from doing so?	If you chose not to use it, the [Once Per Turn] restriction doesn't apply. You can choose to use it later in the turn.
21	When multiple card effects activate, do I decide the order of their resolution at the start, or can I choose which effect to resolve individually as I go?	Choose the first effect to activate. When it finishes, choose one of the remaining effects to activate, repeating this process until all effects have been activated. If activating an effect causes a new effect to trigger, the new effect is activated first.
22	If a card effect gives me more than 10 memory, what happens?	You can't have more than 10 memory. Any memory exceeding 10 is lost.
23	If an effect requires me to return multiple cards to my deck, do I need to tell my opponent the order I return the cards in?	Yes. The order you return cards in is public information.
24	Are [When Digivolving] effects activated before or after I draw my bonus card for digivolving?	Activate the effect after you draw the card for digivolving.
25	Three or more of my effects activated simultaneously. Do I decide what order they all resolve in at the start, or can I choose the order individually as I go?	You can choose which effect you want to resolve, one at a time.
26	I have a Digimon with a keyword effect that activates at a specific time -- for example, [On Play]. Can I choose it with an effect that specifies Digimon with that keyword, even outside its activation timing?	Yes, you can. The Digimon has the keyword effect, even if it isn't currently being activated.
27	I have a Digimon that gains a keyword effect when certain conditions are met. For example: "While you have 3 or fewer security cards, this Digimon gains <Blocker>." If I have an effect that specifies Digimon with <Blocker>, does it count this Digimon even when I have 4 or more security cards?	No, it doesn't. Digimon that gain keywords under certain conditions or from an effect are only considered to have that keyword when in play in the Battle Area, and when the condition is being met. They are not considered to have the keyword at other times.
28	I have a Digimon with multiple effects that last "for the turn," or "until the end of your opponent's next turn." Do these effects end in a certain order at the end of the turn?	There's no order. The effects end simultaneously at the end of the turn. If you had a Digimon with two effects, one that added DP and one that subtracted it, even if losing the positive DP bonus would cause the Digimon to reach 0 DP and leave play, the effects would end simultaneously, returning your Digimon to its original DP.
29	Do effects with [On Play], [When Digivolving], [On Deletion], [When Attacking] have to resolve at the timing specified? For example, if I have an effect with [On Deletion], am I required to activate it when the Digimon is deleted?	Yes, whenever possible. However, if the effect has "can" in its text, you can choose whether or not to activate it. Effects that read "you may" (or "do <X> to do <Y>") are optional, and can be chosen not to be activated.
30	My opponent only has one Digimon in play. Can I use an effect that targets two of my opponent's Digimon? (For example: "Suspend 2 of your opponent's Digimon."	Yes, the effect can still be activated even if there are less Digimon in play than the effect specifies.
31	My opponent has two Digimon in play. Can I use an effect that targets two of my opponent's Digimon and only choose one of them? (For example: "Suspend 2 of your opponent's Digimon."	It depends on the effect. • If the effect reads, "2 of your opponent's Digimon," it must affect two Digimon. • If the effect reads, "up to 2 of your opponent's Digimon," you can choose any number of Digimon to use the effect on, up to 2.
32	For effects that refer to a "card with [X] in its name," if a card name includes [X] as part of its name, does it count even if it's not a perfect match?	Yes. Effects that check for [X] in card names don't need the names to be a perfect match. For example, an effect that reads, "1 Digimon card with [Agumon] in its name" applies to "Agumon Expert," "ToyAgumon," and "BushiAgumon" alike.
33	I attack and my opponent blocks. Can I activate a [When Attacking] effect against my opponent's blocking Digimon to delete it or return it to its owner's hand?	No, you can't. You can only activate [When Attacking] effects in the time between announcing your attack and your opponent reacting. Once your opponent announces that they're blocking, you can't activate [When Attacking] effects.
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Keyword Effect <Security Attack>		
Nº	Q	A
1	I attack my opponent's security stack with a Digimon with <Security Attack +1>. The first card checked is a Security Digimon, which my Digimon loses to in battle. Do I still perform the remaining security checks?	If your attacking Digimon is deleted, returned to hand, or otherwise leaves play, the attack ends, and no further checks are performed.
2	If a Digimon has multiple <Security Attack +1>, do their effects stack?	Yes, they do. The Digimon will check cards equal to the total.
3	I have a Digimon with <Security Attack -1> and no other effects to increase its security checks. If I attack my opponent's security stack with it, do I check any of my opponent's security cards?	No, the Digimon's security check is zero. No checks are performed.
4	I attack my opponent's security stack with a Digimon with <Security Attack +1> as an inherited effect, and the first card checked is [ST2-14 Hammer Spark]. Its [Security] effect moves the memory counter to the opponent's side. Do I still perform the remaining security checks?	Yes, you do. It doesn't become your opponent's turn until the attack is completely resolved.
5	I attack my opponent's security stack with a Digimon with <Security Attack +1> as an inherited effect, and the first card checked is [ST3-16 Holy Flame]. Its [Security] effect gives my attacking Digimon <Security Attack -1>. Do I still perform the remaining security checks?	No, <Security Attack -1> cancels out your Digimon's <Security Attack +1>. You no longer have the right to make additional checks.
6	I attack my opponent's security stack with a Digimon with <Security Attack +1> as an inherited effect, and the first card checked is [BT1-101 Howling Crusher]. Its [Security] effect trashes a digivolution card under my attacking Digimon with <Security Attack +1>. Do I still perform the remaining security checks?	No, after the cards are trashed, the <Security Attack> effect is immediately lost. No further checks are performed.
7	A Digimon with no effects granting additional security attacks gets <Security Attack -3>. If I attack my opponent's security stack with this Digimon, how many security cards do I check?	A Digimon can't have negative security checks, but in this case, the number of checks performed is zero. Additionally, if a Digimon with multiple <Security -X> effects attacks the security stack, your opponent doesn't add security cards to it.
8	A Digimon with no effects granting additional security attacks gets <Security Attack -3>. If it then gets <Security Attack+1>, how many security checks does it make?	<Security Attack +1> negates part of <Security Attack -3>, but the end result is still -2, so even if the Digimon successfully attacks the opponent's security stack, no checks are performed.

Keyword Effect <Blocker>		
Nº	Q	A
1	If my opponent attacks with a Digimon, and I have an unsuspended Digimon with <Blocker>, do I have to block the attack no matter what?	No, you can choose not to block.
2	If one of my Digimon is attacked, can I block the attacker?	Yes, you can. If you do, the attack target switches to the blocking Digimon.
3	My opponent attacks my security stack with a Digimon that has an attack that reads, "If you attack one of your opponent's Digimon..." If I block this attack, does the effect activate?	No, it doesn't.
4	I attack with a Digimon, and my opponent blocks it. Can I make a block of my own in response?	No, <Blocker> can only be activated in response to an attack from an opponent's Digimon.
5	I have two Digimon with <Blocker>. Can I use both of them to block a single attack?	No, you can't. Blocker can't be activated by two Digimon simultaneously.
6	Which comes first: activating "when attacking" effects, or activating <Blocker>?	"When attacking" effects and effects that activate when the current turn player attacks with a Digimon activate first. Once all such effects finish activating, the opponent gets a reaction window to activate <Blocker> and effects that activate when an opponent attacks with a Digimon. Players can wait and see how things play out, then decide whether or not to activate <Blocker> during the reaction window.

