

Legend of Mana Card Duel (p. 1)

Introduction

Thank you for purchasing Square's "Seiken Densetsu Legend of Mana Card Duel". In order to give you a deeper understanding of the world of the game and to have fun playing it, please make sure to read this "official rule book".

Please keep this "official rule book" in a safe place, and if you have any doubts or questions, please refer to it.

If you are new to trading card games, we recommend you read the "[Card Game Basic Glossary](#)" [on page 41](#) first.

The Legend of Mana World (pp. 3-4)

The card game features the world of the PlayStation game "Legend of Mana"

By placing items called "artifacts" on an empty map in the world of Mana, the hero is able to visit new "lands". Towns, forests, people, monsters, and stories are contained within these items. People begin to speak and monsters come to life. With this "land make system", players create the game world and go on adventures.

When different people play the game, completely different worlds are created. It is up to you to decide what kind of world will be created, and what kind of story will be told, this is the PlayStation game "Legend of Mana".

This competitive card game is based on the PlayStation game "Legend of Mana". The player will become an artifact user, guided by the "Will of Mana" that created the Legendary Holy Sword. Using characters, monsters, and magic serves the purpose of bringing the "fallen Mana tree" back to life.

Creating a 3×3 grid of Land functions as a victory condition, and Lands also generate Mana necessary for summoning monsters and casting powerful magic. This Mana generating "Land Making" is the basis of the PlayStation game, and this game.

Even more, of course the PlayStation main characters were included, but cards for sub characters, lands, weapons and other things were also made. Will you collect all 150 cards, including the incredibly beautiful holofoil cards that are rarer than rares?!

Game Overview (pp. 5-6)

General game flow

1. **First, find an opponent!** This is a two-player card game. Play together with a friend that you've invited to play.
2. **Prepare your deck!** In this game there are two main card types. The card backs have easy to distinguish distinct designs. Build a "Character Deck" with 8 Character cards, like Niccolo and Pearl, and a "Main Deck" with 40~60 cards of the other types.
3. **The game flow is like this!** In this game players take alternating "Turns" until one of them achieves a victory condition. The actions you can take each turn are described in these rules. Please familiarize yourself with the rules before you start.
4. **The Main Deck contains the Holy Sword's world!** Here we will introduce the main parts of the game. First, draw 7 cards from the Main Deck into your Hand. A balance of Artifact and Monster cards
5. **Create a Party using the Character Deck!** Next, draw 3 cards from the Character Deck and put them into play. This is your starting Party. If all 8 of your characters are Trashed, you lose the game. Please, take care of them!
6. **Land Make is the way to victory!** If you have an Artifact card in your hand, play it as a Land, and increase your Mana. You may run into problems if you do not plan ahead, but for now just have fun.
7. **Put a Monster out Face-Down!** Put a Monster Face-Down on your Land. The Monster will protect your land, and can invade your opponent's land. When attacked by the opponent's Characters the monster is flipped Face-Up. Bargaining with Face-Down monsters is the real thrill of this game.
8. **Support cards for a big turnaround!** Support cards cannot be played without Lands of the same attribute, but they have one-time powerful effects. If you can master using familiar characters like Sproutling and Teapo, victory is just around the corner!
9. **There are countless victory patterns!** You win after completing any of the victory conditions: "Collecting 12 Mana", "Eliminating your opponent's Characters", or "Completing Land Make".

What You Need to Play (p. 7)

General game flow

- **Starter Set:** For first timers, these include a total of 60 random cards. It is recommended to get at least one starter set, but you can choose to build a deck from multiple booster sets instead.
- **Booster Set:** Each pack, sold separately, contains a set of 10 cards. These are ideal for making your own deck stronger or collecting missing cards.
- **Counters:** In this game you must count Mana which is used for different actions. Therefore, you will need to have Counters to track Available and Spent Mana. Coins or glass gems are recommended. You need 12 Counters per player. It is also helpful to place your Counters on a small plate or piece of paper.

Before Playing (p. 8)

Deck preparation

- **Build a Main Deck!** You need to build only one Main Deck out of 40~60 cards. The key to succeeding in battle is to build your own deck by taking into consideration the compatibility of cards included, while focusing on your favorite cards.
- **Build a Character Deck!** Next, use the main characters, NPCs, and other characters from the PlayStation game to build a Character Deck. The back of Character cards looks different, so you can easily tell them apart. Taking into consideration their compatibility with the strategy of your Main Deck, choose 8 Characters. Character compatibility with others should also be considered.

Card Limits

The Main Deck must be between 40~60 cards. For Artifacts, Monsters, Items, and Support cards, you may include up to 4 copies of a card in your Main Deck.

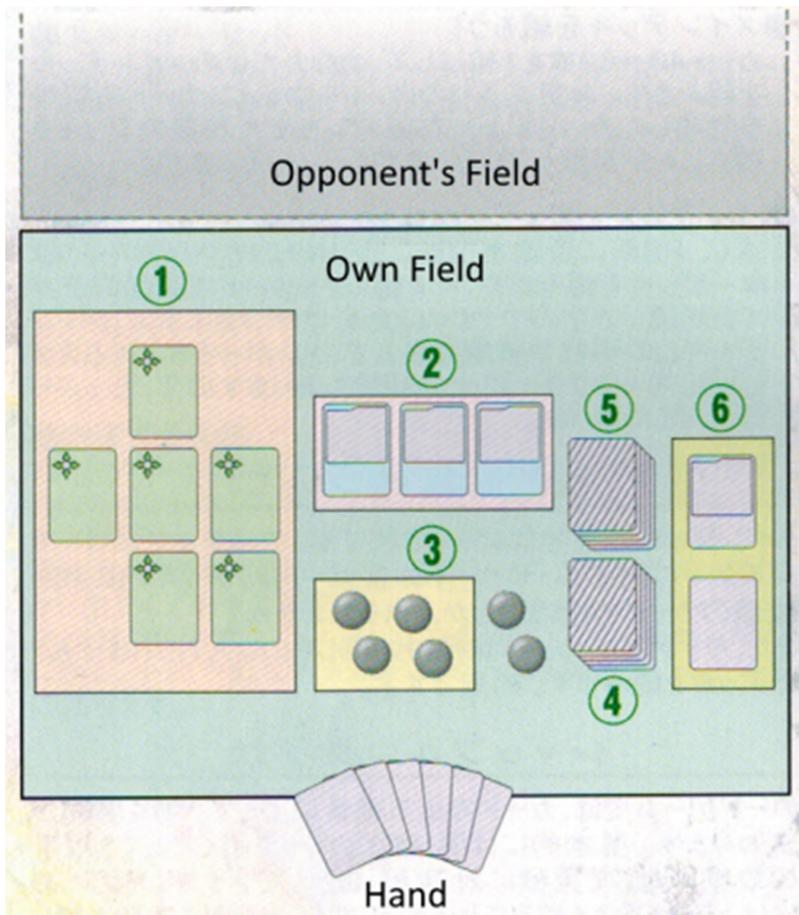
On the other hand, for your 8 Character cards, all 8 in the Character Deck must be unique (you cannot use the same Characters). This is a hard and fast rule.

Shuffling Importance

In card games, how the game develops differs greatly depending on the order of cards. In order to reliably deal with your opponent you must draw a balanced mixture of cards. To achieve this, be sure to shuffle your decks well.

Field Setup (pp. 9-10)

Field Diagram



Names and Descriptions of Field Diagram

1. **Land Make Area:** Artifact cards are placed as Lands in this area. When placing a Monster, it is placed in this area on top of one of the Lands. Land Making should fit in a 3×3 grid (the center is indefinite), and should have some space between them.
2. **Party Area:** Character cards are placed in this area. Only 3 Characters may be placed here at a time.
3. **Available Mana Area:** Counters are placed here to keep track of Mana generated by Lands. It is easier to understand if you keep Available Mana on a plate or piece of paper, and remove it from there when it is Spent. (See Counting Mana)
4. **Main Deck:** Each player deck of 40~60 cards
5. **Character Deck:** The 8 card deck of Character cards with a different back.
6. **Discard Pile:** This is the area for Trashed cards. Keep Character cards separated from the others. (As far as ruling goes, both of these sets of cards count as your Discard Pile)

Play Rules (pp. 11-12)

Game Victory Conditions

1. **When the total number of Mana is 12 or more at the end of your turn:** The total number of Mana is the total number of “Available Mana” and “Spent Mana”.
2. **When you Trash all of your Opponent’s Character cards:** You win at the point that you have discarded all 8 of your Opponent’s Character cards.
3. **When you complete the 3×3 Land Make:** You win at the point that you can put out 9 of your own Lands. This also counts Lands that Monsters are placed on.
4. **When the Opponent’s Main Deck is exhausted:** You win at the point your Opponent cannot replenish their hand at the start of their turn.

