■Card Types	
Digimon Card	Cards with a Digimon on them.
Digi-Egg Card	Cards with an In-Training Digimon on them. The back of these cards differ from other cards, and they can only be used in the Digi-Egg deck.
Option Card	One-use cards activated directly from the player's hand to cause certain effects.
Tamer Cards	Cards with Tamers on them. They can't attack, but have abilities that can affect your Digimon or your opponent's Digimon. They can't be targeted by an attacking Digimon.
Digimon	Digimon cards or Digi-Egg cards that are currently in the battle area or breeding area.
Tamers	Tamer cards that are currently in the battle area.
■Areas on the Playing Field	
Battle Area	The area where Digimon and Tamers are placed. Digimon placed here can attack the opponent, and block opponent attacks. Only Digimon level 3 or higher can be in the battle area. Certain combinations of effects may cause a level 2 or lower Digimon to enter the battle area. If that happens, the level 2 or lower Digimon is placed in the trash (recycle bin) immediately.
Breeding Area	The area where Digimon hatched from the Digi-Egg deck are placed. Digimon in this area can't activate effects, aren't affected by effects from other cards, and can't be referenced by other effects. Only 1 Digimon can be in the breeding area at a time, and Digimon in this area that digivolve to level 3 or higher can be moved to the battle area. Digimon in the battle area can't be returned to the breeding area.
Deck Zone	The area where the player's 50-card deck is placed.
Digi-Egg Deck Zone	The area where the player's Digi-Egg deck containing up to 5 cards is placed.
Trash (Recycle Bin)	The area where discarded cards are placed. Cards placed here are placed face up.
Memory Gauge (Memory)	The gauge used for paying costs, etc. For each point of a memory cost to be paid, the counter is moved one spot to the right. If the gauge lands on 1 or higher on the opponent's side, any mid-resolution effects or actions resolve, the turn ends, and it becomes your opponent's turn. If the resolution of an effect or action causes the counter to move to 0 or above on your side of the gauge, your turn continues.
Security Stack	A defensive wall that protects the player. A player loses the game if they are attacked with zero cards remaining in their security stack.
■Timings	
On Play	Triggers when Digimon are played directly to the battle area. Does not apply to digivolving Digimon or Digimon moved into play from the breeding area.
When Digivolving	Triggers when a Digimon on the Battle Area digivolves. Digimon digivolved in the breeding area do not activate their When Digivolving effects. These effects activate after the player draws a card for the digivolution bonus.
When Attacking	Triggers when an attack is declared with the Digimon that has the [When Attacking] effect. Triggers at the same time as effects that read "when one of your Digimon attacks".
End of Attack	Triggers after the resolution of the attack made by any Digimon with effects with this timing, and any effects that attack triggers. If that Digimon loses the battle or leaves play during the attack, the End of Attack effect doesn't activate. Effects that activate during this timing are considered to be effects that activate during an attack.
At the end of the battle	During battles between Digimon or between a Digimon and a Security Digimon, "at the end of the battle" timing occurs after comparing DP and determining the battle's outcome.
Counter Timing	When you attack with a Digimon, reaction timing occurs when all [When Attacking] and "When one of your Digimon attacks" effects—along with all effects triggered by those effects—finish activating. Triggered by your opponent's effects that read "When an opponent's Digimon attacks."
Counter	Effects that can be activated during the counter timing for the opponent's turn. Only 1 activation per attack is possible.
Block Timing	After the counter timing when blocking can be performed. If the attacked player suspends a Digimon with <Blocker>, the attack target switches to the blocking Digimon. Only 1 Digimon can block per attack.
On Deletion	Triggers when a Digimon is defeated in battle, deleted by a card effect, or deleted when its DP is reduced to 0.
Your Turn	The period lasting from the start of your turn to its end.
Opponent's Turn	The period lasting from the start of your opponent's turn to its end.
All Turns	The period lasting from the start of your turn to the end of your opponent's turn.
Start of Your Turn	Triggers at the start of your turn. Effects activate before the unsuspend phase.
End of Your Turn	Triggers at the end of your turn. The turn doesn't switch over until the effects finish activating.
Security	When a card is turned over for a security check. If the security card that is flipped over has this kind of effect, it activates automatically and has no memory cost.