Keyword Effect <Recovery>		
Nº	Q	A

1	I have 5 security cards. Can I activate <Recovery>?	Yes, you can. Your security stack has no maximum card limit.
2	I have 0 security cards. Can I activate <Recovery>?	Yes, you can. If you do, add 1 card to your security stack.
3	I have 0 cards left in my deck. Can I activate <Recovery +1 (Deck)>?	No, if the area specified by <Recovery> has no cards in it, the activation fails and no cards are added to your security stack.
4	I have 0 cards left in my deck. If I activate <Recovery +1 (Deck)> do I lose the game?	No, you only lose the game if you can't draw a card from your deck during your draw phase. Any other situation won't cause you to lose the game.
5	Can I activate <Recovery +1 (Deck)> to place cards from my Digi-Egg deck in my security stack?	No, you can't. Your Digi-Egg deck is not considered to be part of your deck.

Keyword Effect <Piercing>

Nº	Q	A
1	My Digimon with <Piercing> deletes an opponent's Digimon in battle, leading to a security check. If a Digimon card is revealed from the security stack, does a battle occur?	Yes, you battle Security Digimon the same way you would if you attacked the security stack normally.
2	When battling Security Digimon with <Piercing>, do any effects received from the preceding battles persist?	It depends on the effect. Effects that read "If you attack one of your opponent's Digimon..." don't persist, as Security Digimon aren't considered normal Digimon.
3	My Digimon with <Piercing> deletes an opponent's Security Digimon in battle. Does <Piercing> allow me to make further security checks?	No, battles with Security Digimon don't activate <Piercing>.
4	I have a Digimon with <Piercing> and <Security Attack +1>. I use it to attack and delete an opponent's Digimon. Do I check an extra security card thanks to <Security Attack +1>?	Yes, you do.
5	I have a Digimon with <Piercing> and <Security Attack -1>. I use it to attack and delete an opponent's Digimon. Do I perform a security check?	No, <Security Attack -1> reduces the Digimon's security checks to zero. No security check is performed.
6	I attack my opponent using a Digimon with <Piercing>. It's blocked by a Digimon with <Blocker>. If my Digimon deletes the opponent's Digimon in battle, does <Piercing> activate?	Yes, it does.
7	If I attack and delete an opponent's Digimon using a Digimon with <Piercing>, and my opponent's security stack is empty, do I win the game?	No, <Piercing> only performs security checks. If your opponent's security stack is empty, nothing happens.

Keyword Effect <Draw>

Nº	Q	A
1	Can I activate <Draw> effects when my deck is empty?	No, if your deck is empty, <Draw> fails to activate and you can't draw any cards.
2	If I activate a <Draw> effect when my deck is empty, do I lose the game?	No, you only lose the game if you can't draw a card from your deck during your draw phase. Any other situation won't cause you to lose the game.
3	There's 1 card left in my deck. What happens if I activate <Draw +2>?	Draw as many cards as you can. If you run out of cards to draw, the effect ends.

Keyword Effect <Jamming>

Nº	Q	A
1	A Digimon with <Jamming> checks the opponent's security stack. If a card with a security effect is flipped over, does it activate?	Yes, it does.
2	A Digimon with <Jamming> and <Security Attack +1> loses a battle against a Security Digimon. Does the attack end even if there are one or more security checks left to be performed?	No, <Jamming> prevents the attacking Digimon from being deleted, so you can still perform the remaining security checks.

Keyword Effect <Digisorption>

Nº	Q	A
1	When digivolving a Digimon in your breeding area into a Digimon card with <Digisorption>, can you activate <Digisorption> to reduce the memory cost of the digivolution?	No. You can't activate <Digisorption> when digivolving Digimon in your breeding area.

2	You have a Digimon card with <Digisorption> in your hand. Can you use that card's <Digisorption> to digivolve onto a suspended Digimon?	Yes, you can. The Digimon you digivolve onto will remain suspended, however.
Keyword Effect <Reboot>		
No	Q	A
1	I have a Digimon with <Reboot>. Does it only unsuspend during my opponent's unsuspend phase?	No, a Digimon with <Reboot> unsuspends during both your unsuspend phase and your opponent's.
Keyword Effect <De-Digivolve>		
No	Q	A
1	A level 4 Digimon that digivolved from a level 2 Digi-Egg loses its level 3 digivolution card due to an effect, resulting in a level 4 Digimon card on top of a level 2 Digi-Egg card. If you activate <De-Digivolve> on it, does the level 2 card remain in the Battle Area? What happens to the Digimon?	Level 2 Digimon can't remain in battle areas, so it's sent to the trash. (The Digimon is not considered to have been deleted.)
2	I have a Digimon with an active effect. If <De-Digivolve> causes the Digimon to lose the card with the effect, what happens? Does the effect end?	If the effect lasts for a specified period of time ("for the turn," etc.), the effect will persist until the end of the time specified, even if the card with the effect is trashed. Effects that are always active, like [Opponent's Turn] and [All Turns] effects, end immediately once their card is trashed.
3	If I activate <De-Digivolve> on a Digimon with a Tamer card in its digivolution cards, can I also trash the Tamer card by using <De-Digivolve>?	Yes, Tamer cards that are part of another card's digivolution cards can be chosen by <De-Digivolve>. If there are no other digivolution cards beneath the Tamer card, however, you can't trash any more cards with <De-Digivolve>.
4	If I use <De-Digivolve> on a Digimon with a Tamer card in its digivolution cards such that the Tamer card becomes the top-most card in the stack, what happens?	The card becomes a Tamer. Note that this doesn't count as the Tamer being played.
5	If I activate a card effect to <De-Digivolve 1> a level 6 Digimon with two level 5 Digimon cards in its digivolution cards, what happens?	The card stacked on top becomes a Digimon. Even if a card with the same level is in its digivolution cards, it's still treated as a digivolution card.
Keyword Effect <Retaliation>		
No	Q	A
1	I have a Digimon with <Piercing>, which I use to attack and delete the opponent's Digimon with <Retaliation>. My attacking Digimon is deleted by <Retaliation>, but what happens to the <Piercing> effect?	The Digimon with <Piercing> was deleted, so <Piercing> has no effect.
2	If I delete an opponent's Digimon with <Retaliation> in battle, does this fulfill the condition for "When this Digimon attacks and deletes an opponent's Digimon and survives the battle"?	Yes, it does.
Keyword Effect <Digi-Burst>		
No	Q	A
1	What does <Digi-Burst> do?	It allows you to activate a powerful effect by trashing a specified number of digivolution cards beneath the Digimon with <Digi-Burst>. Effects vary from card to card.
2	Does trashing digivolution cards to activate <Digi-Burst> occur before or after <Digi-Burst>'s effect activates?	Trash the specified number of digivolution cards, then activate the effect.
3	If I have a Digimon with <Digi-Burst 2> that only has 1 digivolution card under it, can I activate <Digi-Burst 2> by trashing all of its digivolution cards?	No, you can't activate <Digi-Burst> unless you trash the specified number of cards.
4	Can I trash the digivolution cards under other Digimon to activate <Digi-Burst>?	No, you can't.
5	When trashing digivolution cards to activate <Digi-Burst>, can I trash them in any order I like, or do I have to trash them in a specific order?	You can trash digivolution cards in any order you like.
6	If a Digimon's digivolution cards includes a card that isn't a Digimon, can I trash it to activate <Digi-Burst>?	Yes. As long as it's a digivolution card, you can trash it to activate <Digi-Burst>.

