

Hololive OCG comprehensive rules, translated by Ogbajoj

Notes: this is mostly machine translated, line by line. I've cleaned up the translations and made things more consistent, so it should make sense. Also there were a few lines I had some questions about, any that were simple enough I asked the community in #translator-town and got some good answers about them. Others are based on cards or text forms I don't think we have yet, so they remain unanswered.

Thanks to Fawx for formatting help, checking over everything, and keeping me in line.

The original Japanese document can be found at

https://hololive-official-cardgame.com/wp-content/themes/tcg/assets/img/rule/whole_rule.pdf

This document is based on comprehensive rules version 1.3.0, dated March 16th 2025.

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1 Game Overview

1.1 Number of players

- 1.1.1 This game is a game in which two players play against each other. Rules for games with other numbers of players are not supported by the current comprehensive rules.

1.2 Winning or losing the game

- 1.2.1 If any player is defeated, the game ends at that point. A player whose opponent is defeated and who has not been defeated wins the game.
 - 1.2.1.1 If a player repeatedly redraws cards at the start of the game and is left with no cards, they lose the game ([6.2.1.8.1](#)).
 - 1.2.1.2 A player who has no cards in their Life area loses the game ([11.2.1](#)).
 - 1.2.1.3 A player who has no holomems on their Stage loses the game ([11.2.2](#)).
 - 1.2.1.4 A player who has no cards in their deck when drawing during the Draw Step of their turn loses the game ([7.3.2.1](#)).
- 1.2.2 If both players lose at the same time, the game is a draw.
- 1.2.3 Any player may concede at any point during the game. When a player concedes, they immediately lose the game without waiting for a check timing ([10.6.1](#)), and the game ends.
 - 1.2.3.1 The act of conceding is not influenced by any cards, no card effects can force you to concede, and no effects can replace a loss due to conceding.
- 1.2.4 Some cards may cause an effect that causes a player to win or lose. In this case, the player wins or loses while the effect is being processed, without waiting for a check timing ([10.6.1](#)), and the game ends.

1.3 Basic principles of the game

- 1.3.1 If the text on a card contradicts the comprehensive rules, the text takes precedence.
- 1.3.2 If for some reason a player is asked to do something that is impossible to perform, it simply doesn't happen. Similarly, if an effect asks you to perform a set amount of actions, and only some of them are impossible to perform, you perform as many of them as possible.
 - 1.3.2.1 If an effect asks something that is already in a certain state to be put into that state, it does not become that state again, and the action is not taken.
 - 1.3.2.2 If a player is asked to do something that is impossible to do, it simply doesn't happen. Also, if a player is asked to do a certain amount of actions and only some of them are possible, they will perform as many of them as possible.
 - 1.3.2.3 If the number of units or times an action is performed is 0 or less, or if an action is performed based on a value that is 0 or less (except for adding, subtracting, or comparing numbers), the action will not be performed at all. Negative values do not require the opposite action to be taken.

- 1.3.2.3.1 If you need to perform some action other than addition, subtraction, or comparison based on information whose value is negative, perform that action as if the value were 0.
 - 1.3.2.4 When multiple effects occur that require an action, and it is impossible to fulfill all of those requirements, you must select and execute an action that will satisfy as many of those requirements as possible.
 - 1.3.2.5 Numerical information held by players and cards can be 0 or negative unless otherwise specified with an upper or lower limit.
- 1.3.3 If a card's effect instructs a player to perform an action, and at the same time an effect that prohibits that action is in effect, the prohibiting effect always takes priority and the action is not carried out.
- 1.3.4 If multiple players are required to make a choice at the same time, the first player makes the choice if it is before the game has started, and the Turn Player makes the choice if it is during the game. Non-Turn Players make their own choices after learning the Turn Player's choice.
 - 1.3.4.1 If an effect applies to multiple players and requires a series of actions to be performed, those actions that don't require a choice are performed simultaneously, and those that do require a choice are performed starting with the Turn Player.
 - 1.3.4.2 When selecting cards from a hidden zone at the same time, the Turn Player selects the number of cards they need without revealing the contents of the cards, and then the Non-Turn Player selects the number of cards they need. If the selected cards are to be revealed, they can be done after both players have made their selections.
- 1.3.5 When choosing a number, you must choose an integer greater than or equal to 0. You cannot choose a fractional number less than 1 or a negative number.
 - 1.3.5.1 If an upper limit is specified, with wording such as 'up to', you can select 0 unless a lower limit is specified.
 - 1.3.5.2 If the wording is '(number A) to (number B)', select a value that is greater than or equal to (number A) and less than or equal to (number B).

2 Card Information



2.1 Card name

2.1.1 This is the unique name of the card.

2.1.2 When text refers to "name", it refers to a card whose name is (name), or any card name or part of a card name, depending on the context.

2.2 Card type

2.2.1 This is the type of the card.

2.2.2 The card types are either 'Oshi holomem', 'holomem', 'Support', or 'Cheer'.

2.2.2.1 Among cards without a card type notation, cards with Life ([2.8](#)) information have the card type 'Oshi holomem'.

2.2.2.2 Among cards without a card type notation, cards with HP ([2.9.1](#)) information have the card type 'holomem'.

2.2.3 Some cards may have card sub-types in addition to their card type.

2.2.4 Some cards with card sub-types can be 'attached' ([5.16](#)) to other cards.

2.3 Bloom level

2.3.1 This is the Bloom stage of the card.

2.3.2 There are four different Bloom levels:



2.4 Color

2.4.1 This is the color attribute of the card.

2.4.2 In this game, colors are represented by words or icons.



2.4.3 Icons that combine multiple color icons may be used. In that case, the card will have all the colors represented by each of the original icons.



Example: The icon on the right is both white and green.

2.4.4 When Card A and Card B are 'of the same color' it means that they both have a color in common.

2.5 Buzz

2.5.1 A card with the word 'Buzz' written in this position is a card that has the 'Buzz' property.

2.6 Tags

2.6.1 These are the characteristics of the card.

2.6.2 Tags have no rules meaning, but may be referenced by abilities and effects.

2.7 Card text

2.7.1 These are the unique abilities of the card.

2.7.2 In the text, there may be some detailed explanations of abilities. These are called reminder text. Reminders are part of the text, but they are only meant to explain the abilities and do not affect the game.

2.7.2.1 The text on a Cheer card is treated as reminder text.

2.8 Life

2.8.1 This is the number of Life the player will have when using the Oshi holomem.

2.9 HP

2.9.1 This is the amount of damage that needs to be inflicted to Down the holomem.

2.10 Baton Pass

2.10.1 This is the amount of Cheers needed for the holomem to Baton Pass ([8.7](#)).

2.11 Extra ability

2.11.1 This is a specially written ability that the card has.

2.11.2 Extra abilities have the following effects according to their description:

- 2.11.2.1 'You may put any number of copies of this holomem in your Deck.' is a continuous ability with a replacement effect that replaces the maximum number of cards allowed in a deck ([6.1.4.3](#)).
- 2.11.2.2 'When this holomem is Downed, lose 2 LIFE.' is a continuous ability with a replacement effect that replaces the amount of Life damage ([11.5.1](#)) a player takes when a holomem is Downed.
- 2.11.2.3 'This holomem is also treated as "(name)"' is a continuous ability that causes this card to have "(name)" as an additional card name.
 - 2.11.2.3.1 If there are multiple names in this ability, this card will have each of them as an additional card name.
- 2.11.2.4 'This holomem cannot Bloom' is a continuous ability that prevents other cards from Blooming ([5.13](#)) onto this card.
- 2.12 Limited notation
 - 2.12.1 This is a statement about the playing conditions of the card ([8.6.2](#)).
- 2.13 Card art
 - 2.13.1 This is an illustration based on the contents of the card.
 - 2.13.2 The illustrations have no particular meaning in the game.
- 2.14 Addendum
 - 2.14.1 Any information not directly related to the game, such as card number, illustrator information, card copyright information, etc., other than the information provided above, is collectively called "Addendum".
 - 2.14.2 Card numbers may be referenced during deck construction ([6.1.4.3](#)).
 - 2.14.3 Any addendum other than the card number has no particular meaning in the game.
- 2.15 Card description
 - 2.15.1 When a rule or text refers to '(any card's property) card' or '(any card's property)', it means 'any card that has that property'.
 - Example: 'Support card' means 'a card whose card type is Support'.*
 - Example: 'Archived Cheer' means 'a card whose card type is Cheer in the Archive'.*