How to Start the Game

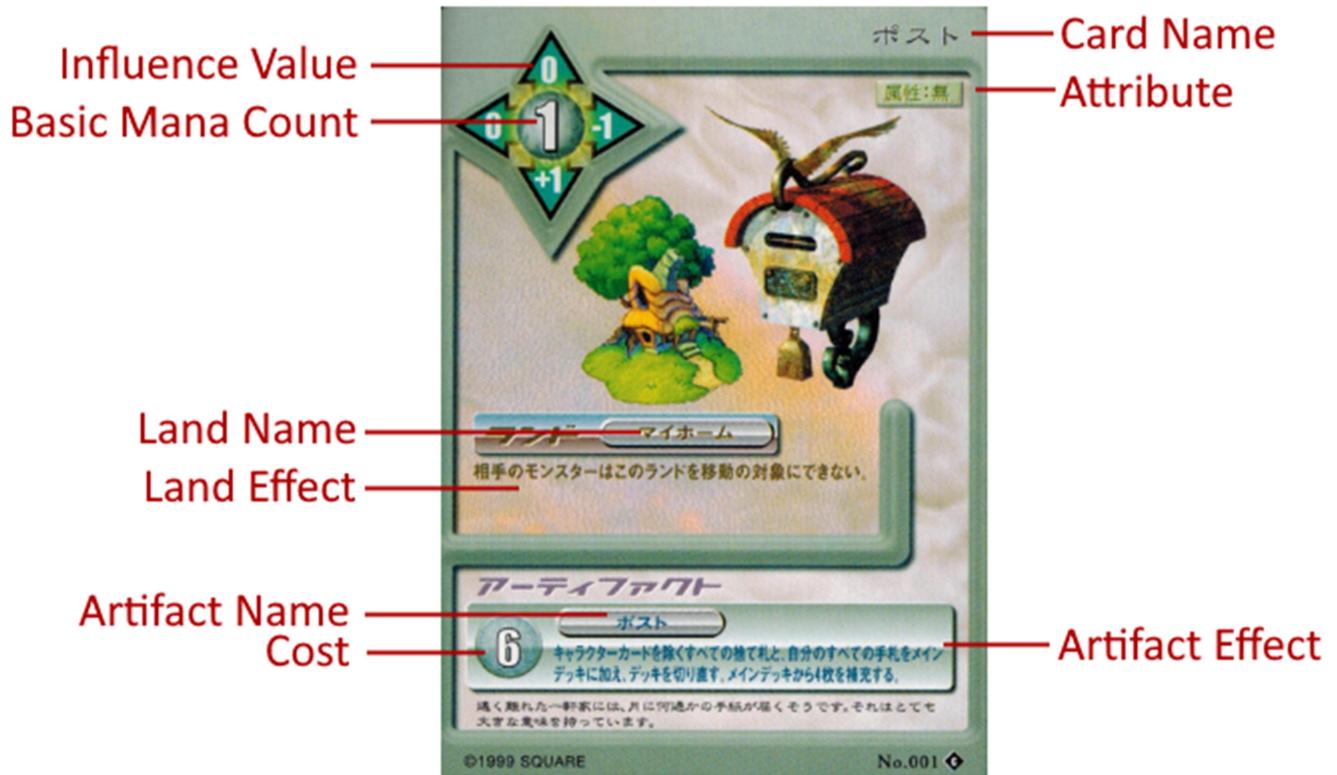
1. **Decide who goes first and who goes second using Rock-Paper-Scissors:** There is no hand replenishment on the first turn for the player going first.
2. **Both players draw 7 cards from their Main Deck:** If your hand contains all Artifacts or no Artifacts you may shuffle and redraw, but only once.
3. **Both players put the top 3 cards of the Character Deck onto the field.**
4. **The first player’s turn begins.**

Hand Rules

At the end of your turn if you have 8 or more cards in your hand, Trash them until you have 7.

Card Introduction 1 (p. 12)

Artifact Cards



There are two ways to use these cards, which represent the pairs of Lands and Artifacts that appear in the PlayStation version.

- **Use as an Artifact**
You can use any number of Artifact cards in your hand as an Artifact effect during the main phase.
- **Use as a Land**
Only one card can be put onto the field (Land Make area) during the main phase. Artifacts placed on the field become Lands and remain on the field to generate Mana. However, only one Land with the same name can be put onto the field.

Card Introduction 2 (p. 13)

Monster Cards



These cards represent Monsters from the PlayStation version.

You can place them Face Down on your Lands during the Monster placement phase. On your next turn, you will be able to move to your opponent's Lands or attack the opponent's party.

POINT: Special Skills

For Monsters with Special Skills, the effect is written on the card along with the Special Skill name. Most of them have effects when you pay the Open Cost and the Monster card is turned Face Up or during battle, so pay attention to them.

Card Introduction 3 (p. 14)

Support Cards



These cards represent sub-characters such as Sproutlings and Dudbears that appear in the PlayStation version.

Pay the cost and use the. However, it is necessary to meet the attribute conditions (※ [see page 21 for details](#)). The timing for using a Support card is described on the card.

POINT: Cancel

Cards with “Cancel” timing will describe which cards they can be used on.

Card Introduction 4 (p. 15)

Item Cards



These cards represent Weapons and Magical Instruments from the PlayStation version.

Use these cards by attaching them to Character cards (equip it). Unless the equipped Character is trashed, Item cards can be used any number of times as long as they remain in play.

POINT: How to use Item cards

To use an Item's Special Technique, select one of the three effects and pay its cost. The effect of a Magical Instrument depends on how many Lands of the specified attribute on your field. However, Lands your opponent has placed Monsters on do not count.

Card Introduction 5 (p. 16)

Character cards



These cards represent main characters, NPCs, sub-characters, and Golems that appear in the PlayStation version.

These cards belong in an 8 card deck (Character Deck) built in advance separately from the Main Deck, and 3 will be placed onto the Party Area at the start of the game. Characters trashed in battles with Monsters will be replenished up to 3 cards during the Start Phase. However, when the Character deck is exhausted, you can no longer replenish them.

POINT: Tapping

Some Character Special Skills require a tap (turning the Card sideways to indicate the action taking place). Please take note of the symbol “” in the Special Skill area.

Turn Composition (pp. 17-18)

Turn Composition Diagram

1 Start Phase

- Untap
- Mana recovery
- Character replenishment
- Hand replenishment (Draw)

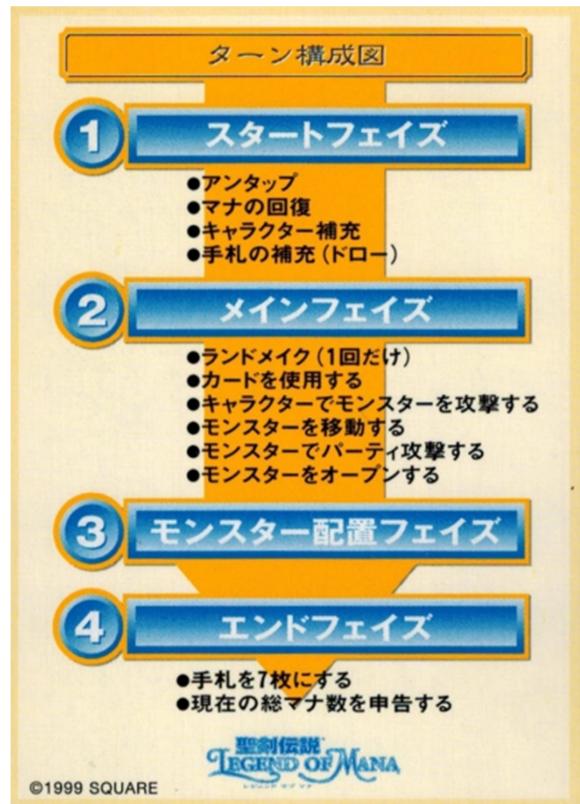
2 Main Phase

- Land Make (1 only)
- Use cards
- Character attacks on Monsters
- Monster movement
- Monster attacks on Party
- Monster Opening