7	If a <Digi-Burst> effect has [Main] attached to it, can I activate it during my main phase?	Yes.	
8	Do I have to suspend a Digimon after it activates <Digi-Burst>?	No. Unless otherwise specified, Digimon remain unsuspended after activating <Digi-Burst>.	
9	Can suspended Digimon activate <Digi-Burst>?	Yes, they can.	
10	If a <Digi-Burst> effect doesn't have [Once Per Turn], can I activate it two or more times per turn?	<Digi-Burst> effects with [Main] activations can be activated as many times as you like during a turn, as long as you're able to trash the specified number of digivolution cards each time.	
11	I digivolve a Digimon that has the effect "[When Digivolving] <Digi-Burst>" -- Can I activate this effect multiple times if I have enough digivolution cards?	No, you can't. [When Digivolving] <Digi-Burst> effects can only be activated once per digivolution.	
12	If an effect specifies a "Digimon with <Digi-Burst>" or a "Digimon card with <Digi-Burst>," does it apply to Digimon whose <Digi-Burst> effects have [On Play] or [When Digivolving] attached?	Yes, Digimon whose <Digi-Burst> effects have [On Play]/[When Digivolving]/etc. are also considered to have <Digi-Burst> and are affected by any effect that specifies a "Digimon with <Digi-Burst>."	new

Keyword Effect <Rush>

Nº	Q	A
1	What does <Rush> do?	Digimon with <Rush> can ignore the rule that prevents Digimon from attacking the turn they come into play. In short: Digimon with <Rush> can attack as soon as you play them.
2	I pay for a Digimon with <Rush>, putting the memory counter at 1 or greater on my opponent's side. Can the Digimon still attack?	No, it can't. <Rush> ignores the rule that prevents Digimon from attacking the turn they come into play, but if it becomes your opponent's turn after you pay the memory cost, you no longer have the opportunity to attack.
3	I play a Digimon without <Rush>, then digivolve it into a Digimon with <Rush> during the same turn. Can it attack?	Yes, it has <Rush> now, allowing it to attack.
4	I play a Digimon with <Rush>, then digivolve it into a Digimon without <Rush> during the same turn. Can it attack?	No, it can't. It lost <Rush> after you digivolved it, so it can no longer attack.
5	I play a Digimon with <Rush> and attack with it. If I use an effect to unsuspend it, can I attack with it again?	Yes, you can.

Keyword Effect <Blitz>

Nº	Q	A
1	What does <Blitz> do?	When digivolving into a Digimon with <Blitz>, you can declare an attack with it even if paying the digivolution cost moved the memory gauge to 1 or more on the opponent's side.
2	Does attacking with <Blitz> occur during my opponent's turn?	No, it's still your turn. If you attack with <Blitz>, it doesn't become your opponent's turn until the attack ends.
3	I digivolve into a Digimon with <Blitz>, but I still have memory. Can I still attack with the Digimon with <Blitz>?	You can't make an attack with <Blitz>, but since you still have memory, it's still your turn, so you can attack with the Digimon normally.
4	If I attack using <Blitz>, do I have to suspend the attacking Digimon?	Yes. When making an attack with <Blitz>, you must suspend the attacking Digimon, just as you would during a standard attack.
5	I digivolve a suspended Digimon into a Digimon with <Blitz>. Can I attack with that Digimon if the memory gauge moves to 1 or more on the opponent's side?	No. A suspended Digimon can't attack, even if it has <Blitz>.
6	I play a Digimon, then digivolve it into a Digimon with <Blitz> during the same turn. Can I attack with the Digimon if the memory gauge moves to 1 or more on the opponent's side?	No. This effect doesn't allow you to ignore the rule that Digimon can't attack the turn they're played.
7	One of my Digimon can't attack due to an opponent's effect. If I digivolve that Digimon into a Digimon with <Blitz>, and the memory gauge moves to 1 or more on the opponent's side, can I attack with that Digimon?	No. If an opponent's effect prevents your Digimon from attacking, you can't use <Blitz> to ignore it.
8	I digivolve into a Digimon with <Blitz>. I then pay the cost for another card, moving the memory gauge to 1 or more on the opponent's side. Can I attack with the Digimon with <Blitz> at this time?	No. <Blitz> allows a single opportunity to declare an attack, triggered when you digivolve into the Digimon with <Blitz>, and the memory gauge must be at 1 or more on your opponent's side when you activate <Blitz>. Even if memory moves to your opponent's side at a later time, you will have already missed the opportunity to use <Blitz>.
9	I attack with a Digimon with <Blitz>, and its [When Attacking] effect causes it to unsuspend. After the attack ends, can I attack with it again?	No. <Blitz> only allows a single attack immediately after digivolving. Even if an effect unsuspends the Digimon with <Blitz>, the memory gauge is at 1 or more on the opponent's side. It becomes your opponent's turn after the attack ends, so you can't make a second attack.

	I digivolve into a Digimon with <Blitz>, and paying for the digivolution moves the memory gauge to 1 or more on the opponent's side. However, a [When Digivolving] effect causes me to gain memory, moving the memory gauge back over to my side. Can I now attack with <Blitz>?	No. If you have 0 or more memory at the time you activate <Blitz>, you can't use it to attack. However, if you activate <Blitz> before the [When Digivolving] effect activates, when the memory gauge is still at 1 or more on the opponent's side, the attack from <Blitz> will have already been initiated, and won't end midway even if you end up with zero or more memory.
10		
11	You attack with a Digimon with <Blitz>, and gain memory from a [When Attacking] effect, moving the memory gauge to 0 or more on your side. Does the attack end midway?	No. The <Blitz> attack has already been declared, so it won't end midway even if you end up with 0 or more memory.
12	If a Digimon with <Blitz> attacks, can a Digimon with <Blocker> block it?	Yes, it can.