3 Player Information

3.1 Owner and Controller

- 3.1.1 An owner is someone who physically owns a card. The owner of a card is the player who started the game with that card in their deck. When the game ends, each player gets back all of the cards they own.
- 3.1.2 The controller is the player currently using the card, ability, effect, etc. The controller of a card in any zone is the player to which that zone belongs.
 - 3.1.2.1 The controller of a continuous ability is the controller of the card with that ability or the effect that caused that ability.
 - 3.1.2.2 The controller of an activated ability is the player who plays it.
 - 3.1.2.3 The controller of an automatic ability is the person who controls the card with that ability or the effect that caused that ability.
 - 3.1.2.4 The controller of an effect is the person who controls the ability that created that effect.
 - 3.1.2.4.1 If an effect instructs a player to perform an action without specifically naming a player, the controller of that effect carries out that instruction.

3.2 Life damage

- 3.2.1 Each player has a number called "Life damage".

4 Zones

4.1 Zone basics

- 4.1.1 Each player has their own zones, unless otherwise specified.
- 4.1.2 Depending on the zone, there are zones where all players can see the contents and information of the cards placed there, and zones where designated players cannot see the information. Zones where all players can see the contents of cards are called 'public zones', and zones where they cannot are called 'hidden zones'.
 - 4.1.2.1 When a card is placed in a public zone, it is placed in a public state ([4.2.2](#)). When a card is placed in a hidden zone, it is placed in a hidden state ([4.2.3](#)).
 - 4.1.2.2 Regardless of whether a zone is public or hidden, all players can see the number of cards in each zone at any time.
 - 4.1.2.3 In a hidden zone, unless the cards in that zone are revealed to all players by some effect, there is no guarantee that there are cards in that zone that meet certain conditions. A player who has that zone revealed to them can treat it as if no such cards exist, even if there are cards that meet those conditions.
- 4.1.3 Some zones restrict the order in which cards are placed. In zones where order is restricted, players cannot change the order unless specifically instructed to do so.
 - 4.1.3.1 The order of cards in a zone where order is restricted is managed by stacking the cards.
 - 4.1.3.2 New cards placed in that zone are placed on top of any cards already there unless otherwise specified.
- 4.1.4 When a card moves from a zone in the Stage ([4.6](#)) to another zone in the Stage, it is the same card, the state of the card (whether it is Resting or not, etc.) is carried over, and the rules and effects applied to the card are applied in the new zone. When a card moves between zones that are not from one zone in the Stage to another zone in the Stage, it is considered to be a new card in the new zone. Any effects applied in the previous zone do not continue to be applied.
 - 4.1.4.1 When an effect of a card specifically refers to the moved card itself in the zone after the move, the moved card can be referred to as the card itself.
- 4.1.5 When multiple cards are placed in a zone at the same time, the order in which they are placed in the new zone is decided by the player to whom that zone belongs, unless otherwise specified.
 - 4.1.5.1 When multiple cards are placed from a public zone to a hidden zone at the same time, if the controller of the cards can decide the order in which those cards are placed, players other than the controller cannot know the order in which those cards are placed.
- 4.1.6 If a card is instructed to move to a zone that does not specify a player, it moves to the designated zone belonging to the controller of that card unless otherwise specified.

- 4.2 Zone visibility
 - 4.2.1 Cards in a zone can be in either a public or hidden state.
 - 4.2.2 A public state means that all players can see the contents and information of the card.
 - 4.2.2.1 Even in public zones, cards may be temporarily placed face down during game preparation, and their information may not be revealed.
 - 4.2.3 A hidden state means that some or all players cannot see the contents or information of a card.
- 4.3 Card placement status
 - 4.3.1 In some zones, the arrangement state of the card may be specified. The arrangement state includes a state that indicates the orientation and a state that indicates the facing.
 - 4.3.2 The orientation state is either "not Resting" or "Resting". A card can only have one of these orientation states, and it cannot have multiple states at the same time or none.
 - 4.3.2.1 Cards that are not Resting are placed vertically in the upright position from the perspective of their controller.
 - 4.3.2.2 Cards that are Resting are placed sideways from the perspective of their controller.
 - 4.3.2.3 When a card is placed in a zone where a placement state is specified, it is placed in an not Resting state unless otherwise instructed.
 - 4.3.2.4 In a text, a state where the character is not Resting may be written as "not Resting", and a state where the character is rested may be written as "Resting".
 - 4.3.3 The facing state is either 'face up' or 'face down'. A card can only have one of these states, and it cannot have multiple states at the same time or none.
 - 4.3.3.1 Face-up cards are placed so that the side with the information written on it is visible.
 - 4.3.3.2 Face-down cards are placed so that the side with the information written on it is not visible.
- 4.4 Holomems
 - 4.4.1 When referring to the 'holomems' placed on the Stage ([4.6](#)), this refers to a group of cards called 'holomems' that follow the following rules.
 - 4.4.2 A holomem is represented by a series of stacked cards of the card type holomem.
 - 4.4.2.1 When referencing the properties of that holomem, the properties of the topmost stacked card are used as the basis.
 - 4.4.2.1.1 Even if the card name or illustration represents multiple people, a series of stacked cards is treated as one holomem for game purposes.
 - 4.4.2.2 Holomem cards other than the top card are not considered to be holomems on Stage unless specifically stated to refer to that card.
 - 4.4.2.3 All stacked holomem cards will maintain their order unless specifically stated to change the order.

- 4.4.3 Holomems may be 'attached' ([5.16](#)) with cards whose card types are Support or Cheer.
- 4.4.4 When a holomem moves from one zone in the Stage ([4.6](#)) to another zone in the Stage, all stacked cards that make up that holomem and cards that are attached to that holomem and have the card type of Cheer or Support move to the new zone without changing their composition.
- 4.4.5 Holomems have numerical information about the damage they have taken.
 - 4.4.5.1 The damage taken by a holomem newly placed on the Stage is 0.
 - 4.4.5.2 Each time a holomem takes damage, add the amount of that damage to the damage that holomem currently has.
 - 4.4.5.3 If the damage sustained by a holomem is equal to or greater than the holomem's HP, the holomem will be Downed ([11.3](#)).
 - 4.4.5.4 When referring to a holomem's 'remaining HP', it means the HP value according to the information on that holomem's card, minus the amount of damage that holomem has taken.
- 4.4.6 Some zones may have a limit on the number of holomems that can be placed in that zone.
 - 4.4.6.1 In a zone where the maximum number of holomems is limited, if moving holomems to that zone would cause the number of cards in that zone to exceed the maximum number, the controller of the destination zone will subtract the number of holomems currently in that zone from the maximum number of that zone, choose that number from the holomems to be moved, and move only those chosen. The rest will remain in their current zone.
- 4.4.7 When a holomem on the Stage moves to a zone other than the Stage, the topmost stacked holomem is moved to that zone, and any other cards stacked under that holomem are archived ([5.12](#)).
- 4.4.8 When referring to a certain holomem's 'stacked holomems', it refers to the cards that are stacked underneath it, except for the top holomem, and that are of the same card type as the holomem.
- 4.5 Oshi position
 - 4.5.1 This is the area where each player places their Oshi holomem.
 - 4.5.2 The Oshi holomem area is a public zone.
- 4.6 Stage
 - 4.6.1 This is a zone with three zones: Center position, Collab position, and Back position.
 - 4.6.2 Each player has a maximum number of holomems on their Stage.
 - 4.6.2.1 At the start of the game, the total number of holomems in each Stage is capped at 6.
- 4.7 Center position
 - 4.7.1 This is the zone in the center of the game, and holomems who are placed here can conduct their performances.
 - 4.7.2 The Center position is a public zone.