Main	Effects that can be activated during your main phase. Applies to Option cards activated from your hand, or using optional effects of Digimon or Tamers during the main phase.
■Card States	
Suspend	Turning a Digimon card or Tamer card sideways after attacking, blocking, or using their main effect.
Suspended	A Digimon card or Tamer card that has been suspended, or turned sideways. Suspended Digimon can be targeted for attacks.
Unsuspend	Returning a suspended Digimon card or Tamer card back to the upright position, so that it can perform another action.
Unsuspended	A Digimon card or Tamer card in the upright position that has yet to perform an action such as attacking.
Digivolution Card	A card that is stacked beneath a digivolved Digimon. If the card has an inherited effect, it can be activated by the digivolved Digimon.
Deleted	The state of a Digimon that has been placed in the trash (recycle bin) as a result of losing a battle or being deleted by an effect.
Security Digimon	If a Digimon card is flipped over during a security check, that card becomes a Security Digimon. Security Digimon are not considered regular Digimon, and effects that are effective on regular Digimon can't be activated against them. Security Digimon also can't activate any of their effects, except security effects.
■Game Phases	
Unsuspend Phase	The first phase of a turn. The turn player unsuspends all of their Digimon and Tamers.
Draw Phase	Phase in which the player draws a card from their deck and adds it to their hand. The player who goes first does not draw during their initial turn. If a player's deck is empty, and they can't draw a card during this phase, they lose the game.
Breeding Phase	Phase where actions involving the breeding area are performed. If there are no Digimon in the breeding area, 1 card can be revealed from the Digi-Egg deck and placed there face up. (This is referred to as Hatching.) Digimon who are level 3 or higher can be moved from the breeding area to the battle area. If nothing can be done, or the player doesn't want to do anything, they can move on to the next phase.
Main Phase	Phase where actions such as playing Digimon, playing Tamers, using Option cards, digivolving, and attacking are performed.
Turns	A player's turn to play. Consists of the four phases and ends when the Memory Gauge reaches 1 or higher on the opponent's side.
■Properties Common to All Card Types	
Card Name	The name of the card.
Color	The color of each card. A multicolor card is also treated as a card with any of the individual colors shown.

Rarity	How rare a card is.
Effects	Abilities possessed by Digimon, Tamers, and Option cards. Different from inherited effects.
Security Effects	Effects activated when a card is turned over during a security check.
Once Per Turn	Indicates effects that can only be activated once per turn. For example, even if the conditions for activating the effect occurred multiple times in one turn, the effect could only be activated once. Different effects with the Once Per Turn restriction can still be activated in the same turn. Also, if two separate Digimon possess the same effect with a Once Per Turn restriction, they can each be activated once during the same turn.
Twice Per Turn	Indicates effects that can only be activated twice per turn. For example, even if the conditions for activating the effect occurred multiple times in one turn, the effect could only be activated twice. Different effects with the Twice Per Turn restriction can still be activated twice each in the same turn. Also, if two separate Digimon possess the same effect with a Twice Per Turn restriction, they can each be activated twice during the same turn.
■Digimon Card Properties	
Play Cost	Required cost to play a Digimon directly to your battle area.
Digivolve Cost	Required cost to digivolve a Digimon.
DP (Digimon Power)	A Digimon's attack power. When battling, the DP of both Digimon are compared, and the Digimon with the lower number loses and is deleted.
Digivolution Requirements	Found on Digimon cards, these are the requirements to digivolve into this Digimon. Consists of 3 parts: Color, Lv., and digivolve cost.
Inherited Effect	Effects that are activated when a Digimon becomes a digivolution card. These effects are not activated when the card is a regular Digimon.
Lv. (Level)	Number showing the stage of a Digimon's digivolution. Digimon can be digivolved into a Digimon that is one level higher than itself.
Type	One of the traits of a Digimon.
Attribute	One of the traits of a Digimon. Usually one of the following: Vaccine, Data, Virus, Free.
Rookie	One of the stages of Digimon Digivolution. Corresponds to Level 3.
Champion	One of the stages of Digimon Digivolution. Corresponds to Level 4.
Ultimate	One of the stages of Digimon Digivolution. Corresponds to Level 5.
Mega	One of the stages of Digimon Digivolution. Corresponds to Level 6 and above.