Keyword Effect <Delay>

Nº	Q	A
1	What does <Delay> do?	After placing an Option card with <Delay> in your battle area, you can trash it during your main phase to activate various effects.
2	How do I place an Option card with <Delay> in my battle area?	The effect to "place an Option card with <Delay> in your battle area" must be activated separately. Some Option cards with <Delay> have main/security effects that place the card itself in your battle area.
3	I have an Option card with <Delay> in my battle area. Can I use it just like a normal Option card?	No. Option cards placed in battle areas are treated separately from cards in hand, and only their <Delay> effects can be activated.
4	When activating an Option card's <Delay> effect, do I have to pay the Option card's memory cost?	No, you don't.
5	How many Option cards with <Delay> can I place in my battle area?	There's no limit to the number of Option cards you can place in your battle area.
6	If I have multiple cards with <Delay> in my battle area, can I activate all of them at once?	You can activate multiple <Delay> effects during the same turn. However, you must activate them one at a time. You can't activate multiple <Delay> effects simultaneously.
7	Can I return an Option card with <Delay> to my hand instead of activating its <Delay> effect?	No. As a general rule, once you place an Option card in your battle area, you can't return it to your hand.
8	My opponent has an Option card placed in their battle area. Can I remove it by attacking it with a Digimon?	No, you can't.
9	Do <Delay> effects count as Option card effects?	Yes, they do.
10	Can I activate a card's <Delay> effect if I don't have a Digimon or Tamer in play of a matching color?	Yes, you can.
11	If I activate the <Delay> effect on an Option card in my battle area, does it count as using an Option card?	No. Activating the <Delay> effect on an Option card in your battle area doesn't count as using an Option card. As such, activating a <Delay> effect doesn't activate the effects on cards like [BT3-091 Lilihmon] or [BT3-096 Mimi Tachikawa].

Keyword Effect <Decoy>

Nº	Q	A
1	What does <Decoy> do?	When one of your Digimon matching <Decoy>'s specifications would be deleted by an opponent's "delete" effect, you can delete the Digimon with <Decoy> instead to prevent the other Digimon from being deleted.
2	When can <Decoy> be activated?	When one of your Digimon matching <Decoy>'s specifications would be deleted by an opponent's "delete" effect, you can activate <Decoy> before the Digimon is deleted. Think of it as an effect that interrupts deletions.
3	What happens to the digivolution cards of a Digimon saved with <Decoy>?	They stay in play. The Digimon saved with <Decoy> isn't deleted, and neither are its digivolution cards.
4	A Digimon saved with <Decoy> has an [On Deletion] effect. Does the [On Deletion] effect activate?	No. A Digimon saved with <Decoy> isn't deleted, so its [On Deletion] effect doesn't activate.
5	A Digimon that activated <Decoy> and deleted itself to save another Digimon had an [On Deletion] effect. Does that effect activate?	Yes, it does.
6	Can I use <Decoy> to save a Digimon that's going to be deleted as a result of battle?	No. <Decoy> can only be used to save Digimon that are going to be deleted by an opponent's effect. You can't use it to save Digimon that lose battles.
7	My opponent uses an effect to reduce one of my Digimon's DP to zero. Can I use <Decoy> to prevent it from being deleted?	No. Effects that reduce DP aren't considered to be deletion effects, so you can't use <Decoy> to save a Digimon from being deleted at zero DP.
8	If two or more Digimon specified by <Decoy> are being deleted by an effect simultaneously, can I use <Decoy> to save them?	You can activate <Decoy>, but you can only use it to save one of the Digimon being deleted.

	If two or more Digimon specified by <Decoy> are being deleted by an effect simultaneously, can I use two or more Digimon with <Decoy> to save each Digimon individually?	Yes, you can.
10	If a Digimon with <Decoy> and a Digimon matching the specifications of <Decoy> are being deleted by an effect simultaneously, can I use <Decoy> to save the specified Digimon?	Yes, you can.
11	I attack with a Digimon with <Piercing>. If my opponent's Digimon has <Retaliation>, can I activate <Decoy> before my Digimon is deleted by it? If yes, do I still get to perform security checks with <Piercing>?	Yes. <Retaliation> is a deletion effect, so you can activate <Decoy> to save a Digimon from it. And since the attacking Digimon stays in play after being saved by <Decoy>, it performs its <Piercing> checks.

Digimon Card Game Detailed Rules Ver 1.3

This document explains some of the nuances of the Digimon Card Game for more experienced players. If you're used to the game but still find yourself wondering about how certain rules interactions are intended to play out, this document should have the answers you need.

■ Effects: Triggering, activating, and pending

Some Digimon and Tamer effects are only activated at specific timings or when certain conditions are met, such as [On Play], [When Digivolving], [On Deletion], [When Attacking], and effects with conditions that include the word "when". Meeting the conditions for effects like these such that the effect becomes ready to activate is called "triggering" an effect, and actually applying the effect is "activating" it.

Triggered effects generally activate immediately, but when multiple effects are triggered at the same time, there may be a gap between trigger and activation depending on the order in which the effects are activated. Gaps like these are referred to as "pending activations".

If a Digimon or Tamer with a pending activation leaves play before their effect activates, the effect does not activate.

■ "When" and "Would" in Card Text

Some effect text refers to "when" something happens to determine effect triggers, while others refer to "when <something> would" happen. These conditionals are similar, but not identical.

"When" effects trigger after the condition is actually met.

(Example: "When one of your Digimon is deleted" triggers when one of your Digimon is deleted.)

"When <something> would" effects trigger immediately before the condition is met.

(Example: "When one of your Digimon would be deleted" triggers when one of your Digimon is about to be deleted, but before it actually happens.)

"When <something> would" effects interrupt the actions that serve as their trigger conditions. This can sometimes result in the action that meets the trigger condition being cancelled.

(Example: "When one of your Digimon would be deleted, return that Digimon to its owner's hand" returns one of your Digimon to its owner's hand before it can be deleted.)

■ “When <something> would” in Card Text (Ver.1.3)

Some effect text refers to “when <something> would” happen. A “when <something> would” effect only activates once during a set of effects derived from a single effect’s activation, even if it is not a [Once Per Turn] effect. If a “when <something> would” effect has already been activated, it won’t trigger or activate during the activation of any following derived effects, even if the trigger condition is met.

(Example: When both players have Digimon with a “When this Digimon would be deleted, by deleting 1 of your opponent’s Digimon, prevent this Digimon’s deletion” effect, if your Digimon is affected by a deletion effect, “When this Digimon would be deleted” is triggered and activated for your Digimon, then a deletion of your opponent’s Digimon is attempted. This is interrupted by the triggering and activation of “When this Digimon would be deleted” from your opponent’s Digimon, and a deletion of your Digimon is again attempted. The “When this Digimon would be deleted” effect has already activated for your Digimon, therefore it is not triggered again, and your Digimon is deleted.)

Once all derived effects have activated, a “when <something> would” effect can be triggered again.

■ Activating Effects from the Trash

Most Digimon and Tamer effects can only be activated from the battle area. However, some effects—such as [On Deletion] effects—can also be activated from the trash.

Digivolution cards stop being treated as digivolution cards when they’re placed in the trash, but when activating [On Deletion] effects inherited from them, the effect activates as if the Digimon that inherited the effect was in the same state it was in when it was deleted.

(Example: A card with the inherited effect “[On Deletion] If this Digimon has [Greymon] in its name” is deleted as one of the digivolution cards of a [Greymon] card. It stops being treated as a digivolution card when it moves to the trash, but its effect can still be activated as if it were one of [Greymon]’s digivolution cards.)

If a card with a pending [On Deletion] effect moves from the trash to a player’s hand/deck/battle area/breeding area, the card is no longer in the trash, so the effect doesn’t activate.

Additionally, if the [On Deletion] effect was inherited from a digivolution card, even if the card with the inherited effect’s text remains in the trash, if the card that was the top card of the Digimon at the time of deletion leaves the trash, the inherited effect doesn’t activate because the card with the text is no longer treated as a digivolution card.