- 4.7.3 The maximum number of holomems in the Center position is 1.
- 4.7.4 The holomem in the Center position is called the 'Center holomem'.
- 4.8 Collab position
 - 4.8.1 This is the zone where the holomems who will collab with the holomem in the Center position during the game are placed.
 - 4.8.2 The Collab position is a public zone.
 - 4.8.3 The maximum number of holomems in the Collab position is 1.
 - 4.8.4 The holomem in the Collab position is called the 'Collab holomem'.
- 4.9 Back position
 - 4.9.1 This is the zone where holomems on the Stage other than those in the Center or Collab positions are placed.
 - 4.9.2 The Back position is a public zone.
 - 4.9.3 The holomems in the Back position are called the 'Back holomems'.
- 4.10 Life area
 - 4.10.1 This is the zone that manages the player's remaining life.
 - 4.10.2 The Life area is a hidden zone that neither player can see, and where the order of cards is restricted.
- 4.11 Deck area
 - 4.11.1 This is the zone where you place your Deck at the start of the game.
 - 4.11.2 The deck area is a hidden zone that neither player can see, and where the order of cards is restricted.
 - 4.11.3 When text refers to a 'Deck' it means 'all cards in the deck area'.
- 4.12 Cheer deck area
 - 4.12.1 This is the zone where you place your Cheer Deck at the start of the game.
 - 4.12.2 The cheer deck area is a hidden zone that neither player can see, and where the order of cards is restricted.
- 4.13 Hand
 - 4.13.1 This is the zone where each player places their unused cards, hidden from their Opponent.
 - 4.13.2 The hand is a hidden area that only the player to whom it belongs can see its contents, and the order of cards in the hand is not restricted.
 - 4.13.3 'You have (number) cards in your hand' is simply written as 'You have (number) cards in your hand' in the card text.
 - 4.14.4 There is no limit to the number of cards you can have in your hand.
- 4.14 Archive
 - 4.14.1 This is the zone where each player places their used cards.
 - 4.14.2 The Archive is a public zone where the order of cards is not restricted.
- 4.15 Holo power area
 - 4.15.1 This is the zone where each player's holo power cards are placed.
 - 4.15.2 The holo power area is a hidden zone that neither player can see, and where the order of cards is restricted.

4.16 Resolution zone

4.16.1 This is a zone where abilities and cards are temporarily placed during the game.
There is only one resolution zone that is shared by both players.

4.16.2 The resolution zone is a public zone where the order of cards is restricted. When a card is placed in this zone, it is placed on top of any cards that have been placed so far.

5 Specific Terms

- 5.1 Overview
 - 5.1.1 Specific terms refer to action instructions or states that have special meaning when playing this game.
- 5.2 Set to not Resting state/set to Resting state
 - 5.2.1 If there is an instruction to 'Unrest a card' (お休みしていない状態にする) or 'Rest a card' (お休みにする), the orientation of the specified card will be changed to either not Resting or Resting according to the instruction.
- 5.3 Turn face up/down
 - 5.3.1 If there is an instruction to 'turn a card face up' (表にする) or 'turn a card face down' (裏にする), turn the specified card face up or face down according to the instruction.
- 5.4 Down
 - 5.4.1 If there is an instruction to 'Down' (ダウンする) a holomem on the Stage, that holomem will be put into a Down state.
- 5.5 Put/Return (to a zone)
 - 5.5.1 If there is an instruction to 'Put' (置く) or 'Return' (戻す) a card to a specific zone, move the card to that zone.
- 5.6 Shuffle
 - 5.6.1 If there is an instruction to 'shuffle' (シャッフルする) a deck area, the player to whom that deck area belongs will randomly change the order of the cards in that deck area.
 - 5.6.1.1 If there is an instruction to shuffle a deck area when there is 0 or 1 card in that deck, the order of the cards in the deck will not change, but it will still be considered as having been shuffled.
- 5.7 Draw
 - 5.7.1 If there is an instruction to 'Draw 1 card' (1 枚引く), move the top card of the designated player's deck area to the designated player's hand.
 - 5.7.2 If there is an instruction to 'draw (number) cards' ((数値) 枚引く), the designated player will repeat the action of drawing one card (number) times.
 - 5.7.3 If there is an instruction to 'Draw up to (number) cards' ((数値) 枚まで引く), the designated player does the following:
 - 5.7.3.1 If (number) is less than or equal to 0, this instruction ends.
 - 5.7.3.2 The designated player may end this instruction.
 - 5.7.3.3 The designated player draws one card.
 - 5.7.3.4 If this instruction has executed 5.7.3.3 (number) times, then this instruction ends. If not, return to 5.7.3.2.
- 5.8 Look
 - 5.8.1 If there is an instruction to 'look' (見る) at cards in a hidden zone, the designated player looks at the information of all cards in that zone.

- 5.9 Look from the top
 - 5.9.1 If there is an instruction to 'Look at (number) cards from the top of the deck area' (デッキエリアを上から(数値)枚見る), the designated player can see the information on the top (number) cards of that deck area.
 - 5.9.2 If there is an instruction to 'Look at up to (number) cards from the top of the deck area' (デッキエリアを上から(数値)枚まで見る), the designated player does the following:
 - 5.9.2.1 If (number) is less than or equal to 0, this instruction ends.
 - 5.9.2.2 Specify the (quantity) as 1.
 - 5.9.2.3 The designated player may end this instruction.
 - 5.9.2.4 The designated player may learn the information of (quantity) cards from the top of the deck area.
 - 5.9.2.5 If this instruction has executed 5.9.2.4 (number) times, then this instruction ends. If not, return to 5.9.2.4.
- 5.10 Swap
 - 5.10.1 If there is an instruction to 'swap' (入れ替える) one card with another, move the former card to the zone where the latter card is, and the latter card to the zone where the former card is, at the same time.
 - 5.10.2 If for some reason, either card cannot be moved to the other zone when a swap instruction is to be executed, the instruction is not executed.
- 5.11 Reveal
 - 5.11.1 If there is an instruction to 'reveal' (公開する) a card outside the deck area, the information on that card becomes visible to all players.
 - 5.11.2 If there is an instruction to 'reveal (card property or number of cards)' ((カード情報や枚数)を公開する) from the deck, the designated player selects cards in the deck area that match the specified property or number, and reveals those cards.
- 5.12 Archive
 - 5.12.1 If there is an instruction to 'Archive' (アーカイブする) a card, move it to the Archive.
- 5.13 Bloom
 - 5.13.1 If there is an instruction to 'Bloom' (Bloom する) a certain holomem with a specific holomem card, place the specified holomem card on top of that holomem.
 - 5.13.1.1 From this point on, the newly stacked card becomes the top card for that holomem.
- 5.14 Return to a Debut holomem
 - 5.14.1 If there is an instruction to 'return a holomem on Stage to a Debut holomem' (Debut ホロメンに戻す), the designated player does the following:
 - 5.14.1.1 If the Bloom level of the bottom card stacked under that holomem is not Debut, or if the Bloom level of the top card of that holomem is Debut, then do nothing.
 - 5.14.1.2 The damage taken by that holomem is reduced to 0.