3 Monster Placement Phase

4 End Phase

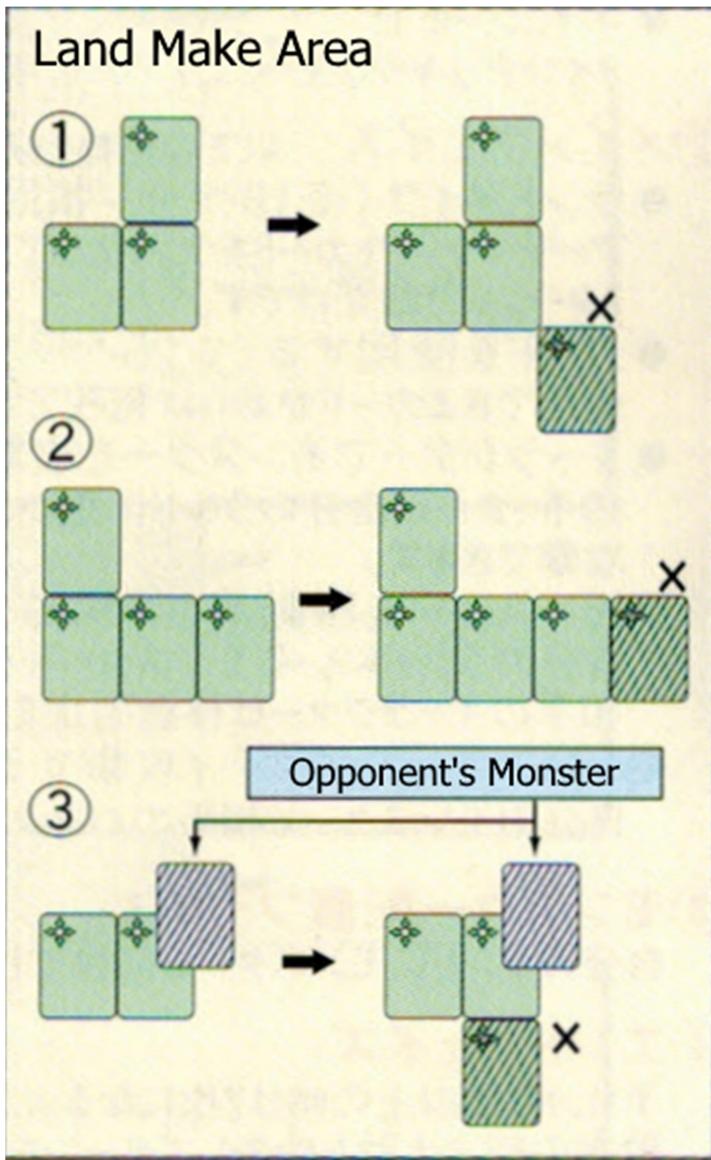
- Make your hand 7 cards maximum
- Declare your current Mana total



Turn Flow

1. **Start Phase** Do the following steps in any order.
 - **Untap**
Untap any tapped characters.
 - **Mana recovery**
Return Spent Mana to Available Mana.
 - **Character replenishment**
Replenish Characters on your field so there are 3 cards.
 - **Hand replenishment**
Draw 1 card from your Main Deck.
2. **Main Phase** Do the following actions as many times as you like in any order.
 - **Land Make** (※ [see page 19 for details](#))
Place an Artifact card as a Land on your field. However, do this only once per turn.
 - **Use cards**(※ [see page 25 for details](#))
You may use any number of your cards.
 - **Character attacks on Monsters**(※ [see page 27 for details](#))
You may attack your opponent's Monster placed on either player's Lands.
 - **Monster movement**(※ [see page 29 for details](#))
Move your Monster from one of your Lands to one of the opponent's Lands. Your opponent may Block Movement with their Characters.
 - **Monster attacks on Party**(※ [see page 31 for details](#))
You can attack the opponent's Party with your own Monster.
3. **Monster Placement Phase**
You can place as many Monsters as you like on your Lands.
4. **End Phase**
If you have 8 or more cards in your hand, trash them until you have 7 cards. Then, end the turn stating your current Mana total.

Land Make Rules (pp. 19-21)



You can put an Artifact card in your hand into play as a Land with only one card per turn. Clever Land Make is a shortcut to victory!

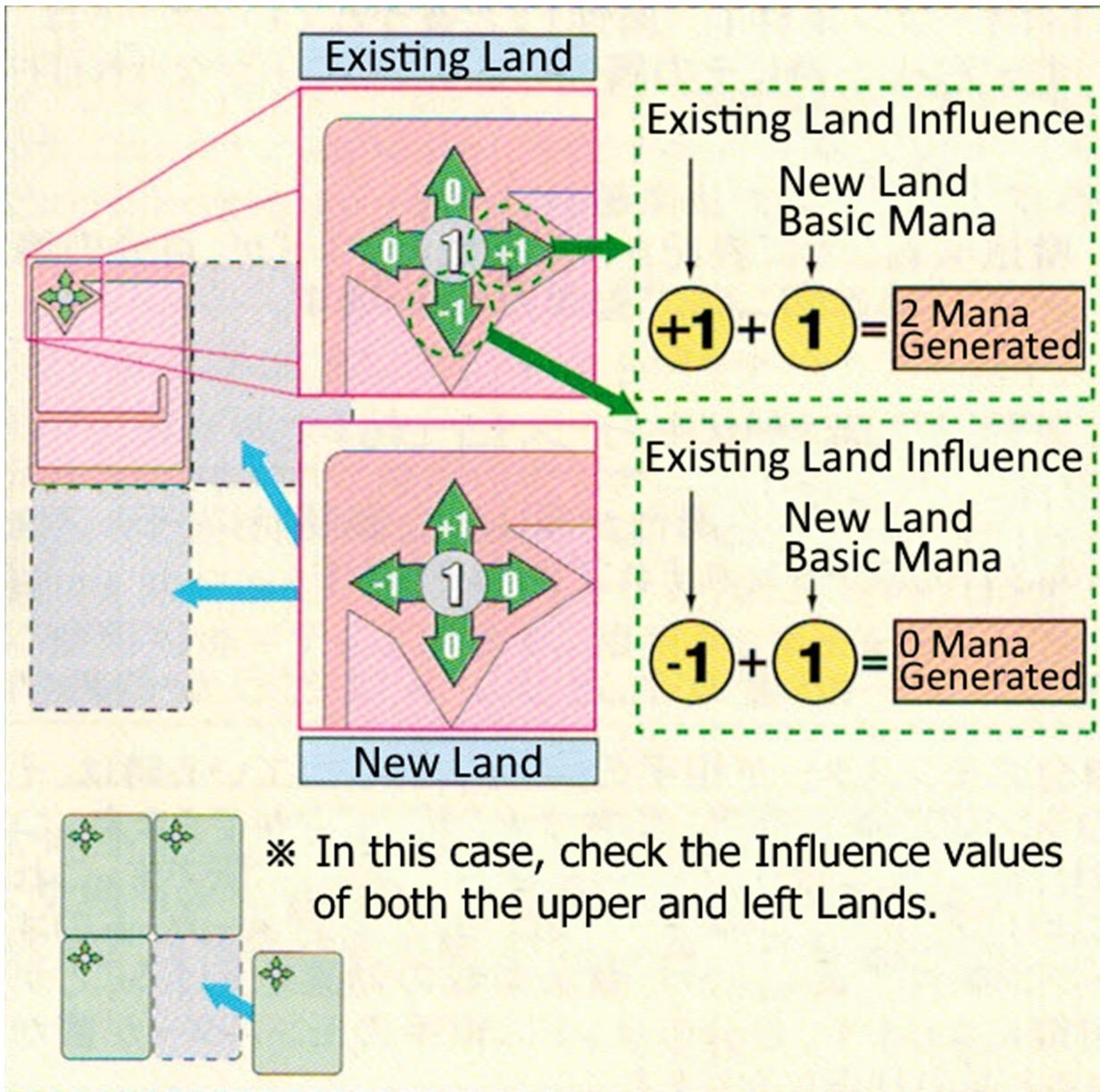
Basic Rules

- You may only place Lands on your field.
- You may only play one Land card per turn.
- You can only put one Land with the same name on your field.
- Except for your first Land, you may only place Lands on one of the four directions up, down, left, right (not diagonal) from an already placed land.
- You cannot place Lands outside of the 3×3 grid. However, the Land you place first is not the center, so you can place them in any form that fits in a 3×3 grid.