DNA Digivolution	Lists requirements for a Digimon to DNA digivolve.
Special Digivolution	Special digivolution requirements written on Digimon cards that are different from standard digivolution requirements.
■Digi-Egg Card Properties	
Inherited Effect	Effects that are activated when a Digimon becomes a digivolution card.
Lv. (Level)	Number showing the stage of a Digimon's digivolution. Digimon can be digivolved into a Digimon that is one level higher than itself.
Type	One of the traits of a Digimon.
Attribute	One of the traits of a Digimon. Usually one of the following: Vaccine, Data, Virus, and Free.
In-Training	One of the stages of Digimon Digivolution. Corresponds to Level 2.
■Tamer Card Properties	
Play Cost	Required cost to play a Tamer directly to your battle area.
Inherited Effect	Effects that are activated when a Tamer becomes a digivolution card. These effects are not activated when the card is in the battle area as a Tamer.
■Option Card Properties	
Cost	Required cost to use an Option card. The cost doesn't have to be paid when the card is flipped over by a security check.
■Actions	
Attack	Attacking the opposing player or one of their suspended Digimon.
Block	Using the <Blocker> effect to receive an attack from an opponent's Digimon in place of the original target.
Battle	Following an attack, the two battling Digimon/Security Digimon compare DP to determine a winner.
Playing	Paying a memory cost to place a Digimon card or Trainer card directly into the battle area.
Hatching	Drawing a card from the Digi-Egg deck during the Breeding Phase, and placing it face up in the breeding area.
Digivolution	Transforming a Digimon into a Digimon one level higher than its own. A Digimon card is placed on top of a Digimon that meets its digivolution requirements, and the digivolve cost is paid. A card is then drawn from the deck as a digivolution bonus.
Trash	Placing a card in the trash (recycle bin).
Pass	Voluntarily giving up your turn to the opponent during the main phase. When a turn is passed, the memory counter is moved to the opponent's number 3 space regardless of where it was at before passing.
Check	Flipping a security card face up when you attack your opponent.
Move	The act of moving a Digimon to another area. This mainly refers to moving a level 3 or higher Digimon from the breeding area to the battle area.
DNA Digivolution	Digivolving a Digimon using DNA digivolution. Stack all of the Digimon specified by the DNA digivolution requirements on top of each other unsuspended, place the card you're DNA digivolving into from your hand on top of both Digimon, and pay the DNA digivolution cost. Then, draw a card from your deck as a digivolution bonus.
DigiXros	This is a special rule for playing Digimon with DigiXros requirements. When you play a Digimon with DigiXros requirements, by placing the Digimon cards specified in the DigiXros requirements as digivolution cards under the Digimon that you're playing from your hand or battle area, you can reduce the play cost for every card placed according to the value specified in the DigiXros requirements.
Burst Digivolve	Refers to burst digivolution of a Digimon. If you return 1 of your Tamers to your hand according to the Tamer specified in [Burst Digivolve] on a card in your hand, you can digivolve that card for the specified digivolution cost. You also draw a card from your deck for burst digivolution as the digivolution bonus. After a Digimon is burst digivolved, you must trash its top card at the end of the turn.
Color Requirements	To use an Option Card, players must have a Digimon or Tamer in their battle area or breeding area that matches the color of the Option Card.
Digimon ACE	A card with a low play cost and <Burst Digivolve>, which allows for digivolving at the counter timing. The card type of these cards is Digimon card. These cards can be played and digivolved the same as normal Digimon cards. "ACE" is not included when referencing the card's name. An "XX ACE" card is treated as an "XX" card.
<Overflow>	This rule states that when a Digimon ACE card is moved from a battle area or from under another card to another area, your memory must be reduced according to the specified value. This rule applies when a Digimon ACE card is moved from under a Digimon, digivolution cards, or from under a Tamer to an area other than the battle area. <Overflow> is a rule, not an effect. Therefore, you must immediately reduce your memory as soon as the move is confirmed, even if an effect is still activating.
■Keyword Effects	

\<Blocker\>	At blocker timing, by suspending this Digimon, it becomes the attack target. The attack target switches to the Digimon that used \<Blocker\> and the attacking Digimon does battle with the blocking Digimon instead of the original target. \<Blocker\> is an effect that can be performed during the block timing. \<Blocker\> is not an effect that triggers/activates.