- 5.14.1.3 From among the cards stacked under that holomem, choose one holomem card whose Bloom level is Debut, and return all other holomem cards and all cards attached to them that are not Cheer to their owners' hands.
- 5.15 Collab
 - 5.15.1 If a holomem is instructed to 'Collab' (コラボする), that holomem will be moved to the Collab position.
- 5.16 Attach/be attached/move
 - 5.16.1 When a card is 'attached' (付いている) to a holomem, it means that the card is in the same zone as that holomem, and that card and that holomem are associated with each other.
 - 5.16.2 If a card is instructed to 'be attached' (付ける) to a certain holomem, the card is placed in the zone where that holomem is and becomes associated with that Holomem.
 - 5.16.3 Some cards have a limit on the number that can be attached to a holomem.
 - 5.16.3.1 The maximum number of Support cards with the 'Tool' sub-type per holomem is 1, including all cards with the 'Tool' sub-type.
 - 5.16.3.2 Some cards have a maximum number that can be used depending on their ongoing effects.
 - 5.16.3.3 If a process is performed to attach a card to a holomem, and resolving the process would result in that card exceeding the maximum number for that holomem, the process to attach the card will not be performed and the card will remain in its current zone.
 - 5.16.3.3.1 If you try to attach multiple cards at the same time and attaching them all would exceed the limit, select as many of those cards as possible that do not exceed the limit and attach only those cards. The other cards will remain in their current zone.
 - 5.16.3.3.2 Any unattached cards in the Resolution zone will be Archived.
 - 5.16.3.4 If there is an instruction to 'move' (付け替える) a card attached to a holomem on Stage to another holomem, the designated player does the following:
 - 5.16.3.4.1 If the holomem the card is currently attached to and the holomem you want to move it to are the same holomem, then do nothing.
 - 5.16.3.4.2 If the holomem the card is currently attached to is different from the holomem it is being moved to, the association between the card and the holomem it is currently attached to will be ended, and then the card will be attached to the holomem it is being moved to.

- 5.17 Switch
 - 5.17.1 If there is an instruction to 'switch' (交代する) a Center or Collab holomem with a Back holomem who has the same controller as that holomem, then those holomems will be swapped.
- 5.18 Adding abilities
 - 5.18.1 If there is an instruction to 'add an ability (ability)' (能力追加 (能力)), the card with the ability that has the effect of carrying out that instruction gains the ability of (ability).
- 5.19 Send (a Cheer)
 - 5.19.1 If there is an instruction to 'send' (送る) a Cheer card to a certain holomem, attach the Cheer card to that holomem.
- 5.20 Dealing/taking damage
 - 5.20.1 If a holomem is instructed to 'deal (number) damage' ((数値)ダメージを与える), add (number) to the damage that the target holomem has taken.
 - 5.20.2 When a holomem 'takes damage' (ダメージを受ける), it means that damage is dealt to that holomem.
- 5.21 Restore
 - 5.21.1 If a holomem is instructed to 'restore (number) HP' (HP(数値)回復), the damage that the target holomem has taken will be reduced by (number).
 - 5.21.1.1 If this would reduce the damage taken to less than 0, it will reduce the damage taken to 0.
 - 5.21.2 If a holomem is instructed to 'restore all HP' (HP すべて回復), the damage taken by that holomem will be reduced to 0.
- 5.22 Roll a dice
 - 5.22.1 If there is an instruction to 'roll a dice' (サイコロを振る), roll a regular six-sided die and refer to the result in the text that follows.
 - 5.22.2 If the effect is 'You may roll a dice: (text)' (サイコロを振れる: (テキスト)), you may roll a dice when this effect is performed. If you do, perform (text).
- 5.23 Repeat (this Art)
 - 5.23.1 If there is an instruction to 'repeat' (もう 1 回使う) an Art, it means to create a timed automatic ability that says 'When there are no other rule processes or automatic abilities to be resolved, play this Art once more'.
- 5.24 Re-roll
 - 5.24.1 When you roll a die, if there is an instruction to 're-roll' (振り直す) that die, when applying the result based on the value of that die, instead of using the current value, **roll the die again the total number of times instructed by that ability** and execute the instruction as a replacement effect that applies the result based on the new value(s).

6 Game Preparation

6.1 Deck preparation

- 6.1.1 Before the game begins, each player prepares their own Game Deck of cards.
 - 6.1.1.1 In this rule, the three groups of cards, the game's Oshi holomem, the Cheer Deck, and the Deck, are collectively called the Game Deck.
- 6.1.2 A Game Deck may only contain one card of the Oshi holomem card type as your Oshi holomem for the game.
- 6.1.3 Your Game Deck must include a Cheer Deck.
 - 6.1.3.1 Cheer Decks may only contain cards of the Cheer card type.
 - 6.1.3.2 The total number of cards in a Cheer Deck must be exactly 20.
 - 6.1.3.3 Cheer Decks can contain any number of identically numbered cards.
- 6.1.4 Your Game Deck must include a Deck.
 - 6.1.4.1 Decks may only contain cards whose card type is neither Oshi holomem nor Cheer.
 - 6.1.4.2 The total number of cards in a Deck must be exactly 50.
 - 6.1.4.3 A Deck can contain up to four cards with the same card number.
- 6.1.5 Any continuous abilities related to deck construction conditions are applied as replacement effects that replace the deck construction conditions above. After the start of the game, the abilities are ineffective ([10.3.2](#)).

6.2 Pre-game steps

- 6.2.1 Before the game begins, each player follows these steps:
 - 6.2.1.1 Present your Game Deck to be used in this game.
 - 6.2.1.2 Each player places their Deck in their deck area and shuffles it.
 - 6.2.1.3 Each player places their Cheer Deck in their cheer deck area and shuffles it.
 - 6.2.1.4 Each player places their Oshi holomem card face down in their Oshi position.
 - 6.2.1.5 One player is randomly selected and that player decides whether they or their opponent will go first.
 - 6.2.1.6 Each player moves the top 7 cards of their deck into their hand.
 - 6.2.1.7 Starting with the first player, each player may return all of their cards to their deck. When that player does so, they shuffle their deck and move the top seven cards of their deck to their hand.
 - 6.2.1.7.1 This process can only be performed once per game per player.
 - 6.2.1.8 Starting with the first player, each player will reveal all cards in their hand if they have any cards in their hand that are not holomem cards with a Bloom level of Debut.
 - 6.2.1.8.1 If a player reveals a card in this way and has only one card in their hand, they lose the game.

- 6.2.1.8.2 If any player has revealed a hand with two or more cards as a result of this, that player returns all of the cards in their hand to their deck, shuffles the deck, and moves to their hand a number of cards from the top of the deck that is one less than the number of cards that were returned from the hand to the deck by this process.
- 6.2.1.8.3 If any player reveals cards in this way, return to 6.2.1.8.
- 6.2.1.9 Starting with the first player, place holomem cards from your hand onto your Stage.
 - 6.2.1.9.1 You can place one holomem card with a Bloom level of Debut from your hand face down in your Center position.
 - 6.2.1.9.2 You can place any number of holomem cards with a Bloom level of Debut or Spot from your hand face down in your Back position.
- 6.2.1.10 Each player turns over all face-down cards that were placed in their own Oshi position, Center position, and Back position.
- 6.2.1.11 Each player moves a number of cards from the top of their Cheer Deck area that is equal to the Life of the Oshi holomem card in their Oshi position to their Life area, face down.
- 6.2.1.12 The game begins with the first player acting as the Turn Player.

7 Game Progression

7.1 Overview

- 7.1.1 The game progresses by repeating a sequence called a 'turn'. During a turn, one player is the Turn Player, and the other player is the Non-Turn Player.
- 7.1.2 The Turn Player performs each step in the order shown in 7.2 through 7.7.

