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Viole battle area. DNA Digivolution Digivolution 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 digivolution from your hand on top of both Digimon, and pay the DNA digivolution cost. Then, draw a card from your deck as a digivolution bous. Digivolution This is a special rule for playing Digimon with DigiXros requirements. When you play a Digimon with DigiXros requirements. When you play a Digimon with DigiXros requirements. Bigivolution 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. 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 is too 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 allows="" ard.<="" at="" card="" cards="" counter="" digimon="" digivolve),="" digivolving="" for="" is="" of="" td="" the="" these="" timing.="" type="" which=""> Scorerflow> This rule stats that when a Digimon ACE card is moved from a battle are</burst>	Cost Actions Attack Block Battle Playing Hatching Digivolution Trash Pass	The cost doesn't have to be paid when the card is flipped over by a security check. Attacking the opposing player or one of their suspended Digimon. Using the <blocker> effect to receive an attack from an opponent's Digimon in place of the original target. Following an attack, the two battling Digimon/Security Digimon compare DP to determine a winner. Paying a memory cost to place a Digimon card or Trainer card directly into the battle area. Drawing a card from the Digi-Egg deck during the Breeding Phase, and placing it face up in the breeding area. 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. Placing a card in the trash (recycle bin). 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.</blocker>
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	Cost Actions Actack Block Battle Playing Hatching Digivolution Trash Pass Check Move DNA Digivolution DigiXros Burst Digivolve Color Requirements Digimon ACE	The cost doesn't have to be paid when the card is flipped over by a security check. Attacking the opposing player or one of their suspended Digimon. Using the <blocker> effect to receive an attack from an opponent's Digimon in place of the original target. Following an attack, the two battling Digimon/Security Digimon compare DP to determine a winner. Paying a memory cost to place a Digimon card or Trainer card directly into the battle area. Drawing a card from the Digi-Egg deck during the Breeding Phase, and placing it face up in the breeding area. 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. Placing a card in the trash (recycle bin). 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. Flipping a security card face up when you attack your opponent. 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. Digivolving a Digimon using DNA digivolvition. 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 you're playing from your hand or battle area, you can reluce the play cost for every card placed according to the value specified in the DigiXros requirements. Refers to burst digivolution of 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 digivolution cards under the playing Digimon ntame in their battle area or breeding area that matches the color of the Option Card. A card with a low play cost and <</blocker>
Acywold Lifetts	Cost Actions Actack Block Battle Playing Hatching Digivolution Trash Pass Check Move DNA Digivolution DigiXros Burst Digivolve Color Requirements Digimon ACE	The cost doesn't have to be paid when the card is flipped over by a security check. Attacking the opposing player or one of their suspended Digimon. Using the <blocker> effect to receive an attack from an opponent's Digimon in place of the original target. Following an attack, the two batting Digimon cord or Trainer card directly into the battle area. Drawing a card from the Digi-Egg deck during the Breeding Phase, and placing it face up in the breeding area. 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. Placing a card in the trash (recycle bin). 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. Flipping a security card face up when you attack your opponent. The act of moving a Digimon into another area. This mainly refers to moving a level 3 or higher Digimon from the breeding area to the battle area. 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 digivoluting into from your hand on pol fobth Digimon, and pay the DNA digivolution cost. Then, draw a card from your deck as a digivolution bonus. This is a special rule for playing Digimon with DigiXros requirements. When you play a Digimon with DigiXros requirements. Hyou 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 jush the Digitors requirements. Acter at 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 in th</blocker>
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	At blocker timing, by suspending this Digimon, it becomes the attack target.
<blocker></blocker>	
 Shocker>	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>
	<blocker> is an effect that can be performed during the block timing. <blocker> is not an effect that triggers/activates. This Digimon checks x additional security card(s).</blocker></blocker>
<security +x="" attack=""></security>	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. This Digimon checks x fewer security card(s).
a	
<security -x="" attack=""></security>	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.
	Place the top x card(s) of your deck on top of your security stack.
<recovery (deck)="" +x=""></recovery>	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.
	When this Digimon attacks and deletes an opponent's Digimon and survives the battle, it performs any security checks it normally would.
	would.
<piercing></piercing>	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 card(s) from your deck.</piercing>
<draw x=""></draw>	
	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.
	This Digimon can't be deleted in battles against Security Digimon.
<jamming></jamming>	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. 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.