\<Security Attack +x\>	This Digimon checks x additional security card(s). Effect that increases the number of security cards checked by x when attacking the opposing player. When checking multiple security cards due to this effect, do not flip all security cards over at once. Instead, flip them over one at a time and don't move on to the next one until everything has resolved. If the attacking Digimon is defeated in battle or returned to the player's hand, the attack ends.
\<Security Attack -x\>	This Digimon checks x fewer security card(s). Effect that decreases the number of security cards checked by x when attacking the opposing player. If this effect causes the number of cards checked to become zero (it can't be less than zero), the opponent's security cards aren't checked. If your opponent has zero security cards and you attack with a Digimon that checks zero cards, you can't win the game.
\<Recovery +x (Deck)\>	Place the top x card(s) of your deck on top of your security stack. Effect that has you to place x cards from your deck on top of your security stack without looking at them. With this effect, you can replenish your security stack. There is no limit to how many cards can be in your security stack.
\<Piercing\>	When this Digimon attacks and deletes an opponent's Digimon and survives the battle, it performs any security checks it normally would. This effect allows a Digimon to check an opponent's security cards after a battle if your Digimon defeats the opposing Digimon and survives. This effect also works if an attack is blocked, however it does not activate for battles with Security Digimon. Security checks resulting from \<Piercing\> are performed after all effects resulting from the battle have been resolved.
\<Draw x\>	Draw x card(s) from your deck. This effect allows you to add a number of cards to your hand from your deck. There is no limit to how many cards you can have in your hand.
\<Jamming\>	This Digimon can't be deleted in battles against Security Digimon. Digimon with this effect will not be deleted if they lose a battle with the opponent's Security Digimon. If the Digimon has a Security Attack + effect that allows for an additional security card to be checked, that check can still be performed.
\<Digisorption -x\>	When one of your Digimon digivolves into this card from your hand, you may suspend of your 1 Digimon to reduce the memory cost of the digivolution by x. When digivolving into a card in your hand with this effect, you may suspend 1 of your Digimon to reduce the digivolve cost by the number specified in the effect. However, the digivolve cost can't be reduced to less than zero.
\<Reboot\>	Unsuspend this Digimon during your opponent's unsuspend phase. Digimon with this effect are unsuspended during not only your unsuspend phase, but your opponent's unsuspend phase as well.
\<De-Digivolve x\>	Trash up to x cards from the top of one of your opponent's Digimon. If it has no digivolution cards, or becomes a level 3 Digimon, you can't trash any more cards. Trash the number of cards specified from your opponent's Digimon that was targeted by the effect, starting from the top. This reduces the level of the target Digimon. However, Digimon can't be deleted or removed from play with this effect. Once a Digimon has lost all of its digivolution cards or has been reduced to level 3, you can't trash any more cards with this effect.
\<Retaliation\>	When this Digimon is deleted after losing a battle, delete the Digimon it was battling. When a Digimon with this effect loses a battle with one of your opponent's Digimon, it deletes that Digimon, regardless of DP.
\<Digi-Burst X\>	Trash X of this Digimon's digivolution cards to activate the effect below. A Digimon with this effect has a \<Digi-Burst\> effect you can activate by trashing the specified number of digivolution cards from it at the specified timing.
\<Rush\>	This Digimon can attack the turn it comes into play. Digimon with this effect can ignore the rule that states "Digimon can't attack the turn they enter play" and attack as soon as they're played.
\<Blitz\>	This Digimon can attack when your opponent has 1 or more memory. When digivolving into a Digimon with this effect, you can attack with it before the turn ends even if paying the digivolution cost moved the memory gauge to 1 or more on the opponent's side. However, if the Digimon is suspended, has an effect that prevents it from attacking, or is otherwise unable to attack normally, \<Blitz\> won't enable it to attack.
\<Delay\>	Trash this card in your battle area to activate the effect below. You can't activate this effect the turn this card enters play. After placing an Option card with this effect in your battle area, you can trash it at the timing specified to activate the card's \<Delay\> effect. It's not necessary to pay an Option card's memory cost or meet color requirements when activating its \<Delay\> effect.