7.2 Reset Step

- 7.2.1 The Turn Player must reset all cards on their stage to a not Resting state.
- 7.2.2 If the Turn Player has a holomem in the Collab position, they must move that holomem to their Back position and then Rest that holomem.
(additional note, the holomem is only Rested if they move, but that nuance doesn't come across in translation without this note)
- 7.2.3 The trigger conditions 'at the beginning of the turn' and 'at the beginning of the Reset Step' occur. Also, if this is the first turn of the game, the trigger condition 'at the beginning of the game' occurs
- 7.2.4 A check timing occurs.
- 7.2.5 If the Turn Player does not have a holomem in the Center position, and there are any holomems in their Back position that are not Resting, they will move one of them to the Center position. If not, they will move one of the Resting holomems in their Back position to the Center position.
- 7.2.6 A check timing occurs. Once all actions that need to be taken during this check timing are completed, proceed to the Draw Step.

7.3 Draw Step

- 7.3.1 The trigger condition 'at the beginning of the Draw Step' occurs, and a check timing occurs.
- 7.3.2 The Turn Player draws one card.
 - 7.3.2.1 If the Turn Player has no cards in their Deck area at this point and is unable to draw a card, they lose the game.
- 7.3.3 A check timing occurs. Once all actions that need to be taken during this check timing are completed, proceed to the Cheer Step.

7.4 Cheer Step

- 7.4.1 The trigger condition 'at the beginning of the Cheer Step' occurs, and a check timing occurs.
- 7.4.2 The Turn Player reveals the top card of their Cheer Deck and sends it to one of their holomems on the Stage.
- 7.4.3 A check timing occurs. Once all actions that need to be taken during this check timing are completed, proceed to the Main Step.

7.5 Main Step

- 7.5.1 The trigger condition 'at the beginning of the Main Step' occurs, and a check timing occurs.
- 7.5.2 The Turn Player is given a play timing. During this play timing, they can perform the "Main Step Actions" (8) described below.
- 7.5.3 A check timing occurs. Once all actions that need to be taken during this check timing are completed, proceed to the Performance Step.

7.6 Performance Step

- 7.6.1 If this is the first player's first turn, skip this step and proceed to their End Step.
- 7.6.2 The Turn Player is given a play timing. During this play timing, they can perform the "Performance" ([9](#)) described below.
- 7.6.3 A check timing occurs. Once all actions that need to be taken during this check timing are completed, proceed to the End Step.

7.7 End Step

- 7.7.1 Alongside the trigger conditions indicated as 'at the end of the turn', any automatic abilities that have not yet met their trigger conditions during this turn will trigger.
- 7.7.2 A check timing occurs. Once all actions that need to be taken during this check timing are completed, all effects that have a deadline of 'until the end of this turn' or 'during this turn' will expire.
- 7.7.3 If the Turn Player does not have a holomem in the Center position, they do the following:
 - 7.7.3.1 If there are any not Resting holomems in your Back position, move one of them to the Center position.
 - 7.7.3.2 If you have only Resting holomems in your Back position, move one of them to the Center position.
 - 7.7.3.3 If there are no holomems in your Back position, and if there is a holomem in your Collab position, no holomems will be moved and the Center position will remain empty.

8 Main Step Actions

8.1 Overview

- 8.1.1 During the Main Step, the Turn Player may perform any number of actions, explained in 8.2 and following, in any order.
- 8.1.2 These actions are executed as play timing actions during the Main Step, and a check timing occurs each time they are executed.
- 8.1.3 If you cannot perform an action correctly and completely, you cannot choose to perform it.

8.2 Put a holomem from your hand onto the Stage

- 8.2.1 If the Turn Player has less than the maximum number of holomems on their Stage, they can place one holomem card from their hand with a Bloom level of Debut or Spot face up in their Back position.
- 8.2.2 This means that you cannot play holomem cards with 1st or 2nd Bloom levels.

8.3 Make a holomem Bloom

- 8.3.1 If it is a player's first turn, regardless of whether they are going first or second, they cannot perform this action.
- 8.3.2 Choose one holomem that you are the controller of. The following conditions must be met:
 - Its Bloom level is not Spot.
 - It is not a holomem placed on the Stage from outside the Stage this turn.
 - It is not a holomem who has already Bloomed this turn.
- 8.3.3 Reveal one holomem card from your hand. This card must meet the following conditions:
 - This card's name is the same as the card name of the holomem selected in 8.3.2.
 - The Bloom level of this card is 1st and the Bloom level of the holomem selected in 8.3.2 is Debut or 1st, or the Bloom level of this card is 2nd and the Bloom level of the holomem selected in 8.3.2 is 1st or 2nd.
 - The HP of this card is greater than the damage currently taken by the holomem selected in 8.3.2.
- 8.3.4 Bloom the chosen Holo member with the revealed card ([5.13](#)).

8.4 Collab with a Back holomem

- 8.4.1 If the Turn Player has a holomem in the Collab position, or has already performed this action during this turn, this action cannot be performed.
- 8.4.2 Choose one holomem in the Back position who is not Resting.
- 8.4.3 If the Turn Player has cards in their deck, they place the top card in their holo power area.
- 8.4.4 Collab with the holomem you selected in 8.4.2 ([5.15](#)).

(this appears to conflict with the Q&A, Q194 says that you can't Collab if you have no cards in deck to move to holo power)

8.5 Play your Oshi Skill and SP Oshi Skill

- 8.5.1 Choose your Oshi holomem's Oshi Skill or SP Oshi Skill, pay the cost specified by that skill, and play and resolve that skill.

8.5.1.1 If the Turn Player has played their Oshi Skill during this turn, they cannot choose their Oshi Skill.

8.5.1.2 If the Turn Player has played their SP Oshi Skill during this game, they cannot choose their SP Oshi Skill.

8.6 Play a Support card

8.6.1 Choose one Support card from your hand, play it, and resolve it.

8.6.2 If you have already played a card with the Limited notation ([2.12](#)) during this turn, or if it is the first player's first turn, you cannot choose a card with the Limited notation.

8.7 Baton Pass

8.7.1 Choose one of your Back holomems who is not Resting.

8.7.2 From the Cheers attached to your not Resting Center holomem, Archive Cheers that have the color and number combination indicated in the cost of the Baton Pass.

8.7.3 The selected Back holomem and Center holomem are then switched ([5.17](#)).

8.7.4 If you have performed a Baton Pass as a Main Step action this turn, you cannot perform this action.

9 Performance

9.1 Overview

- 9.1.1 During the Performance Step, the Turn Player can play Arts from their own Center holomem and Collab holomem once each, in any order, to deal damage to the opponent's holomems.
- 9.1.2 Playing an Art is performed as a play timing action during the Performance Step, and each time one is performed, a check timing occurs.

9.2 Playing and resolving Arts

- 9.2.1 The Turn Player chooses either their Center or Collab holomem.
 - 9.2.1.1 You cannot choose a holomem who does not have a playable Art.
 - 9.2.1.2 You cannot choose a holomem who is Resting.
 - 9.2.1.3 If you have already used an Arts from the Center Position during this turn, you cannot choose your Center holomem.
 - 9.2.1.4 If you have already used an Arts from the Collab Position during this turn, you cannot choose your Collab holomem.
 - 9.2.1.5 You cannot choose a holomem who has already performed an Art during this turn.
- 9.2.2 Choose one Performance Art that the selected holomem possesses and play it ([12.2.2](#)).

10 Playing and Resolving Cards and Abilities

10.1 Ability Card Type

10.1.1 Abilities are divided into four types: activated abilities, automatic abilities, continuous abilities, **and support abilities**.

10.1.1.1 An activated ability is an ability that a player can actively execute by paying a cost when given the timing to play it.

10.1.1.1.1 Activated abilities are written on cards as '[(condition)] (cost): (effect)'. (condition) is the condition for playing the activated ability, (cost) is the cost to play it, and the text following it is the effect that occurs by resolving the activated ability.

10.1.1.2 An automatic ability is an ability that is automatically played when the event indicated by that ability occurs during the game.