<digisorption -x=""></digisorption>	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. Unsuspend this Digimon during your opponent's unsuspend phase.
<reboot></reboot>	
	Digimon with this effect are unsuspended during not only your unsuspend phase, but your opponent's unsuspend phase as well. 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.
<de-digivolve x=""></de-digivolve>	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, vou can't trash any more cards with this effect. When this Digimon is deleted after losing a battle, delete the Digimon it was battling.
<retaliation></retaliation>	When a Digimon with this effect loses a battle with one of your opponent's Digimon, it deletes that Digimon, regardless of DP.
	Trash X of this Digimon's digivolution cards to activate the effect below.
<digi-burst x=""></digi-burst>	A Digimon with this effect has a <digi-burst> effect you can activate by trashing the specified number of digivolution cards from it at</digi-burst>
	the specified timing.
- De sta	the specified timing. This Digimon can attack the turn it comes into play.
<rush></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
<rush></rush>	This Digimon can attack the turn it comes into play.
<rush></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. This Digimon can attack when your opponent has 1 or more memory.
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	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. 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.
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<blitz></blitz>	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. 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. 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></delay></blitz>
<blitz></blitz>	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. 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. 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. When one of your other (X) Digimon would be deleted by an opponent's effect, you may delete this Digimon to prevent that deletion.</delay></delay></blitz>
<blitz></blitz>	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. 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. 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.</delay></delay></blitz>
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<blitz> <delay></delay></blitz>	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. 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. 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. When one of your other (X) Digimon would be deleted by an opponent's "delete" effect, you can delete the Digimon to prevent that deletion. When one of your (X) Digimon mould 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</delay></delay></blitz>
<blitz> <delay></delay></blitz>	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. 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. 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. When one of your other (X) Digimon would be deleted by an opponent's "delete" effect, you can delete this Digimon to prevent that deletion. When one of your (X) Digimon mould be 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. When this Digimon would be deleted, you can't activate this effect. When this Digimon would be deleted, you can't activate this effect. When this Digimon would be delet</delay></delay></blitz>
<blitz> <delay></delay></blitz>	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. 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. 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. When one of your other (X) Digimon would be deleted by an opponent's "delete" effect, you can delete the Digimon to prevent that deletion. When one of your (X) Digimon mould 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.</delay></delay></blitz>
<blitz> <delay> <decoy (x)=""></decoy></delay></blitz>	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. 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. 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. When one of your (X) Digimon would be deleted by an opponent's "delete" effect, you can delete the Digimon to prevent that deletion. When one of your (X) Digimon from being deleted. If the Digimon with this effect is deleted, you can't activate this effect. When one of your Digimon would be deleted. If the Digimon would be deleted, you can't activate this effect. When one of your Digimon would be deleted. If the Digimon would be deleted, you can't activate this effect. When one of your Digim</delay></delay></blitz>

	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
<save></save>	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.
	When this Digimon would be deleted, you may place X digivolution cards specified in this Digimon's DigiXros requirements under 1 of
	your Tamers.
	you renew
	When one of your Digimon with this effect would be deleted, you may place X cards that meet the DigiXros requirements from that
<material save="" x=""></material>	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.
	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.
	When this Digimon would be deleted, you may suspend this Digimon to prevent that deletion.
	when this biginion would be deleted, you may suspend this biginion to prevent that deletion.
<evade></evade>	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.</evade>
	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
<raid></raid>	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.
	When this Digimon attacks, by suspending 1 of your other Digimon, this Digimon adds the suspended Digimon's DP and gains <security< td=""></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
<alliance></alliance>	<pre><security attack+1="">.</security></pre>
	After the attack ends, the extra DP and <security +1="" attack=""> gained from <alliance> are lost.</alliance></security>
	During the attack, the extra DP and <security +12="" <alliances="" aren't="" attack="" by<="" digimon="" even="" from="" gained="" if="" lost,="" suspended="" td="" the=""></security>
	Alliance> is deleted by an effect.
	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.
<barrier></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.
	This effect only activates during a battle. It doesn't activate at the time of deletion from an effect such as <retaliation>.</retaliation>
	One of your Digimon may digitable to bis card without paying the cost.
<blast digivolve=""></blast>	This effect allows you to digivolve a Digimon that meets the digivolution requirements in the battle area into a Digimon card with <blast< td=""></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.
	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
<mindlink></mindlink>	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 and placed in digivalution cards can activate.