(Example: An [Agumon] with an [On Deletion] inherited effect is deleted as part of a [Greymon]’s digivolution cards. If the [Greymon] card returns to your hand from the trash while [Agumon]’s inherited effect is pending activation, [Agumon]’s inherited effect will no longer be able to be activated.)

■ Global Effects

Some effects, like those that read "for the turn," or "until the end of your opponent's next turn," persist from the moment of their activation for a specified period of time.

Generally, these effects can only affect cards that were in the battle area at the moment of activation, but effects that apply globally to you, your opponent, or both players ("all Digimon," "all of your Digimon," "all of your opponent's Digimon") also apply to any Digimon that enter play or move from a breeding area to a battle area after the effect's activation.

■ Overlapping Previously Activated Effect

When multiple global effects overlap, any new Digimon that enters a battle area has all of the effects applied to it simultaneously.

When multiple effects that add or subtract values like DP are applied simultaneously, the final sum of all positive/negative values is applied.

(Example: When a +3000 DP effect and a -5000 DP effect are applied simultaneously, $3000 - 5000 = -2000$ DP is applied.)

■ "With <effect>" (Ver.1.3)

When a card has an effect under certain conditions, the card is not treated as having that effect if the conditions are not met.

(Example: In the case of the "While you have a blue Digimon, this Digimon gains <Blocker>" effect, Digimon are not treated as having <Blocker> if you don't have a blue Digimon.)

Conversely, if a card has such an effect but no particular conditions, it is treated as having that effect even if the card is not in the battle area, such as when it is in your hand, trash, deck, security stack, or breeding area.

If an effect is activated momentarily, such as [On Play] or [When Digivolving] effects with activation timings, a card is treated as having that effect even at times other than the activation timing.

(Example: Digimon cards with "[When Digivolving] <Blitz>" are treated as having <Blitz> even when they are not digivolving or when they are in your hand, trash, etc.)

For an effect that has both conditions and an activation timing, if the conditions are met, a card is treated as having that effect even at times other than the activation timing.

(Example: For a "[When Digivolving] If this Digimon has a red digivolution card, <Blitz>" effect, while a red card is in the digivolution cards, the Digimon is treated as having <Blitz> even on a turn other than when it digivolved.)

■ Digimon Without DP Being in Battle Areas

Some combinations of effects may result in a Digimon that has no DP value to be in a battle area. Level 2 and lower Digimon do not have a DP value.

A Digimon that has no DP value can't exist in battle areas, so the card is discarded to the trash. This does not count as the card being deleted.

■ Zero DP Digimon

Digimon DP isn't reduced by attacks, but some effects can reduce Digimon DP temporarily.

If such effects reduce a Digimon's DP to 0 (DP can't be negative), the Digimon is deleted and discarded to the trash.

Additionally, when a Digimon's DP is reduced to zero by an effect and deleted, it's the game rules that are deleting it, not the effect that reduced the Digimon's DP.

Even when a Digimon's DP is reduced to zero by an effect, the Digimon won't be immediately deleted if the effect is still resolving. It will remain in the battle area with a DP of zero. Once the effect has finished activating, the Digimon is treated as deleted by the rules. (Ver1.2)

■ Digimon DP Reaching 0 on Play/Move

It's possible for global effects to cause a Digimon to reach 0 DP as soon as it enters play. When this happens, if the Digimon has any [On Play] effects, they don't activate, as the Digimon is deleted before its [On Play] effects can activate.

However, the Digimon is still considered to have been played, so other effects such as "When you play another Digimon," or "When an opponent plays a Digimon," still activate.

■ [Start of Your Turn] and "end of the turn" Effects

[Start of Your Turn] effects activate at the very start of your turn, before your unsuspend phase. If there are multiple [Start of Your Turn] effects, the player the effects belong to decides their order of activation.

"End of the turn" effects apply once the memory gauge is at 1 or greater on your opponent's side and the condition for switching turns is met, but the turn doesn't change until all "end of the turn" effects finish activating.

If an effect causes the memory gauge to return to 0 or greater on your side, the turn doesn't switch, and your turn continues. In cases like these, "end of the turn" effects can end up applying more than once.

■ [When Attacking] Effects

[When Attacking] and "when one of your Digimon attacks" effects trigger as soon as you declare an attack with a Digimon. After declaring the attack, if the attacking Digimon is turned into a different Digimon via digivolution or de-digivolution and that causes it to gain new [When Attacking] effects, effects it didn't have at the time you declared the attack won't activate.

■ Reaction Timing

Effects that read "when an opponent's Digimon attacks" trigger at reaction timing.

Reaction timing occurs after an opponent attacks with a Digimon, after all [When Attacking] and "when an opponent's Digimon attacks" effects have finished resolving.

[When Attacking] effects don't trigger if the attacking Digimon didn't have them

at the time the attack was declared, but “when an opponent’s Digimon attacks” effects can be triggered and activated at reaction timing if the Digimon gained them after the attack was declared and *before* reaction timing occurs.

■ Multi-Target Effects

For card effects that choose multiple targets, there’s a difference between effects that refer to choosing “up to <number>” of something as opposed to just “<number>”.

When effects ask you to choose a “<number>” of something, you must choose as many of the number specified as you can.

(Example: An effect that reads, “3 of your opponent’s level 3 Digimon” requires you to choose 3 of your opponent’s level 3 Digimon. If your opponent only has 2 level 3 Digimon in play, you must choose as many of them as you can, so you must choose both.)

When effects ask you to choose “up to <number>” of something, you can choose as few or as many of the number specified as you like. (You must choose at least 1. If there are 1 or more applicable Digimon or Tamers in play, you can’t choose 0.)

(Example: An effect that reads, “up to 3 of your opponent’s level 3 Digimon” allows you to choose between 1-3 of your opponent’s level 3 Digimon.)

■ “By <X>, <Y>” Effects (Ver.1.3)

Some effects read, “by <X>, <Y>” or “<Y> by <X>”.

When activating an effect like this, you can choose to perform the action described in <X> in order to resolve the action <Y>. This is not required, and you can choose to not do <X> if you’d prefer to not activate <Y>. If the effect has [Once Per Turn] or a similar activation limit, choosing to not activate the effect or being unable to activate the effect does not count towards the activation limit.

Additionally, you are allowed to perform <X> even if you would be unable to execute <Y>. If you do so, activating the effect will still count toward [Once Per Turn] and other activation limits.

(Example: An effect that reads, “By trashing the top card of your security stack, 1 of your opponent’s Digimon gets -2000 DP for the turn” can be activated even if your opponent has no Digimon in their battle area, but it can’t be activated if you have no cards in your security stack since the <X> condition here requires you to “trash the top card of your security stack”.)

Please note that these same rulings apply to effects that read, “you may <X> to <Y>”. This wording occurs on some cards and in reminder texts.

■ Effects That Change or Assume the Conditions of “By <X>, <Y>” Effects (Ver.1.3.)

“By <X>, <Y>” effects don’t activate if you can’t perform <X>. However, the “by <X>, <Y>” effect can activate if other effects change the condition <X> to something that can be performed or change the Digimon or Tamer performing <X> to a card that is capable of performing <X>.