10.1.1.2.1 Automatic abilities are written on cards as "When (condition) is met, (effect) occurs" or "At the beginning of (step or steps), (effect) occurs" or "At the end of (step or steps), (effect) occurs." The event indicated by (condition) or (step or steps) is called the "trigger condition," and when the trigger condition of an automatic ability is met, it is said that "(that automatic ability) is triggered" or "(that automatic ability) is activated."

10.1.1.2.2 Some automatic abilities have '(cost): (text)' instead of '(text)'. This means that when resolving this automatic ability, you can pay the cost according to the instructions in the text.

10.1.1.2.3 Abilities that start with 'When Downed' are not automatic abilities, but actions that are performed during the Down process.

10.1.1.3 A continuous ability is an ability that has some effect at all times while it is in effect.

10.1.1.3.1 Continuous abilities are written as '(effect)' on the card.

10.1.2 **Support abilities are the text of the support card itself.**

10.2 Effect Card Type

10.2.1 Effects are divided into three types: one-shot effects, continuous effects, and replacement effects.

10.2.1.1 A "one-shot effect" is one that executes the instructions during resolution and ends with the effect. If there is an ability that says "You draw one card" or "Put this holomem in the Archive", the effect that occurs due to that ability is a one-shot effect.

10.2.1.2 A "continuous effect" is an effect that is valid for a certain period of time (including those that do not specify a period, i.e. "during this game").

10.2.1.3 A "replacement effect" is something that, when a certain event occurs during the game, instead of executing that event, executes a different event.

10.2.1.3.1 If an ability says 'When you do (action A), instead do (action B)', the effect caused by that ability is a replacement effect.

10.2.1.3.2 If an ability says 'When you do (action A), you may instead (choose). Then, do (action B)', the effect caused by that ability is an optional replacement effect.

10.2.1.3.3 Effects that change the amount of damage dealt or the number on a rolled dice are substitution effects.

10.3 Active and inactive abilities

10.3.1 Depending on some effects, a certain effect may be 'enabled' or 'disabled'. In this case, the following process will be performed:

10.3.2 If some effect, in whole or in part, is stated to be invalid under certain conditions, then under those conditions, that part will still exist as an ability, but will not have any effect. If the effect originally requires you to make a choice, you will not make that choice.

10.3.3 If some effect is stated to be effective in whole or in part under certain conditions, that part will be invalid if those conditions are not met.

10.3.4 Card abilities are active in specific areas depending on the card type.

10.3.4.1 The abilities of a card whose card type is holomem are only effective while it is on the Stage and is the topmost card of a holomem.

10.3.4.2 The abilities of cards whose card type is Support and whose sub-type is Tool, Fan, or Mascot are only active while that card is on the stage.

10.3.4.3 Abilities that have an effect that is clearly valid in a particular zone are only valid in that zone.

10.4 Costs and payment

10.4.1 At the beginning of an activated or automatic ability, an action may be given in []. This is called the ability's cost.



10.4.2 'Paying a cost' means 'performing the action indicated by the cost'.

10.4.2.1 If a cost has multiple actions, they are executed in order from the top of the text.

10.4.2.2 If it is impossible to pay any or all of the cost, you cannot pay the cost of this play at all.

10.5 Color notation

10.5.1 The color notation for the cost of Arts, Baton Pass, etc., indicates the type and number of colors required.

- 10.5.2 When a color is listed as a cost for an Arts or Baton Pass, each color icon other than Colorless () means that there is one of that color, and Colorless () means that there is one of any color.
- 10.6 Check timing and play timing
- 10.6.1 A check timing refers to the time when a rule process or automatic ability is performed during the game.
- 10.6.1.1 During the check timing, all rule actions are resolved first, and when there are no more rule actions to be resolved, any automatic abilities that meet the trigger conditions are played and resolved. For more information, see 10.6.3.
- 10.6.2 Play timing refers to the time when a specified player can actively take an action. When a player is given play timing, a check timing always occurs before the player actually selects an action. After there are no rule processes or automatic abilities to be resolved during that check timing, the player is actually given play timing.
- 10.6.3 When a check timing occurs, the game proceeds as follows:
- 10.6.3.1 All rule actions that currently need to be processed are executed simultaneously. If this results in new rule actions that need to be executed, this procedure is repeated as long as there are rule actions remaining to be executed.
- 10.6.3.2 If any automatic abilities that the Turn Player is the controller of are primed, the Turn Player chooses one, plays and resolves it, then execution returns to 10.6.3.1.
- 10.6.3.3 If any automatic abilities that the Non-Turn Player is the controller of are primed, the Non-Turn Player chooses one, plays and resolves it, then execution returns to 10.6.3.1.
- 10.6.3.4 The check timing ends.
- 10.6.4 When a player is given play timing, the game proceeds as follows:
- 10.6.4.1 A check timing occurs. Check timing processing is performed.
- 10.6.4.2 Play timing is actually given to that player. The player can choose to perform any action available at that time, or to do nothing. If an action is performed, the player is given play timing again, unless otherwise specified.
- 10.6.4.3 If a player is given play timing and chooses to do nothing, the play timing ends and the step or steps proceed.
- 10.7 Play and resolve
- 10.7.1 Activated abilities, automatic abilities, and cards in your hand are resolved by playing them and have an effect. Continuous abilities are never played and always have an effect.
- 10.7.2 To play a card or ability, follow these steps:
- 10.7.2.1 Specify the ability or card in your hand to play. If you're playing a card from your hand, reveal it.
- 10.7.2.2 If the card or ability requires a choice, make that choice.

- 10.7.2.3 If a card or ability says 'Choose' or 'Select', when resolving it, you select the card or player etc. (hereafter referred to as 'target') that is indicated at the stage when the instruction is given.
 - 10.7.2.3.1 If a number to choose is specified, you are obligated to choose as many targets as possible. You cannot choose not to choose when you can choose.
 - 10.7.2.3.2 If the number of choices is written as 'Choose up to', you can choose any number of targets between 0 and the specified number.
 - 10.7.2.3.3 If a number to be selected is specified, and it is not possible to select all of the specified number, then as many targets as possible are selected and the specified effect is applied to them.
 - 10.7.2.3.4 If a number to choose is specified and no targets can be chosen, then no target is chosen, and any effects related to that target are ignored.
 - 10.7.2.3.5 If the card you choose is a card in a hidden zone that has not been revealed, and the conditions for choosing it require card information, it is not guaranteed that the card in the hidden zone will have that information. The player choosing can choose not to choose the card, even if there is a card in that zone that meets the conditions.
 - 10.7.2.3.6 If the card you are playing is a card that you attach to a holomem ([5.16](#)), choose the holomem you want to attach it to.
 - 10.7.2.3.6.1 If there is a limit to the number of cards you can attach to that holomem, and that holomem already has the limit, you cannot play that card.
 - 10.7.2.3.7 If you play a support card, and resolving it does not result in any change to the game state other than placing the support card in the archive, you cannot play the support card.
- 10.7.2.4 If there is a cost to play, determine that cost and pay all costs.
 - 10.7.2.4.1 If a card or ability has an effect that requires you to take an action before you can use it, this action is treated as an additional cost.
- 10.7.2.5 Resolve the card or ability.
 - 10.7.2.5.1 If you played a Support card, do the following depending on its type:
 - 10.7.2.5.1.1 If the card sub-type is 'Item' or 'Event', execute the text and then archive the card.
 - 10.7.2.5.1.2 If the card sub-type is 'Tool', 'Mascot', or 'Fan', attach that card to the chosen holomem ([5.16](#)).

- 10.7.2.5.2 If you played an activated or automatic ability, carry out the effect indicated by that ability.
- 10.7.2.5.3 If for some reason the card that had the activated or automatic ability is no longer in its original zone, the ability will still resolve.
- 10.7.2.5.4 If a played card or ability has targets ([10.7.2.3](#)) and at least one target has been legally chosen, then the event of having "used" that card or ability is considered to have occurred.