\<Decoy (X)\>	When one of your other (X) Digimon would be deleted by an opponent's effect, you may delete this Digimon to prevent that deletion. When one of your (X) Digimon would be deleted by an opponent's "delete" effect, you can delete the Digimon with this effect instead to prevent the other Digimon from being deleted. When multiple applicable Digimon are deleted simultaneously, you can only use this effect to prevent one of them from being deleted. If the Digimon with this effect is deleted, you can't activate this effect.
\<Armor Purge\>	When this Digimon would be deleted, you may trash the top card of this Digimon to prevent that deletion. When one of your Digimon with this effect would be deleted, this effect allows you to trash the top card of that Digimon to prevent it from being deleted. The Digimon that activates this effect then becomes the top Digimon in its digivolution cards. Digimon with no digivolution cards can't activate this effect. Additionally, any effects that are affecting the Digimon prior to activating \<Armor Purge\> carry over. (Other than effects that are lost as a result of trashing cards.)

<Save>	You can place this card under one of your Tamers. When one of your Digimon with this effect is deleted, this effect places that card at the bottom of the cards under a Tamer. You can also choose to trash it without placing it under a Tamer. Inherited effects normally don't activate for cards placed under a Tamer. However, if that Tamer digivolves into a Digimon, then the inherited effects on the cards under it can activate.
<Material Save x>	When this Digimon would be deleted, you may place X digivolution cards specified in this Digimon's DigiXros requirements under 1 of your Tamers. When one of your Digimon with this effect would be deleted, you may place X cards that meet the DigiXros requirements from that card's digivolution cards. You can choose not to place them under a Tamer, but if you do choose to place them, you must place as many as possible. Inherited effects normally don't activate for cards placed under a Tamer. However, if that Tamer digivolves into a Digimon, then the inherited effects on the cards under it can activate.
<Evade>	When this Digimon would be deleted, you may suspend this Digimon to prevent that deletion. When one of your Digimon with this effect would be deleted, this effect prevents the deletion as long as you can suspend it, no matter if the deletion is from a battle or from an effect. You can also choose to allow the deletion by not suspending the Digimon. If <Evade> prevents deletion, [On Deletion] effects don't trigger or activate.
<Raid>	When this Digimon attacks, you may switch the target of attack to 1 of your opponent's unsuspended Digimon with the highest DP. This effect allows you to switch the target of attack to the Digimon with the highest DP from among your opponent's unsuspended Digimon at the time of the effect activation. If there are multiple Digimon with the highest DP, you may choose 1 among them as the target of attack. After this effect switches the target of attack, your opponent can still block during the block timing.
<Alliance>	When this Digimon attacks, by suspending 1 of your other Digimon, this Digimon adds the suspended Digimon's DP and gains <Security Attack +1> for the attack. During an attack, by suspending another of your Digimon, this effect adds that Digimon's DP at the time of suspension and gives <Security Attack +1>. After the attack ends, the extra DP and <Security Attack +1> gained from <Alliance> are lost. During the attack, the extra DP and <Security Attack +1> gained from <Alliance> aren't lost, even if the Digimon suspended by <Alliance> is deleted by an effect.
<Barrier>	When one of your Digimon with this effect would be deleted in battle, this effect allows you to trash the top card of that Digimon to prevent it from being deleted. When one of your Digimon with this effect would be deleted in battle, this effect allows you to trash the top card of that Digimon to prevent it from being deleted. This effect only activates during a battle. It doesn't activate at the time of deletion from an effect such as <Retaliation>.
<Blast Digivolve>	One of your Digimon may digivolve into this card without paying the cost. This effect allows you to digivolve a Digimon that meets the digivolution requirements in the battle area into a Digimon card with <Blast Digivolve> in your hand during your opponent's counter timing without paying the cost, but only once. You also draw 1 card as the digivolution bonus, just as with normal digivolution.
<Mindlink>	Place this Tamer as that Digimon's bottom digivolution card if there are no Tamer cards in its digivolution cards. This effect places the Tamer that activated the effect as the bottom digivolution card of 1 of your Digimon with no Tamer cards in its digivolution cards. After placing it, it becomes a digivolution card. A card added to digivolution cards by <Mind Link> counts as an effect that places digivolution cards. Therefore, an inherited effect on the Tamer card placed in digivolution cards can activate.