(Example: The <Digisorption> effect (when one of your Digimon would digivolve into this card from your hand, you may suspend 1 of your Digimon to reduce the digivolution cost by X) can’t activate if all of your Digimon are suspended, but if you have a Digimon with “when suspending Digimon for a <Digisorption> skill, you may suspend your opponent’s Digimon instead” while your opponent has an

unsuspended Digimon, the <Digisorption> effects can activate by suspending the opponent's Digimon.)

■ Effects Divided With "Then"

Some effects read, "<X>. Then, <Y>," effectively splitting themselves into multiple parts.

When activating effects like these, first perform <X>, then perform <Y>. You can activate these effects even if you can only activate half or none of the parts.

It is also possible to meet conditions for "<Y>" by performing "<X>".

(Example: An effect that reads, "Trash the bottom digivolution card of all of your opponent's Digimon. Then, gain 1 memory for each of your opponent's Digimon with no digivolution cards" causes an opponent's Digimon to lose its only Digivolution card. The second part of the effect then occurs ("gain 1 memory for each of your opponent's Digimon with no digivolution cards"), and since your opponent's Digimon no longer has any digivolution cards, it's counted as part of the effect, allowing you to gain 1 memory.)

Additionally, when applying effects, even though the order of applying is "<X>" -> "<Y>", effects triggered by the different parts are considered to trigger simultaneously.

(Example: You activate an effect that reads, "Trash the top card of both players' security stacks. Then, you may play 1 purple or yellow Digimon card with a level of 4 or less from your trash without paying the cost." The first part of the effect triggers "When a card is removed from your security stack" effects, while the second part triggers [On Play] and similar effects. These effects are considered to trigger simultaneously, so the player who the effects belong to gets to decide their order of activation.)

■ Option Card Targets

Players can use Option cards by paying their memory costs even when there are no applicable Digimon or Tamer cards to target with it. This generally results in the Option card having no effect, but still counts as using an Option card for effects that read, "When a player uses an Option card."

On the other hand, if there is an applicable card for an Option card to target, you must choose it. If card text refers to choosing "up to" a certain number of cards, you must choose at least 1, and if a card refers to choosing a "<number>" of cards, you must choose as many as you can. (For more details, see "Multi-Target Effects".)

■ Tokens (Ver.1.3)

Rulings on Tokens have been updated as follows.

There are no changes to previous rulings, but there are rule additions in accordance with new statuses that may occur with newly added card effects.

- Tokens can't digivolve. Tokens can't be placed as digivolution cards for other cards and Tokens can't be placed under other cards.
- Cards are never placed under Tokens. Even if you choose a Token as the target for such an effect, the Token won't be affected by the effect.
- If a Token is the target of an effect that would delete it, trash it, return it to the deck, place it in the security stack, or place it under another

card, the Token will not move to those areas, and it will be removed from the game. Therefore, effects that are triggered "when cards are added to the hand/deck/security stack" won't be triggered because a Token won't be moved to these areas even if it is affected by an effect that adds a card to such areas.

•Tokens played as Digimon are affected by effects that are valid for Digimon, and Tokens played as Tamers are affected by effects that are valid for Tamers, the same as standard Digimon and Tamers. However, Tokens aren't affected by effects that would make them perform an action that Tokens cannot perform, such as an effect that would place a card under a Token.

■ **Digimon Becoming Unsuspended Following DNA Digivolution**

When a player performs a DNA digivolution with one or more suspended Digimon, the resulting Digimon enters play unsuspended, but in this case, DNA digivolution itself isn't unsuspending the Digimon. Instead, the Digimon with DNA digivolution enters the battle area as a new Digimon, and isn't treated by the game rules as a "Digimon becoming unsuspended."

As such, effects that check for Digimon becoming unsuspended aren't triggered by DNA digivolution. (This is the same principle behind why effects that play Digimon in the suspended state don't trigger effects that check for "when a Digimon becomes suspended".)

■ **Timing for placing cards for a DigiXros (Ver.1.2)**

If playing a Digimon with DigiXros requirements, effects activated "when you would play this card" (such as effects that add to or subtract from the play cost) will activate before placing digivolution cards for the DigiXros.

If it is possible to select whether an effect activates or not, make your selection and declare it before placing digivolution cards for the DigiXros.

After all of the effects have activated, place the digivolution cards for the DigiXros, and reduce the play cost according to the number of cards placed.

■ **Effects that "reveal" cards (Ver.1.2)**

Effects that "reveal" cards in your deck, security stack, and so on treat the cards as still being in the original location from where they were revealed. Therefore, the number of cards in that zone does not increase when revealed cards are returned to their original location in your deck, security stack, and so on.

However, effects such as "when trashed from your deck" and "when trashed from your security stack" are not triggered when a revealed card is trashed. Such effects are only triggered when a card is directly trashed from your deck or security stack without being revealed first.

Additionally, unlike when cards are revealed, cards in your security stack stop being treated as security stack cards when they are flipped over by a security check.

■Card Types	
Digimon Card	Cards with a Digimon on them.
Digi-Egg Card	Cards with an In-Training Digimon on them. The back of these cards differ from other cards, and they can only be used in the Digi-Egg deck.
Option Card	One-use cards activated directly from the player's hand to cause certain effects.
Tamer Cards	Cards with Tamers on them. They can't attack, but have abilities that can affect your Digimon or your opponent's Digimon. They can't be targeted by an attacking Digimon.
Digimon	Digimon cards or Digi-Egg cards that are currently in the battle area or breeding area.
Tamers	Tamer cards that are currently in the battle area.
■Areas on the Playing Field	
Battle Area	The area where Digimon and Tamers are placed. Digimon placed here can attack the opponent, and block opponent attacks. Only Digimon level 3 or higher can be in 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.
Breeding Area	The area where Digimon hatched from the Digi-Egg deck are placed. Digimon in this area can't activate effects, aren't affected by effects from other cards, and can't be referenced by other effects. Only 1 Digimon can be in the breeding area at a time, and Digimon in this area that digivolve to level 3 or higher can be moved to the battle area. Digimon in the battle area can't be returned to the breeding area.
Deck Zone	The area where the player's 50-card deck is placed.
Digi-Egg Deck Zone	The area where the player's Digi-Egg deck containing up to 5 cards is placed.
Trash (Recycle Bin)	The area where discarded cards are placed. Cards placed here are placed face up.
Memory Gauge (Memory)	The gauge used for paying costs, etc. For each point of a memory cost to be paid, the counter is moved one spot to the right. If the gauge lands on 1 or higher on the opponent's side, any mid-resolution effects or actions resolve, the turn ends, and it becomes your opponent's turn. If the resolution of an effect or action causes the counter to move to 0 or above on your side of the gauge, your turn continues.
Security Stack	A defensive wall that protects the player. A player loses the game if they are attacked with zero cards remaining in their security stack.
■Timings	
On Play	Triggers when Digimon are played directly to the battle area. Does not apply to digivolving Digimon or Digimon moved into play from the breeding area.
When Digivolving	Triggers when a Digimon on the field digivolves. Digimon digivolved in the breeding area do not activate their When Digivolving effects. These effects activate after the player draws a card for the digivolution bonus.
When Attacking	Triggers when an attack is declared with the Digimon that has the [When Attacking] effect. Triggers at the same time as effects that read "when one of your Digimon attacks".
End of Attack	Triggers after the resolution of the attack made by any Digimon with effects with this timing, and any effects that attack triggers. If that Digimon loses the battle or leaves play during the attack, the End of Attack effect doesn't activate.
"At the end of the battle"	During battles between Digimon or between a Digimon and a Security Digimon, "at the end of the battle" timing occurs after comparing DP and determining the battle's outcome.
Reactions	When you attack with a Digimon, reaction timing occurs when all [When Attacking] and "When one of your Digimon attacks" effects—along with all effects triggered by those effects—finish activating. Triggered by your opponent's effects that read "When an opponent's Digimon attacks."
On Deletion	Triggers when a Digimon is defeated in battle, deleted by a card effect, or deleted when its DP is reduced to 0.
Your Turn	The period lasting from the start of your turn to its end.
Opponent's Turn	The period lasting from the start of your opponent's turn to its end.
All Turns	The period lasting from the start of your turn to the end of your opponent's turn.
Start of Your Turn	Resolved when your turn begins.