- If your opponent's Monster is placed on one of your Lands, you cannot place a new Land next to that Land.

Mana Generation

When an Artifact card is put into play as a Land, new Mana is generated. The amount of Mana generated will be the sum of the Basic Mana of the newly placed Land (the number in the middle) and the influence value of any adjacent Lands (the numbers in the arrows). However, if the amount would be negative, it is instead treated as 0.



Pay Attention to Land Attributes!

Some cards will not work without a Land of a specific attribute. When using the following cards, pay attention to the attributes of the Lands on your field.

- **Support Card Attribute Conditions**

You can only use these cards if you meet the required number of Lands of a specific attribute on your field. For example, you can use a “1  

- **Monster Card Open Conditions**

A card with “!: Open condition [X attribute]” will be trashed if you do not have a Land of that attribute when you Open it.

- **Item Card (Magical Instruments)**

The effect of Magical Instruments depends on how many Lands with the same attributes are on your field.

About Attribute Bonus

If a Monster and the Land it is placed on have matching attributes, the Monster gains 1 STR and DEF during battle.

What Happens to Lands with Monsters Placed on Them?

When your Monster is placed on your opponent’s Land, you gain the attribute, effect, and Basic Mana of that Land. In other words, you may treat it like the Lands on your field. This makes it possible to meet attribute conditions of Support Cards, Open conditions of Monster cards, and improve the effects of Magical Instruments. The opposite situation occurs when the opponent’s Monster is placed on your Land.

Counting Mana (pp. 22-23)

When you put an Artifact card into play as a Land, your Total Mana count will increase. If you use a Special Skill or Support card, the specified number of Mana will be considered “Spent Mana”. Return it to your “Available Mana” during the “Mana Recovery” step of the Start Phase.

- **Available Mana**

Mana that can be spent to cover Mana costs. Place it in the Available Mana Area so that you can identify how much you have at a glance.

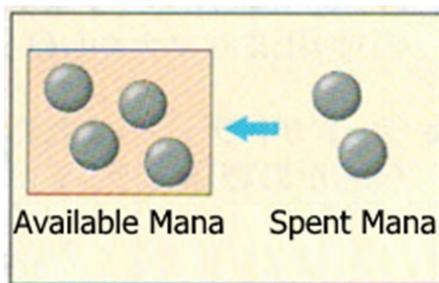
- **Spent Mana**

Mana that has been spent to cover Mana costs. Mana that has been taken out of the Available Mana Area area has been spent.

※ The total of these two is called the Total Mana count.

Basic Rules

- Increases and decreases in Mana are counted using “Counters” such as marbles or beads.
- When the Total Mana is reduced (when Mana is lost), you always lose Mana from Spent Mana (or Available Mana if you do not have Spent Mana). Also, if you don’t have any Mana, you won’t lose Mana.



- When the Total Mana count increases (when new Mana is generated), it is always added to Available Mana. The same is true when you steal Mana from your opponent.

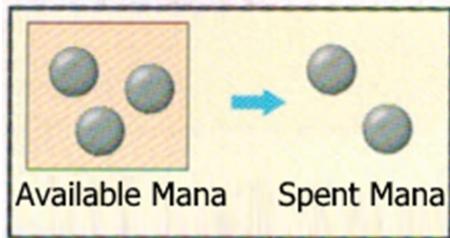
Increasing/Decreasing Mana

- **Start Phase (Mana recovery)**

Return “Spent Mana” to “Available Mana”.

- **Paying Costs (Mana decrease)**

When paying the cost written on each card, Mana is transferred from “Available Mana” to “Spent Mana”.

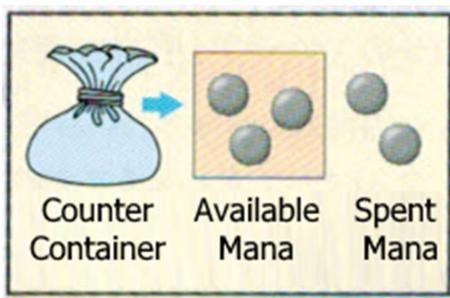


- **Land Make (Mana increase)**

When playing an Artifact card as a Land, Mana is generated. The specified amount of Mana will be added to the “Available Mana” from the “Counter Container”.

- **Monster Movement (Mana increase)**

When your Monster moves to an opponent’s Land, transfer the Basic Mana of that Land from your opponent’s Spent Mana to your Available Mana.



- **Monster Trash (Mana decrease)**

When your Monster that was on an opponent’s Land is trashed for any reason, transfer the Basic Mana of that Land from your Spent Mana to your opponent’s Available Mana.

- **Monster Through (Mana increase)**

When you attack your opponent’s Party with a Monster and they declare “Through” (※ [see page 31 for details](#)), 1 Mana is transferred from your opponent’s Spent Mana to your Available Mana.

- **Land Trash (Mana decrease)**

When a Land is trashed for any reason, move the Basic Mana of the trashed Land to the Counter Container.

Main Phase (p. 24)

What Can be Done in the Main Phase

You can do the following actions as many times as you like (Land Make only 1 time). For example, after using a card you can do Land Make and then use another card.

- Land Make (1 time)
- Use cards
- Character attacks on Monsters
- Monster Movement
- Monster attacks on Party
- Monster Opening

Monsters only take 1 Action

In 1 turn you may only perform 1 action per Monster. Monsters that have moved will not be able to attack Parties, and Monsters that have attacked Parties will not be able to move. Of course, Monsters cannot perform either action twice per turn.

※ *The action limit does not include Opening Monsters.*

Main Phase: Land Make (p. 24)

You can place an Artifact card from your hand into play as a Land only once per turn. Please [see page 19 for details](#).

Main Phase: Using Cards (pp. 25-26)

Using cards in the Main Phase

- **Artifact cards**
You can unlock the power of the Artifact and use it in this phase. You can use any number of Artifact cards in your hand as long as you pay the Mana cost. The cards are trashed after use.
- **Support cards**
Only cards with the Usage Timing “Main Phase” can be used in this phase. However, you must pay the cost and meet the attribute condition. The cards are trashed after use.
- **Item cards**
All types of Item cards can be used in this phase. Pay the cost and equip it to a Character. Only one Item card can be equipped to each Character. Equipping a new Item will trash the already equipped Item. Please stack the equipped Item Card shifted under the Character card.
- **Character Skills**
Only Special Skills with the Usage Timing “Main Phase” can be used in this phase.