10.8 Handling automatic abilities

- 10.8.1 An automatic ability is an ability that is played at the check timing that occurs after a specific trigger condition occurs.
- 10.8.2 When the trigger conditions for any automatic ability are met, that automatic ability becomes primed.
 - 10.8.2.1 If the trigger conditions for an automatic ability are met multiple times, the automatic ability will be primed that many times.
- 10.8.3 When a check timing occurs, the player who is required to play an automatic ability chooses one of the automatic abilities that they control that is primed and plays it. After the played ability resolves, the primed state of that automatic ability is canceled once.
 - 10.8.3.1 Playing a primed automatic ability is mandatory, and you cannot choose not to play it. However, if you have multiple primed automatic abilities that you are the controller of, you can choose which one to play first.
 - 10.8.3.1.1 If an automatic ability allows you to choose to play it by paying a cost, you can choose not to pay the cost and choose not to play the ability.
 - 10.8.3.2 If you are unable to play the selected primed automatic ability, the primed state is cancelled once.
 - 10.8.3.2.1 If you can choose to play an automatic ability by paying a cost at your discretion, and you choose not to pay the cost and choose not to play the ability, the primed state is canceled once.
- 10.8.4 There are automatic abilities that are triggered when a card moves between zones. These are called zone change triggers.
 - 10.8.4.1 An automatic ability that triggers on a zone change may ask for information about the card that caused the ability to be triggered. If this occurs, check that information as follows:
 - 10.8.4.1.1 If an automatic ability that triggers when a card moves from a public zone to a hidden zone or from a hidden zone to a public zone requires information about the card, the information used is the information when the card was in the public zone.

- 10.8.4.1.2 When an automatic ability that is triggered by a card moving from the Stage to another zone, or an automatic ability that involves a zone change that changes controller, requests information about the card, the information used is the information when the card was on the Stage.
 - 10.8.4.1.3 Other than the above, if an automatic ability that triggers by moving from a public zone to a public zone requires information about the card, it uses the information as it is in the zone after the move.
 - 10.8.4.2 If a card has a zone change trigger ability, and that card enters a zone where that ability is active at the same time that any other card makes a zone change that satisfies the trigger condition of that zone change trigger ability, that trigger condition is considered to be met.
- 10.8.5 Some effects can create automatic abilities that trigger at a specific time in the future. These are called timed triggers.
 - 10.8.5.1 A timed trigger will only trigger once unless a specific limit is stated.
- 10.8.6 Sometimes an automatic ability is triggered when a certain condition is met, rather than when a specific event occurs (e.g., 'When you have no cards in your hand...'). This is called a condition trigger.
 - 10.8.6.1 A condition trigger is primed once when the condition occurs. If the automatic ability resolves and the trigger condition for that automatic ability is met again, the ability will be primed again.
- 10.8.7 When playing a primed automatic ability, even if the zone of the card that had that automatic ability has changed, you are still obligated to play that automatic ability.
- 10.9 Handling one-shot effects
 - 10.9.1 If you are asked to perform a one-shot effect, you perform the action indicated once.
- 10.10 Handling continuous effects
 - 10.10.1 If any continuous effects exist and card information is required, apply the continuous effects to that information in the following order:
 - 10.10.1.1 The information shown on the card itself is always the base value.
 - 10.10.1.2 Next, apply effects that grant/remove/enable/disable abilities.
 - 10.10.1.3 Next, apply all continuous effects that do not change the numerical value of the information.
 - 10.10.1.4 Next, apply any continuous effects that change the numerical value of the information.

- 10.10.1.5 When there are continuous effects A and B whose order of application cannot be determined by 10.10.1.1-10.10.1.4 above, if whether or not effect A is applied first affects what effect B applies to or how it is applied, effect B is considered to be dependent on effect A. An effect that is dependent on another effect is always processed after the effect it is dependent on.
- 10.10.1.6 If there are multiple continuous effects whose order of application is not determined by 10.10.1.1-10.10.1.4 above, those continuous effects are applied in the order in which they occurred.
 - 10.10.1.6.1 If the source of a continuous effect is a continuous ability, the order starts from the time the card with that ability was placed in the current zone.
 - 10.10.1.6.2 For other abilities, the order is based on when it was played.
- 10.10.2 Continuous effects that occur other than from continuous abilities do not apply to cards that move from one zone to another after the ability is played.
- 10.10.3 Continuous effects that change the information of cards in a particular zone are applied to that information as soon as the card in question enters that zone.
 - 10.10.3.1 Automatic abilities that require a card with specific information to enter a zone refer to the information after applying any continuous effects applied to that zone.
- 10.11 Handling replacement effects
 - 10.11.1 When a replacement effect occurs, if an event that is the subject of that replacement effect would occur, it will not occur and will be replaced with another event indicated by the replacement effect.
 - 10.11.1.1 This makes it appear as if the original event that was replaced never happened.
 - 10.11.2 If multiple replacement effects are applied to the same event, the affected player decides which replacement effect applies first.
 - 10.11.2.1 If the affected event is a card or ability, its controller is the one who decides.
 - 10.11.2.2 If the affected event is a game action, the player who performs that action or the controller of the card to which the action applies is the one who decides.
 - 10.11.2.3 Each replacement effect can only be applied a maximum of once to the same event.
 - 10.11.3 If the replacement effect is a choice-based replacement effect ('When you do, you may do instead. If you do, then do'), if you cannot make that choice, the replacement effect cannot be applied.

- 10.11.4 If you are given the choice to perform an action, and it is not possible to perform that action, but it is possible to perform the action when applying a replacement effect that would apply during that action, you can perform the action that results from the application of that effect regardless.

Example: In a situation where the cost of an Arts ability is 'You may Archive one cheer from one of your Back holomems', if your Back holomems do not have any Cheer attached, but the holomem using Arts has a card attached to it that says 'When the holomem with this card attached Archives Cheer as part of their Ability or Arts, you may Archive this Fan instead of one Cheer', you can pay the cost of that Arts by archiving that card.

10.12 Last information

- 10.12.1 If an effect refers to the information or state of a specific card, and that card has moved out of that zone or to a location other than from the zone it was in when the effect is executed, the effect refers to the information or state of the card when it was last in that zone.

10.13 Source

- 10.13.1 Abilities and effects may require a source of some effect or damage.
- 10.13.2 The source of an ability is the card with that ability, or, in the case of a timed triggered ability, the card with the ability that caused that timed triggered ability to occur.
- 10.13.3 The source of damage refers to the card that is the source of the ability that caused the effect, if the damage is due to an effect, and to the card that dealt the damage, if the damage is due to battle.

11 Rule Processing

11.1 Rule processing basics

11.1.1 Rule processing is a general term for processing that is automatically executed according to rules when a specific event occurs or is occurring in the game.

11.1.2 Rule processing checks whether conditions are met only at check timing, and is executed if they are met. Even if the conditions are met during the execution of another action, if the conditions are not met at the check timing stage, the rule processing will not be executed.

11.1.3 If multiple rule actions are required to run at the same time, they will all run at the same time.

11.2 Defeat processing

11.2.1 A player who has no cards in their life area loses the game.

11.2.2 A player who has no holomems on Stage loses the game.

11.3 Down processing

11.3.1 If the damage a holomem has taken is equal to or greater than their HP, the following rule processing will be performed:

11.3.1.1 Any ability that triggers on the holomem being 'Downed' is executed.

11.3.1.1.1 If there are any abilities that the Turn Player is the controller of, the Turn Player chooses one of them and executes it. If there are no abilities that the Turn Player is the controller of, and there are abilities that the Non-Turn Player is the controller of, the Non-Turn Player chooses one of them and executes it.