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End of Your Turn	Resolved when your turn ends.
Security	When a card is turned over for a security check. If the security card that is flipped over has this kind of effect, it activates automatically and has no memory cost.
Main	Effects that can be activated during your main phase. Applies to Option cards activated from your hand, or using optional effects of Digimon or Tamers during the main phase.
■Card States	
Suspend	Turning a Digimon card or Tamer card sideways after attacking, blocking, or using their main effect.
Suspended	A Digimon card or Tamer card that has been suspended, or turned sideways. Suspended Digimon can be targeted for attacks.
Unsuspend	Returning a suspended Digimon card or Tamer card back to the upright position, so that it can perform another action.
Unsuspected	A Digimon card or Tamer card in the upright position that has yet to perform an action such as attacking.
Digivolution Card	A card that is stacked beneath a digivolved Digimon. If the card has an inherited effect, it can be activated by the digivolved Digimon.
Deleted	The state of a Digimon that has been placed in the trash (recycle bin) as a result of losing a battle or being deleted by an effect.
Security Digimon	If a Digimon card is flipped over during a security check, that card becomes a Security Digimon. 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, except security effects.
■Game Phases	
Unsuspend Phase	The first phase of a turn. The turn player unsuspends all of their Digimon and Tamers.
Draw Phase	Phase in which the player draws a card from their deck and adds it to their hand. The player who goes first does not draw during their initial turn. If a player's deck is empty, and they can't draw a card during this phase, they lose the game.
Breeding Phase	Phase where actions involving the breeding area are performed. If there are no Digimon in the breeding area, 1 card can be revealed from the Digi-Egg deck and placed there face up. (This is referred to as Hatching.) Digimon who are level 3 or higher can be moved from the breeding area to the battle area. If nothing can be done, or the player doesn't want to do anything, they can move on to the next phase.
Main Phase	Phase where actions such as playing Digimon, playing Tamers, using Option cards, digivolving, and attacking are performed.
Turns	A player's turn to play. Consists of the four phases and ends when the Memory Gauge reaches 1 or higher on the opponent's side.
■Properties Common to All Card Types	
Card Name	The name of the card.
Color	The color of each card.
Rarity	How rare a card is.
Effects	Abilities possessed by Digimon, Tamers, and Option cards. Different from inherited effects.
Security Effects	Effects activated when a card is turned over during a security check.
Once Per Turn	Indicates effects that can only be activated once per turn. For example, even if the conditions for activating the effect occurred multiple times in one turn, the effect could only be activated once. Different effects with the Once Per Turn restriction can still be activated in the same turn. Also, if two separate Digimon possess the same effect with a Once Per Turn restriction, they can each be activated once during the same turn.
Twice Per Turn	Indicates effects that can only be activated twice per turn. For example, even if the conditions for activating the effect occurred multiple times in one turn, the effect could only be activated twice. Different effects with the Twice Per Turn restriction can still be activated twice each in the same turn. Also, if two separate Digimon possess the same effect with a Twice Per Turn restriction, they can each be activated twice during the same turn.
■Digimon Card Properties	

Play Cost	Required cost to play a Digimon directly to your battle area.
Digivolve Cost	Required cost to digivolve a Digimon.
DP (Digimon Power)	A Digimon's attack power. When battling, the DP of both Digimon are compared, and the Digimon with the lower number loses and is deleted.
Digivolution Requirements	Found on Digimon cards, these are the requirements to digivolve into this Digimon. Consists of 3 parts: Color, Lv., and digivolve cost.
Inherited Effect	Effects that are activated when a Digimon becomes a digivolution card. These effects are not activated when the card is a regular Digimon.
Lv. (Level)	Number showing the stage of a Digimon's digivolution. Digimon can be digivolved into a Digimon that is one level higher than itself.
Type	One of the traits of a Digimon.
Attribute	One of the traits of a Digimon. Usually one of the following: Vaccine, Data, Virus, Free.
Rookie	One of the stages of Digimon Digivolution. Corresponds to Level 3.
Champion	One of the stages of Digimon Digivolution. Corresponds to Level 4.
Ultimate	One of the stages of Digimon Digivolution. Corresponds to Level 5.
Mega	One of the stages of Digimon Digivolution. Corresponds to Level 6 and above.
DNA Digivolution	Lists requirements for a Digimon to DNA digivolve.
Special Digivolution	Special digivolution requirements written on Digimon cards that are different from standard digivolution requirements.
■ Digi-Egg Card Properties	
Inherited Effect	Effects that are activated when a Digimon becomes a digivolution card.
Lv. (Level)	Number showing the stage of a Digimon's digivolution. Digimon can be digivolved into a Digimon that is one level higher than itself.
Type	One of the traits of a Digimon.
Attribute	One of the traits of a Digimon. Usually one of the following: Vaccine, Data, Virus, and Free.
In-Training	One of the stages of Digimon Digivolution. Corresponds to Level 2.
■ Tamer Card Properties	
Play Cost	Required cost to play a Tamer directly to your battle area.
■ Option Card Properties	
Cost	Required cost to use an Option card.
■ Actions	
Attack	Attacking the opposing player or one of their suspended Digimon.
Block	Using the <Blocker> effect to receive an attack from an opponent's Digimon in place of the original target.
Battle	Following an attack, the two battling Digimon/Security Digimon compare DP to determine a winner.
Playing	Paying a memory cost to place a Digimon card or Trainer card directly into the battle area.
Hatching	Drawing a card from the Digi-Egg deck during the Breeding Phase, and placing it face up in the breeding area.
Digivolution	Transforming a Digimon into a Digimon one level higher than its own. A Digimon card is placed on top of a Digimon that meets its digivolution requirements, and the digivolve cost is paid. A card is then drawn from the deck as a digivolution bonus.
Trash	Placing a card in the trash (recycle bin).
Pass	Voluntarily giving up your turn to the opponent during the main phase. When a turn is passed, the memory counter is moved to the opponent's number 3 space regardless of where it was at before passing.
Check	Flipping a security card face up when you attack your opponent.
Move	The act of moving a Digimon to another area. This mainly refers to moving a level 3 or higher Digimon from the breeding area to the battle area.
DNA Digivolution	Digivolving a Digimon using DNA digivolution. Stack all of the Digimon specified by the DNA digivolution requirements on top of each other unsuspended, place the card you're DNA digivolving into from your hand on top of both Digimon, and pay the DNA digivolution cost. Then, draw a card from your deck as a digivolution bonus.
Color Requirements	To use an Option Card, players must have a Digimon or Tamer in their battle area or breeding area that matches the color of the Option Card.
■ Keyword Effects	