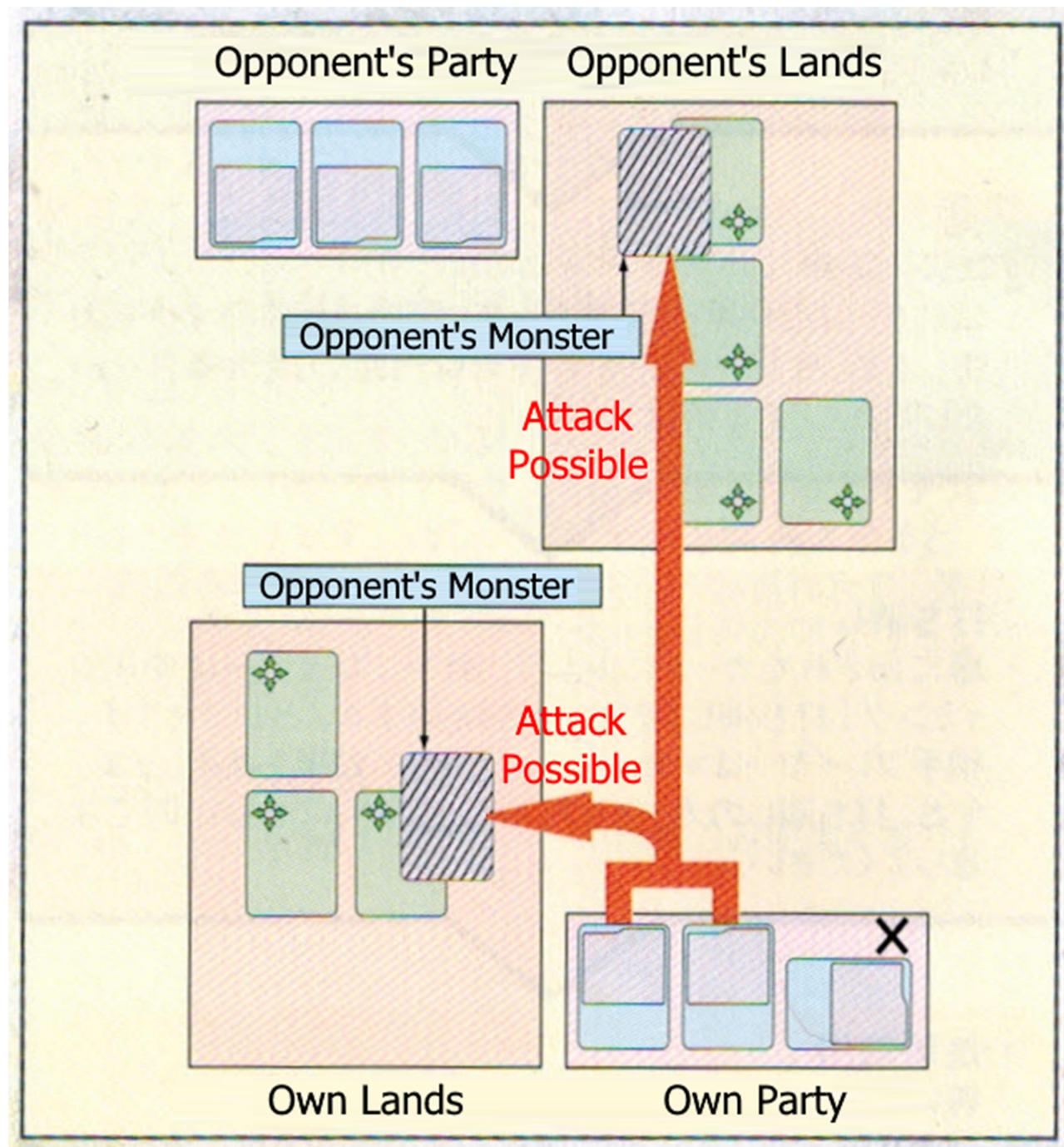
Resolving Card Usage

You may do the following steps as many times as you like.

1. **Use the Card**
Declare “I am using XX” and place the Card on the field (tap the card for Character cards)
2. **Pay the Cost**
Spend the Mana for the cost indicated on the card being put into play. For Support cards, make sure you meet the specified attribute conditions.
3. **Cancellation**
Opponent players may use cards with the Usage Timing “Cancel” against the card you put into play. Opponent players spend Mana and apply their card’s effect immediately. Please note that cards with the Usage Timing “Cancel” cannot be Cancelled.
4. **Apply Effects**
Apply the effect of the card and move it to the Discard Pile.

Main Phase: Character attacks on Monsters (pp. 27-28)

You may attack the opponent's Monster placed on your or your opponent's Lands with an untapped Character. It is also possible for multiple Characters to participate in the attack. In battles where Characters are attacking, if the attributes of the Monster and Land match, an attribute bonus (STR+1 DEF+1) is applied to the Monster.



Resolving Character Attacks

You may do the following steps until all Characters are tapped.

- 1. Select a Character**

Select the Character that will perform the attack and tap them. At this time, you cannot select Characters that have already been tapped. It is also possible to attack one Monster with multiple Characters.

- 2. Select the target Monster**

Select which Monster to attack.

- 3. Resolve Battle**

Resolve the battle. Support cards and Special Techniques can also be used at this time.
Please [see page 35 for details](#).

- 4. Resolve Post-Battle**

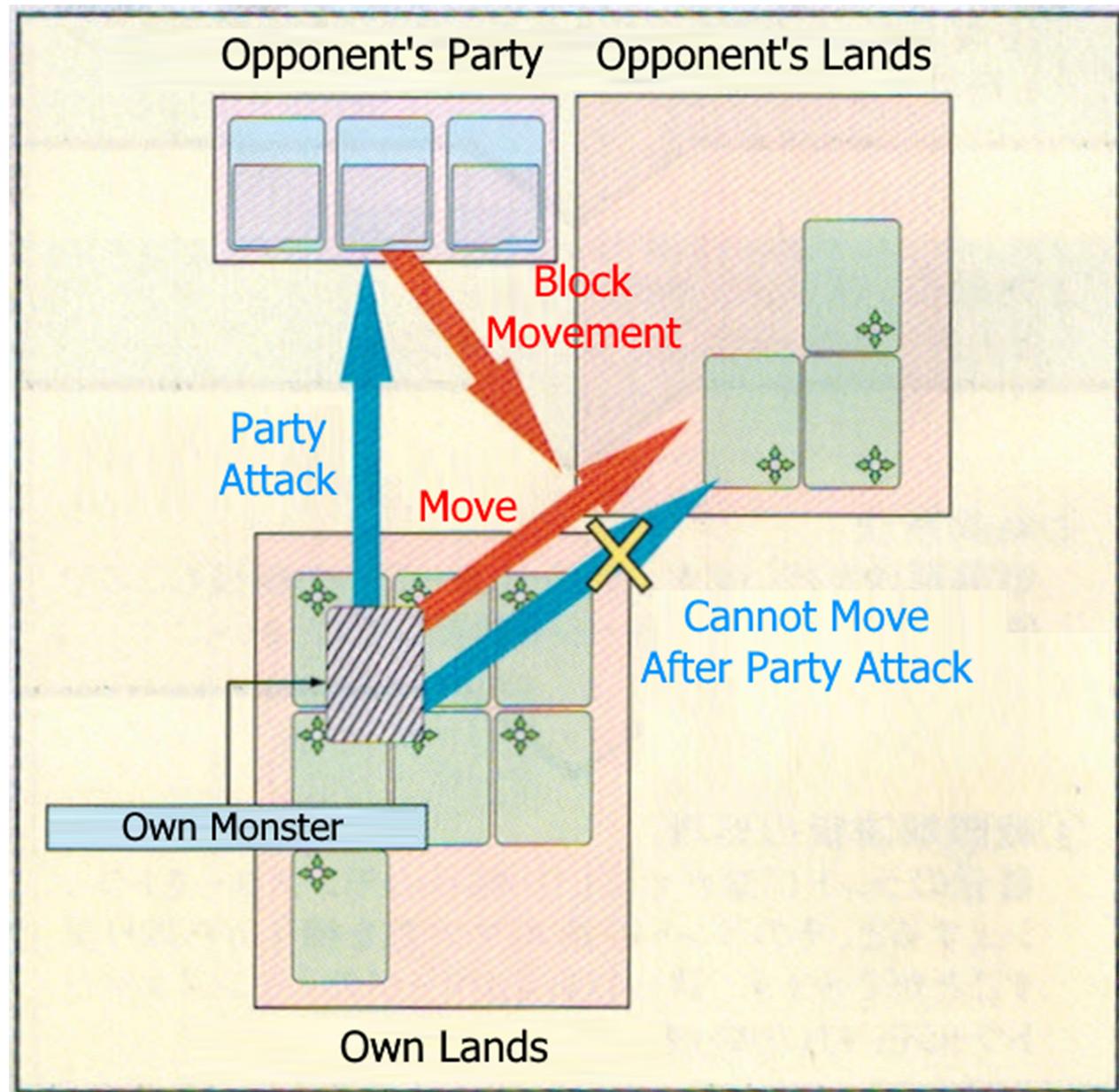
If you trash an opponent's Monster that is on one of your Lands, you can regain the Basic Mana of that Land from your opponent. Please [see "Monster Trash" on page 23 for details](#).