11.3.1.1.2 If there are still applicable abilities that have not yet resolved, go back to 11.3.1.1.1.

11.3.1.2 Archive all of the cards that make up that holomem, and increase the Life damage of the player who controls that holomem by 1.

11.4 Invalid card processing

11.4.1 If there is a non-holomem card on the Stage, and there is no associated holomem on the stage, the rule process is to Archive the card.

11.4.2 If any holomems have any cards attached that exceed the limit, select a number of cards that make up the limit and Archive the remaining cards.

11.4.3 If a card has a condition that it can only be attached to cards with certain properties, and it is attached to a card that does not meet that condition, the attached card will be archived.

11.5 Life damage processing

11.5.1 If any player has 1 or more Life damage and there are no other rule actions to be taken, that player reveals the top card of their Life, sends it to any holomem they control ([5.19](#)), and then reduces their Life damage by 1.

11.5.1.1 If both players have Life damage of 1 or more, the Non-Turn Player's Life damage processing will not be performed while the Turn Player's Life damage is 1 or more.

12 Oshi Skills and Arts



1: Oshi Skill cost, 2: Skill name, 3: Effect

12.1 Oshi Skills and SP Oshi Skills are specially written activation abilities that can be played during the Main Step.

12.1.1 SP Oshi Skills are a type of Oshi Skill and are processed in the same way as Oshi Skills.

12.1.2 The cost of playing an Oshi Skill is to place the number of cards listed as the cost of that Oshi Skill from the holo power area of the player who is the controller of that Oshi Skill into the Archive.

12.1.3 Oshi Skills specify the maximum number of times they can be executed in the form of '[(number of times limit)] (text)'. Such Oshi Skills cannot be executed more than that number of times within the period specified by this number of times limit.

12.1.4 The execution of the skill will follow the text.

12.1.4.1 If the text is 'Use when (condition): (effect)', it acts as an optional replacement effect ([10.11.3](#)) that replaces (condition).

12.1.4.2 If the text is 'Can be used when (specified holo member) is downed', it can be executed as part of the Down process ([11.3.1.1](#)).

12.1.4.3 The text 'Can be used when (condition other than down) occurs: (effect)' means 'When (condition) occurs, you may use (effect)'. If you do not, the resolution of this ability does not count against the number of times this ability is executed', so it is treated as an automatic ability.

12.1.4.4 If the text is anything other than the above, play and resolve it as an activated ability.

(translation on the above may be wonky, will have to check wording when I can)



1: Cost, 2: Art name, 3: Base value, 4: Advantage icon, 5: Text

12.2 Arts are specially labeled activated abilities that can be played during the Performance Step, or continuous abilities that have optional replacement effects.

12.2.1 Arts with text 'Can be used when: (text)' are continuous abilities with optional substitution effects, and Arts with other texts are activated abilities.

12.2.2 The play of Arts that are activated abilities follows the following procedure.

12.2.2.1 The cost of playing an Art is that the holomem who has that Art has the Cheer specified by the art's cost attached to them ([10.5](#)).

12.2.2.1.1 When playing Arts, the Cheer required as a cost will not be archived.

12.2.2.2 When playing an Art, choose one of the Non-Turn Player's Center or Collab holomems as the target.

12.2.3 The resolution of activated abilities of Arts follows the procedure below.

12.2.3.1 The damage value will be the base value of the art.

12.2.3.2 The Art's text is resolved as an effect. If there are any modifiers for the Art, the damage value is modified by that value.

12.2.3.3 If the color of the target and the color shown on the advantage icon are the same color, the value shown on the advantage icon will be added to the damage value.

12.2.3.4 In addition, if there are any effects that add or subtract to this Art, they will be added or subtracted from the damage value.

12.2.3.5 Deal damage to the target holomem equal to the damage value.

12.2.4 Arts that are continuous abilities are processed as follows:

12.2.4.1 The text of an arts 'When you do "(conditions) [(number of times)]': (text)' means 'When (conditions) are met, if the number of times this effect has been applied falls below (number of times) and this holomem has Cheer of (cost) attached to it, you may declare the use of this Art instead. If you do, then after processing that (condition), execute (text)'.

- 12.2.4.2 The text of an arts 'Can be used when (condition) is met [(number of times)]: (text)' means 'When (condition) is met, if the number of times this effect has been applied falls below (number of times) and this holomem has Cheer of (cost) attached to it, you may declare the use of this arts instead. If you do, then after processing that (condition), execute (text)'.

(translation again may be wonky, I think we have none of these yet)

12.3 Keywords and keyword abilities

12.4 Overview

- 12.4.1 Keywords are words used to abbreviate abilities that perform a specific action. Abilities that are indicated by a specific keyword are called keyword abilities.

12.5 Collab Effects

- 12.5.1 Collab Effects are automatic abilities that occur when holomems Collab.

- 12.5.1.1 Collab Effects are sometimes represented in text by the icon



- 12.5.2 If the ability name includes 'Collab Effect', the ability means 'When this holomem is placed in the Collab position, (effect)'.

12.6 Bloom Effects

- 12.6.1 Bloom Effects are automatic abilities that occur when a holomem Blooms.

- 12.6.1.1 Bloom Effects are sometimes represented in text by the icon



- 12.6.2 If the ability name includes 'Bloom Effect', the ability means 'When this card Blooms, (effect)'.

12.7 Gifts

- 12.7.1 Gift is a keyword that some abilities have.

- 12.7.1.1 Gifts are sometimes represented in text by the icon



12.8 Ability addition

- 12.8.1 Ability addition is a permanent ability that some cards have that can be attached to holomems and gives them abilities.

- 12.8.2 'If (Condition), add the Ability (Text)' means 'If (Condition) is met, the holomem this card is attached to will gain the ability of (Text)'.

12.9 Ability changing

- 12.9.1 A changeable ability is a permanent ability whose text can be changed under certain conditions.

- 12.9.2 'If (Condition), change this ability to (Text) [(Number of Times Limit)]' means that 'If (Condition) is met, you may change the text of this card to (Text). This can only be done if the number of times that this card and the card with the same name have actually changed their text using the Ability Change ability has not exceeded (Number of Times Limit)'.

13 Other

13.1 Infinite loops

13.1.1 When doing some processing, it is possible or even necessary to perform an action forever. This is called an infinite loop, and in this case:

- 13.1.1.1 The Turn Player indicates the sequence of actions that will actually take place in that cycle, followed by the number of times they will perform those actions. The Non-Turn Player can then choose to allow that many actions to be performed, or to allow fewer actions to be performed and perform actions that are not included in the cycle. They then perform those actions according to their choice.
- 13.1.1.2 If the Turn Player takes an action and then a completely identical game state occurs later during that turn, the Turn Player cannot take that action again.
- 13.1.1.3 If neither player has a way to stop the infinite loop, the game ends in a draw.

Changelog

2025/3/18 Version 1.3.0

- Updated restrictions on playing Arts. ([9.2.1](#))

2025/3/11 Version 1.2.0

- The definition of the specific term "re-roll" has been updated. ([5.24](#))
- Defined the text "Support Ability" on support cards. ([10.1.2](#))
- If the target of an Arts cannot be selected, abilities that read "when using Arts" will not activate. ([10.7.2.5.4](#))
- Updated replacement effect definitions. ([10.11.4](#))
- As a way to handle invalid cards, defined a process for when a card that can only be attached to cards that meet certain conditions is attached to a card that does not meet those conditions. ([11.4.3](#))
- Changed the order in which Arts text is resolved and the addition of damage dealt by special attacks when playing an Art. ([12.2.3.2](#) and [12.2.3.3](#))

2024/10/6 Version 1.1.0

- Added the Extra ability 'This holomem cannot Bloom'. ([2.11.2.4](#))
- Added the specific term 're-roll'. ([5.24](#))
- Defined how to handle the case where there is no holomem in the Center position at the End Step. ([7.7.3](#))