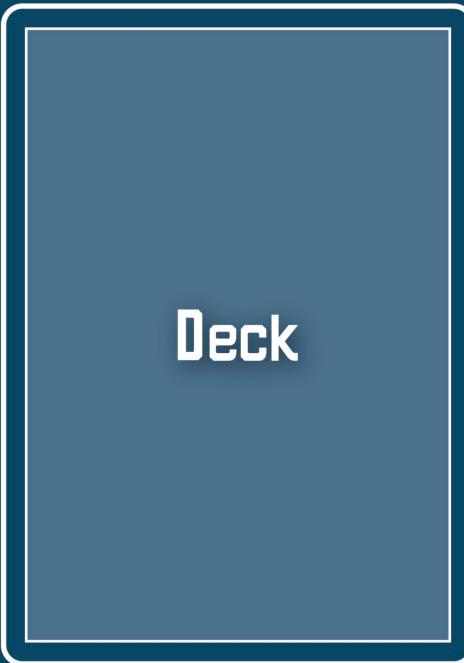
<Blocker>	When an opponent's Digimon attacks, you may suspend this Digimon to force the opponent to attack it instead. This effect can be used against an attack from an opposing Digimon. The target of the attack changes to the Digimon that used <Blocker>, taking the place of the original target.
<Security Attack +x>	This Digimon checks x additional security card(s). Effect that increases the number of security cards checked by x when attacking the opposing player. When checking multiple security cards due to this effect, do not flip all security cards over at once. Instead, flip them over one at a time and don't move on to the next one until everything has resolved. If the attacking Digimon is defeated in battle or returned to the player's hand, the attack ends.
<Security Attack -x>	This Digimon checks x fewer security card(s). Effect that decreases the number of security cards checked by x when attacking the opposing player. If this effect causes the number of cards checked to become zero (it can't be less than zero), the opponent's security cards aren't checked. If your opponent has zero security cards and you attack with a Digimon that checks zero cards, you can't win the game.
<Recovery +x (Deck)>	Place the top x card(s) of your deck on top of your security stack. Effect that has you to place x cards from your deck on top of your security stack without looking at them. With this effect, you can replenish your security stack. There is no limit to how many cards can be in your security stack.
<Piercing>	When this Digimon attacks and deletes an opponent's Digimon and survives the battle, it performs any security checks it normally would. This effect allows a Digimon to check an opponent's security cards after a battle if your Digimon defeats the opposing Digimon and survives. This effect also works if an attack is blocked, however it does not activate for battles with Security Digimon. Security checks resulting from <Piercing> are performed after all effects resulting from the battle have been resolved.
<Draw x>	Draw x card(s) from your deck. This effect allows you to add a number of cards to your hand from your deck. There is no limit to how many cards you can have in your hand.
<Jamming>	This Digimon can't be deleted in battles against Security Digimon. Digimon with this effect will not be deleted if they lose a battle with the opponent's Security Digimon. If the Digimon has a Security Attack + effect that allows for an additional security card to be checked, that check can still be performed.
<Digisorption -x>	When one of your Digimon digivolves into this card from your hand, you may suspend of your 1 Digimon to reduce the memory cost of the digivolution by x. When digivolving into a card in your hand with this effect, you may suspend 1 of your Digimon to reduce the digivolve cost by the number specified in the effect. However, the digivolve cost can't be reduced to less than zero.
<Reboot>	Unsuspend this Digimon during your opponent's unsuspend phase. Digimon with this effect are unsuspended during not only your unsuspend phase, but your opponent's unsuspend phase as well.
<De-Digivolve x>	Trash up to x cards from the top of one of your opponent's Digimon. If it has no digivolution cards, or becomes a level 3 Digimon, you can't trash any more cards. Trash the number of cards specified from your opponent's Digimon that was targeted by the effect, starting from the top. This reduces the level of the target Digimon. However, Digimon can't be deleted or removed from play with this effect. Once a Digimon has lost all of its digivolution cards or has been reduced to level 3, you can't trash any more cards with this effect.
<Retaliation>	When this Digimon is deleted after losing a battle, delete the Digimon it was battling. When a Digimon with this effect loses a battle with one of your opponent's Digimon, it deletes that Digimon, regardless of DP.
<Digi-Burst X>	Trash X of this Digimon's digivolution cards to activate the effect below. A Digimon with this effect has a <Digi-Burst> effect you can activate by trashing the specified number of digivolution cards from it at the specified timing.
<Rush>	This Digimon can attack the turn it comes into play. Digimon with this effect can ignore the rule that states "Digimon can't attack the turn they enter play" and attack as soon as they're played.

<Blitz>	<p>This Digimon can attack when your opponent has 1 or more memory.</p> <p>When digivolving into a Digimon with this effect, you can attack with it before the turn ends even if paying the digivolution cost moved the memory gauge to 1 or more on the opponent's side.</p> <p>However, if the Digimon is suspended, has an effect that prevents it from attacking, or is otherwise unable to attack normally, <Blitz> won't enable it to attack.</p>
<Delay>	<p>Trash this card in your battle area to activate the effect below. You can't activate this effect the turn this card enters play.</p> <p>After placing an Option card with this effect in your battle area, you can trash it at the timing specified to activate the card's <Delay> effect.</p> <p>It's not necessary to pay an Option card's memory cost or meet color requirements when activating its <Delay> effect.</p>
<Decoy (X)>	<p>When one of your other (X) Digimon would be deleted by an opponent's effect, you may delete this Digimon to prevent that deletion.</p> <p>When one of your (X) Digimon would be deleted by an opponent's "delete" effect, you can delete the Digimon with this effect instead to prevent the other Digimon from being deleted. When multiple applicable Digimon are deleted simultaneously, you can only use this effect to prevent one of them from being deleted.</p> <p>If the Digimon with this effect is deleted, you can't activate this effect.</p>
<Armor Purge>	<p>When this Digimon would be deleted, you may trash the top card of this Digimon to prevent that deletion.</p> <p>When one of your Digimon with this effect would be deleted, this effect allows you to trash the top card of that Digimon to prevent it from being deleted. The Digimon that activates this effect then becomes the top Digimon in its digivolution cards. Digimon with no digivolution cards can't activate this effect.</p> <p>Additionally, any effects that are affecting the Digimon prior to activating <Armor Purge> carry over. (Other than effects that are lost as a result of trashing cards.)</p>

**Security
Stack**



Deck



Trash



Breeding area



Battle area

**DIGIMON
CARDGAME**

⟨Game Flow⟩

- ① Unsuspend Phase**
- ② Draw Phase**
- ③ Breeding Phase**
- ④ Main Phase**