Main Phase: Monster Movement (pp. 29-30)

You can move Monsters on your Lands to your opponent's Lands. However, Monsters that attacked a Party this turn cannot take this action.

The opponent player may choose to “Block Movement” and attack the Monster.

Also, moving Monsters leave the Land they were on, so they do not receive any attribute bonus (STR+1 DEF+1) during moving battles.



Resolving Monster Movement

- 1. Select a Monster**

Select the Monster you will move and place it in the middle of the field.

- 2. Select a Land**

Select the Land you will move to. You may only target your opponent's Lands with no Monsters placed on them.

- 3. Block Movement**

The opponent player may choose to “Block Movement” of the moving Monster.

Characters that participate in Block Movement are tapped. Characters that have already been tapped cannot participate in Block Movement.

- 4. Resolve Battle**

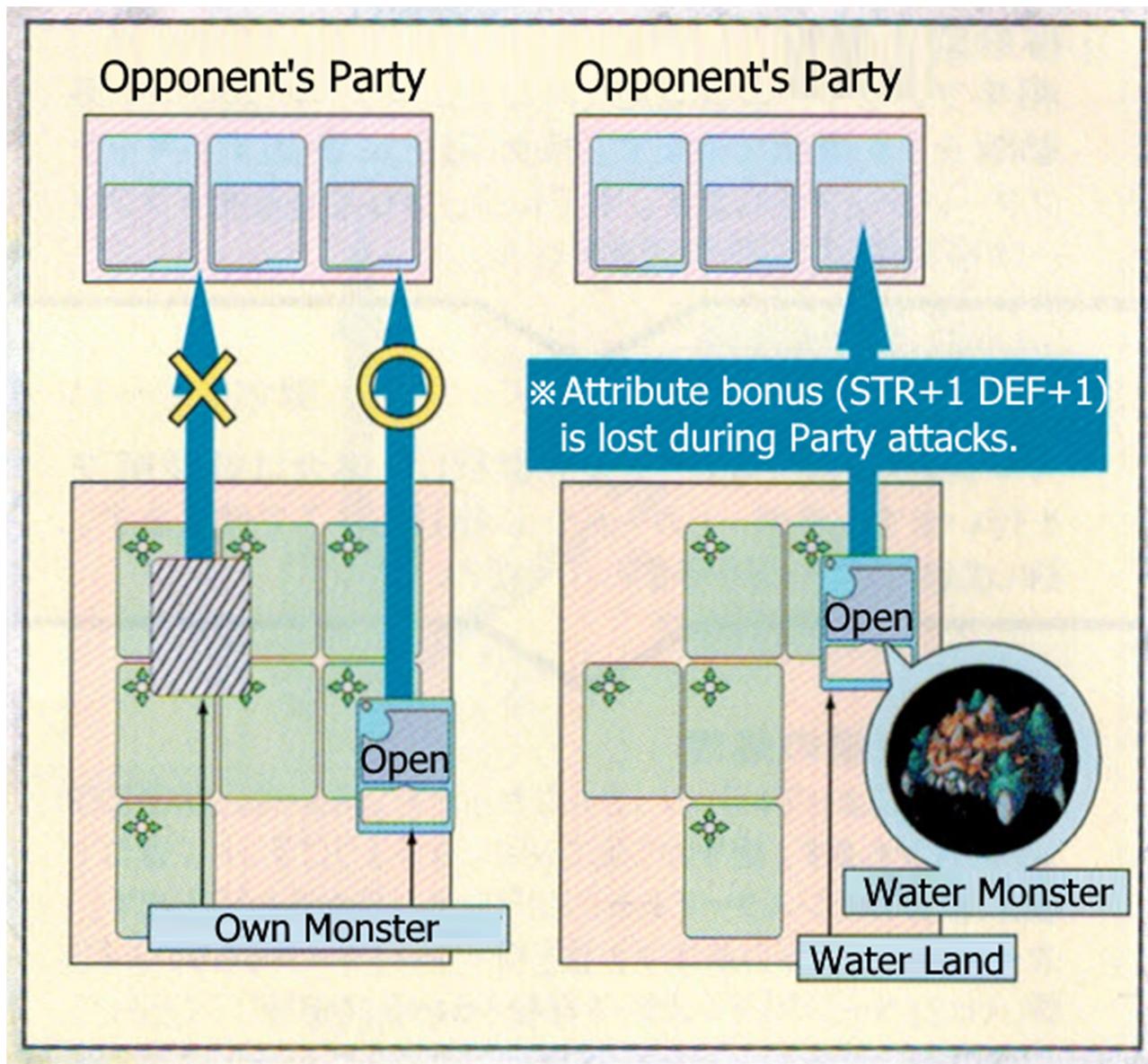
If Characters are chosen to Block Movement then resolve the battle. Support cards and Special Techniques can also be used at this time. Please [see page 35 for details](#).

- 5. Resolve Post-Battle**

Monsters that are not trashed by Block Movement will be placed on the targeted Land. Place it on top of the Land so that it is upside down from your opponent's point of view so that you can both clearly see that it is your Monster. Next, steal the Basic Mana of that Land from the opponent player. Please [see “Monster Movement” on page 23 for details](#).

Main Phase: Monster attacks on Party (pp. 31-32)

You may attack your opponent's Party with an **Open Monster** placed on your or your opponent's Lands. However, Monsters that have already moved or made a Party attack cannot take this action. Monsters with “!: Cannot attack Party” cannot attack Parties. Monsters that perform Party attacks leave the Land they were on, so they do not receive any attribute bonus (STR+1 DEF+1).



Resolving Party Attacks

1. Select a Monster

Select the Monster that will perform the attack and place it in front of the Party.

2. Through Declaration

The Party side can fight the Monster with their Characters or declare “Through” to avoid the battle. However, if “Through” is selected, one Mana must be given to the player on the Monster side (※ [see page 23 for details](#)). Also, Through cannot be declared when 0 Mana would be paid.

3. Select Characters

The Party side chooses which Characters will participate in battle (Tapped Characters may also participate (※ [see page 36 for details](#))). Please note that participating in a Party Attack does not cause Characters to tap.

4. Resolve Battle

If the Party side does not declare Through then resolve the battle. Support cards and Special Techniques can also be used at this time. Please [see page 35 for details](#).

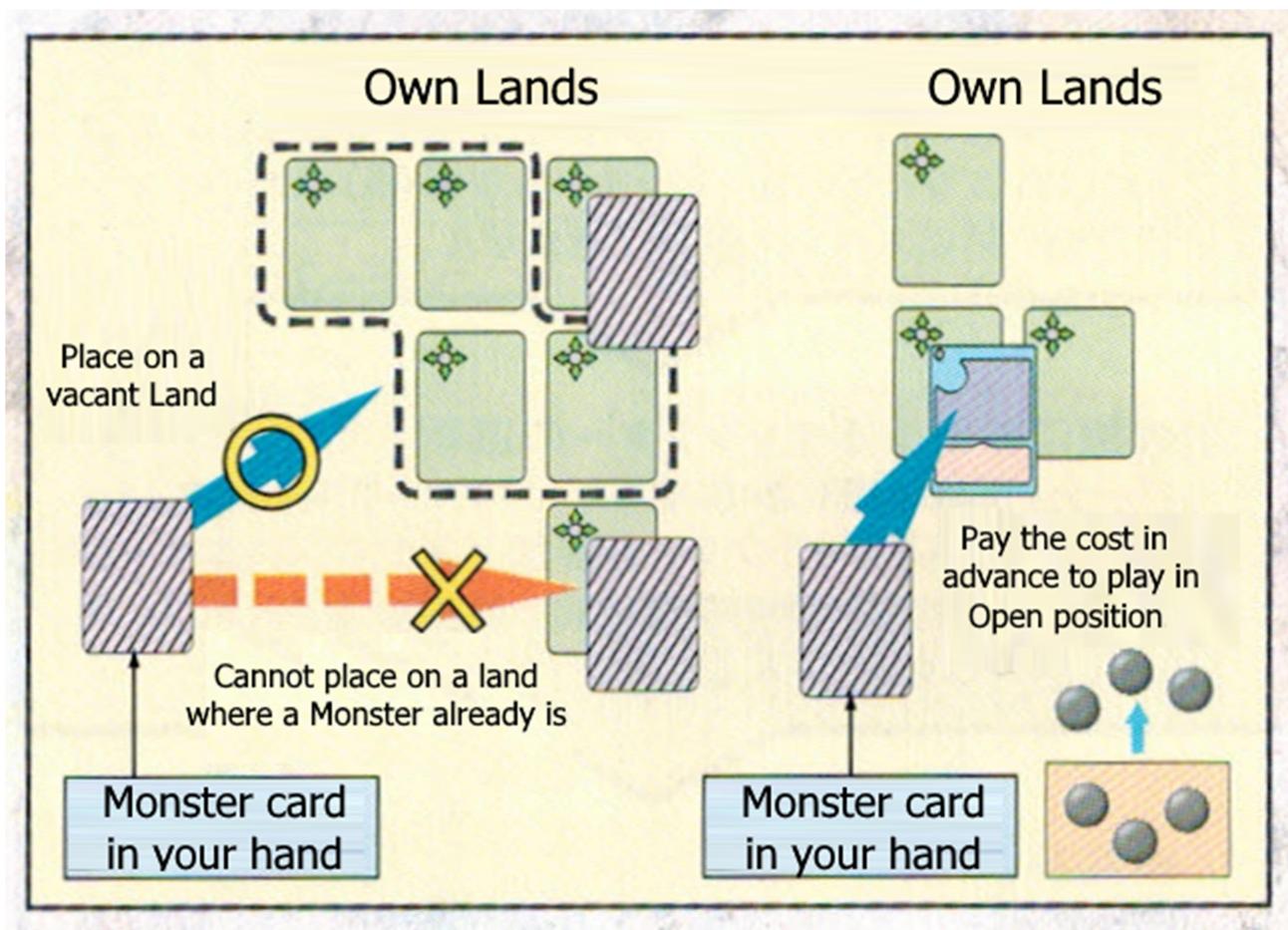
5. Resolve Post-Battle

If the Monster is not trashed, return it to the Land it was placed on before the Party Attack occurred.

Monster Placement Phase (p. 33)

You may place as many Monsters as you like from your hand onto your Lands. Do not place any Monsters on Lands where either player's Monsters are already placed.

You may also “Open Out” by immediately playing a Monster in the Open position.



- - **How to place Monsters**
Place Monsters slightly off center so you can check the values of Lands. If you cannot distinguish your Monsters from your opponent's Monsters you may get confused, so please show the logo on the back of the card properly so you can tell whose is whose.

Monster Opening Rules (p. 34)

Turning a Face Down Monster Face Up is called “Opening”, and the cost paid when it is Opened is called the “Open Cost”.

There is no cost when placing Monsters Face Down, however, there is a cost when Opening, so play safe and end the turn with enough Available Mana.

Basic Rules

- If a Face Down Monster is opened by a Character attack or other card effects, you are forced to pay the Open Cost.
- If you cannot pay the Open Cost, trash the Monster after paying as much as you can. At this time, treat the Monster as though it has no Special Skill text.
- During the Monster Placement phase of your turn, you may place a Monster on the field in the Open position. You must pay the cost at this time. This is called “Open Out”.
- You can Open your Monster at any time during your Main Phase by paying its Open Cost.
- Once Opened, a Monster cannot be turned Face Down.
- A card with “!: Open condition [X attribute]” will be trashed if you do not have a Land of that attribute when you Open it.

How to Resolve Battles (pp. 35-36)

The active player is the one currently taking their turn.

1. Active Player: Use Special Techniques

Monsters skip this step. You may select and use one of the Special Techniques of the Items equipped by each Character.

2. Opponent Player: Use Special Techniques

Monsters skip this step. Use the Special Techniques as described in Step 1.

3. Active Player: Use Support cards

You may use any number of Support cards with Usage Timing “In Battle”. Support cards with Usage Timing “Cancel” may be used to deal with them.

4. Opponent Player: Use Support cards

Use Support cards as described in Step 3.

5. Monster Side: Open Monster

Open the Monster if it is Face Down and pay the Open Cost (※ [see page 34 for details](#))

6. Monster Side: Attribute Bonus

If the attributes of the Monster and the Land it is on are the same, the attribute bonus of “STR+1 DEF+1” will be added to the Monster.

7. Calculate Damage

The total STR is calculated by both sides and applied at the same time. If there are multiple Characters participating add up their values as well.

8. Apply Damage

How to Apply Damage

The sum of both side’s STR are applied as damage at the same time. Characters and Monsters that are reduced to 0 or less by subtracting the opponent’s STR from DEF are trashed. If there are multiple Characters, follow the steps below to apply damage. Note that there is no concept of cumulative damage in this game.

1. From the Characters participating in battle, their owner decides the order in which the Characters will take damage.
2. If the opponent’s STR is higher than the DEF of the Character that takes damage first, trash that Character. The remaining STR will be applied to the next Character, and if there is further remaining after this step, it will be applied to the third Character.

※If all Characters and Monsters participating in battle are trashed, any remaining damage is invalidated.

What about when a Monster attacks a Party?

The difference is that tapped Characters may participate in battle. The STR of tapped Characters is treated as 0, and all equipped Items, Magical Instrument effects, Special Skills, and Synchro effects are disabled.

Q & A (Beginner Compilation) (p. 37)

Q: How many attributes are there in total?

A: There are 8 attributes: Fire, Earth, Wind, Water, Light, Dark, Wood, and Gold. Each has its own characteristics such as offensive type for Fire and defensive type for Earth. Make sure to examine each attribute.

Q: Can I play an Artifact card as a Land and then pay Mana to use that Land's Artifact effect?

A: No. Artifact cards placed onto the field as Lands will only be treated as Lands thereafter.

Q: The opponent's Monster moved, so I tried to "Block Movement" with a Character, but I could not trash the Monster. Where should the Monster be placed in this case?

A: Your Land that was the target of the move. Monsters will move successfully unless they are trashed.

Q: Can 1 Character use multiple Special Techniques at the same time?

A: No, that is not possible. Only 1 Special Technique may be used per Character in a single battle.

Q: I am currently in the middle of my Main Phase, but I have 10 cards in my hand. Do I have to throw away the extras immediately?

A: Do not throw them away. The correct way to play is to trash down to 7 cards during the End Phase.

Q & A (Intermediate Compilation) (p. 38)

Q: I used a Special Technique to attack a Face Down Monster, but the Opened Monster was so strong that I want to change to another Special Technique. Can I?

A: No. You can only select a Special Technique before Opening Monsters. The same applies to playing Support cards.

Q: I tapped my opponent's Character card with the effect of a Support card. At this time, will the Special Skill of the Character that requires tapping occur?

A: It does not. Character Special Skills that require tapping will only occur if their owner taps them.

Q: I placed a new Land next to an existing Land. Does the effect value of the newly placed Land affect the existing Land and generate Mana?

A: Not at all. Mana generation due to Land Make is determined only at the moment the Land is placed. These are all ad hoc calculations and cannot be recalculated later.

Q: Please tell me more about Magical Instruments

A: Magical Instruments are special Items that do not require any cost other than the cost of

equipping them. The effect of the Magical Instrument varies depending on how many Lands of the specific attribute shown are controlled, and the effect is automatically applied in battle.

POINT: Speak Up

Make sure to speak up when you use a card or take any action, such as reporting Total Mana at the end of a turn. Especially when playing an Artifact card as a land, please declare “I will Land Make” before doing so.

Q & A (Advanced Compilation) (p. 39)

Q: When a Character is trashed, is the equipped Item trashed as well?

A: It will be trashed. This also occurs when using the “Shockwave” Special Technique of the “Swifte Gloves”.

Q: Can I use the “Belle’s Selfish Nightmare” or “Flameshe’s Singing” when an Artifact comes into play as a Land?

A: No, you cannot. Only “Capella’s Trick Revealed” can do that.

Q: What does “When determining attribute condition of a card, treat X as any of ...” mean as written on “Bud”, “Lisa”, and the “Golden Seed”?

A: When determining the attributes required for Support, Monsters (Open conditions only), Magical Instruments, etc., you may select and apply the appropriate attributes from the attributes described on those cards. For example, even if you do not have any Dark Lands, you can still use a Dark support card. However, you cannot give attribute bonuses to Monsters in battles on the Land.

Q: In battle, what happens when both sides have First Strike?

A: First, resolve the damage caused by those who have First Strike. At this time, the damage received by the Characters may be applied to Characters that do not have First Strike (when multiple Characters participate). After that, the damage of any Characters that were not trashed when resolving First Strike damage is applied.

Q & A (Card Effect Compilation) (p. 40)

Q: Please tell me more about “Duelle’s Battle Arena”.

A: This card creates a battle between Characters. The side using the card selects which one of their Characters participates in the battle first, and then the opponent player selects one of their Characters. The card user also selects a Special Technique and uses Support cards first. When either Character is trashed after resolving damage, the non-trashed side becomes the winner and increases their Available Mana by 1. If neither Character is trashed, it is considered a draw and neither player increases Mana.

Q: What is the effect of “placing a Land again” as written on Roger’s Special Skill “Digging Business” and “Master Excavator Dudbear”?

A: You may remove the target Land (which may have a Monster on it) and place it once again. At this time, no Mana is generated. The rules for repositioning are the same as the “[Land Make Rules](#)” on page 19. As a result, it does not matter if you end up with a Land that is not adjacent to anything. However, you cannot place your Land on your opponent’s field, or your opponent’s Land on your field. In addition, Roger’s Special Skill cannot be used on any of your Lands that have one of your opponent’s Monsters placed on it.

Q: Does Big Baby’s Special Skill “DEF is the number of Water attribute Lands in play on your field x 2” include Lands on your field with your opponent’s Monsters placed on them?

A: Yes those are included. It does not matter which Monsters are placed when it says “Lands in play”.

Card Game Basic Glossary (p. 41)

- **Tap**
The act of turning a vertical card horizontal. The tapped card is considered “finished”.
- **Untap**
The act of turning a horizontal card vertical. The “finished” card will be able to act again.
- **Deck**
A set of cards freely configured by the player. In this game, you will build two types of decks: a “Character Deck” and a “Main Deck”.
- **Duel**
To play the game against one another.
- **Trash**
The act of discarding a card.
- **Turn**
A series of events and actions that occurs over several phases. Alternates between your turn and your opponent’s turn.
- **Phase**
A series of steps that make up a turn. Various actions must be performed in the order determined by the rules.
- **Shuffle**
The act of rearranging a set of cards randomly.
- **Owner**
The player a card belongs to.

※These glossaries contain definitions of all terms used within this game.

Legend of Mana Card Duel Glossary (pp. 42-44)

The Whole Game

- **Cost**
The amount of Mana spent to use a card. Also, used to pay for Special Techniques.
- **Discard Pile**
The area to place trashed cards. Keep Character cards separate.
- **Available Mana**
Mana that can be used to pay a cost. Recovers at the beginning of the turn.
- **Available Mana Area**
“Available Mana” should be placed on a small plate, piece of paper, etc. to clearly distinguish it from Spent Mana.
- **Spent Mana**
Mana that has been used to pay a cost.
- **Total Mana**
The sum of “Available Mana” and “Spent Mana”.
- **Counter Container**
This is the place to put Counters that have not been used in the game yet. Marble bags are commonly used.
- **Land Making**
Filling a 3×3 grid with Lands (putting 9 Lands into play) and winning the game. Shout “Land Make!” when it is completed.

Monster Related

- **Open**
Turning a Face Down Monster on the field Face Up. A cost must be paid at the time of Opening.
- **Open Cost**
The cost that must be paid to Open a Monster. Listed on the upper-left corner.
- **Open Out**
Playing a Monster Face Up on a Land. The Open cost must be paid.
- **Face Down (Monster)**
A Monster placed Face Down on a Land. Pay attention to the orientation of the card.
- **Attribute Bonus**
If the attribute of the Land and Monster are the same the Monster will gain “STR+1 DEF+1” (only when attacked by Characters).
- **Open Condition**
Monsters with !: Open condition [X attribute] will be trashed if no Land of the same attribute is controlled at the time of Opening.

Support Related

- **Usage Timing “In Battle”**
A Support card that can only be used during battle. Whether a card can be used at this time is stated on the card.
- **Usage Timing “Cancel”**
A card that can be used when the opponent uses the target Card type. Whether a card can be used at this time is stated on the card. Please note that cards with the Usage Timing “Cancel” cannot be Cancelled.

Character Related

- **Party**
Refers to multiple Characters placed in the Party Area. Think of it as the plural of Character.
- **Through**
Refers to the choice where the Party side does not respond to a Monster making a Party attack. If you declare “Through” you must give 1 Mana to your opponent. However, “Through” cannot be selected when you have 0 Mana.
- **Block Movement**
To attack Monsters that move onto your Land with your Characters.
- **Usage Timing**
The timing to use a Character’s Special Skill. The effect is automatically applied except for Special Skills that require tapping.
- **Usage Timing “End of Battle”**
This Special Skill has an effect when the battle is over (after applying damage).
- **Usage Timing “Always”**
This Special Skill has an effect at all times just by having the Character in play. Please note that the effect will occur even if the Character is tapped.
- **Synchro**
This Special Skill has an effect only when a specific Character is on your field. The effect of “... when XX is in play” still occurs even if XX (Character Name) is tapped.
- **Equipment Remarks**
Depending on the Character some Items may not be equipped.

Deck Making Techniques (p. 45)

Deck composition greatly affects the outcome of the game. If you collect many cards, try creating a unique deck using your own ingenuity.

How to build the Main Deck

- This explanation focuses on creating a standard 50 card deck. First and foremost are Artifact cards that produce Mana. Consider the main attributes of the deck, building it with around 3~4. Including around 20 of these cards would be good.
- Next, insert about 15 Monster cards. It's safer to include Monsters that get an attribute bonus from the attributes of your Artifacts, but you can also choose to ignore this altogether.
- Insert about 10 Support cards. Make sure to pay attention of the attributes of your Artifacts so that you do not add any unusable cards.
- The number of Item cards is a bit small, around 5 cards. Item cards are very efficient cards for strengthening Characters, but if you put too many in you will have difficulty dealing with various developments.

How to build the Character Deck

- There are various elements to consider, such as combining Characters with synchro effects and considering compatibility with the Main Deck. However, if you focus on the Special Skills of low STR Characters you may have difficulty dealing with the opponent's Monsters.

Card Duel Strategy Guide (p. 46)

- **Focus on Land Make bonuses**
The trick to Land Make is using the positive influence values as much as you can. Direct negative influence values to places you already have Lands, or to the outside of the 3×3 grid, avoid them as much as possible.
- **Bluff with Face Down Monsters**
Tricking your opponent with a bluff technique is an important element in this game. Confuse the opponent by putting out strong and weak monsters at the same time, or putting a Monster on a Land with a differing attribute on purpose.
- **Put out many Monsters at once**
If you place Monsters one by one, each one will be destroyed. Therefore, put many out at once when you have accumulated Mana to some extent. The opponent's Characters cannot handle them all at once.
- **See through your opponent's strategy**
Knowing which victory conditions your opponent is aiming for will make it easier for you to develop a strategy and take initiative against your opponent. Even if you appear to be stalemated, changing up how you use Artifact cards may open up a surprising path.
- **Always be aware of your opponent's Mana total**
The 12 Mana victory condition is the easiest to achieve, so you should always be vigilant. If the opponent's Mana total exceeds 9, pay attention to their Lands with positive influence values and attack without mercy.