



DIGIMON CARDGAME

Official Rule Manual
ver. 3.0

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

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

About the Game

The Digimon Card Game is a trading card game where you battle against your opponent!

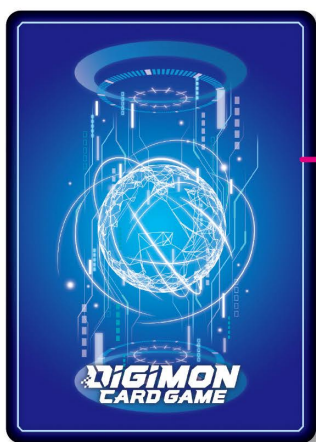
Players play their Digimon partners to their battle area, and then attack their opponents.

Digimon become stronger and gain new abilities by digivolving!

Destroy all of the security cards guarding your opponent and deliver a finishing blow to achieve victory!

Card Information

Digimon Cards/Digi-Egg Cards



* Digi-Egg cards have a different card back.

Digimon Cards

Digi-Egg Cards



* Digi-Egg Cards are treated as Digimon after they are hatched from the Breeding Area.

● **Play Cost:** The required memory cost to play the Digimon to your battle area.

● **DP (Digimon Power):** The Digimon's attack power. During battles, the Digimon with the higher DP wins. If a Digimon's DP is reduced to 0 by an effect, that Digimon is deleted and placed in the trash (recycle bin).

● **Digivolution Conditions:** The color and level of Digimon that can digivolve into this Digimon, along with the digivolve cost.

● **Effects:** Special abilities the Digimon possesses.

● **Lv.:** The Digimon's level. Digimon can only digivolve into Digimon one level higher than their own.

● **Card Name**

● **Color**

● **Card Number**

● **Rarity**

● **Form/Attribute/Type:** The Digimon's special characteristics.

● **Inherited Effect:** Effects that become active when this Digimon digivolves to a higher level.



Tamer Cards



- **Play Cost:** The required memory cost to play a Tamer to your Battle Area.
- **Effects:** Special abilities the Tamer possesses.
- **Card Name**
- **Color**
- **Card Number**
- **Block Icon**
- **Rarity**
- **Security Effect (Inherited Effect):** Effect activated when this card is flipped over in the security stack by a security check. Some Tamer cards have inherited effects written here instead.

Option Cards



- **Cost:** Required memory cost to use the Option card.
- **Effect:** Effect that is activated when the Option Card is used.
- **Card Name**
- **Color**
- **Card Number**
- **Block Icon**
- **Rarity**
- **Security Effect:** Effect activated when this card is flipped over in the Security Stack by a security check. Some Option cards have inherited effects instead of security effects.

The Playing Field

When playing, arrange your cards as shown below.

● Security Stack

A defensive wall that protects the player. When a player is attacked, they lose security cards from the stack. When a Digimon attacks and performs a security check of 1 or more cards against a player with an empty security stack, that player loses the game.

● Memory Gauge

The Memory Gauge is used when paying memory costs. It is shared by both players.

● Deck Zone

Where your deck should be placed.



You

Opponent

Battle Area

● Digi-Egg Deck Zone

Where your Digi-Egg deck should be placed.



● Trash (Recycle Bin)

Place discarded cards here face up.



● Breeding Area

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

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

Decks

The following items are required to play the Digimon Card Game.

- Deck: A deck with a total of 50 cards, made up of Digimon cards, Tamer cards, and Option cards.

A deck can contain no more than four copies of cards with the same card number.

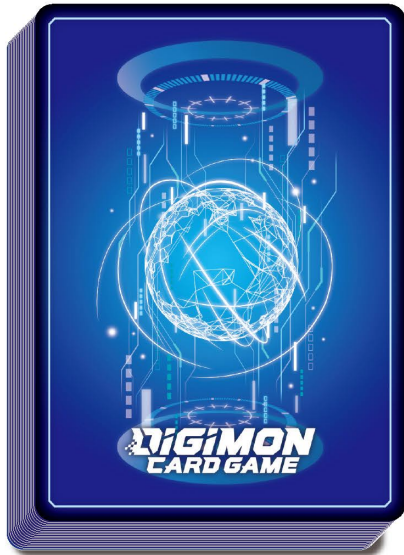
- Digi-Egg Deck: A deck made up of 0-5 Digi-Egg Cards.

A Digi-Egg deck can contain no more than four copies of cards with the same card number.

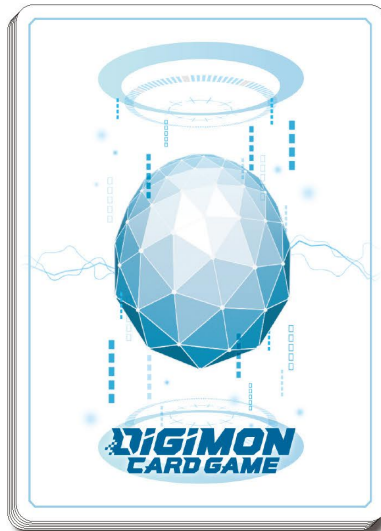
A Digi-Egg deck is not required to play.

- Memory Gauge & Counter: The gauge displays both players' memory. A single gauge is shared between opponents.

- Token Cards: If your deck includes cards that use tokens, make sure you have enough token cards for them. (For more details on tokens, please see the "Tokens" section in this manual.)



● Deck



● Digi-Egg Deck



● Memory Gauge & Counter

Play sheets are not required, but it is recommended that each player has one.

Setting up the Game

*** If there are any discrepancies between the rule manual and the card text, the card text should take precedence.**

- 1 Shuffle your deck, then place it in the Deck Zone.
- 2 Shuffle your Digi-Egg deck, then place it in the Digi-Egg Zone. (If you're not using a Digi-Egg deck, skip to the next step.)
- 3 Play rock-paper-scissors to decide who goes first. The winner automatically goes first.
- 4 Both players draw five cards from their decks. After checking their hand, either player can redraw their hand once by announcing their intention to do so, starting with the player who goes first. To redraw, shuffle your hand into your deck and redraw a new hand of five cards. Players can choose not to redraw.
- 5 Players draw 5 cards from their decks and place them face down in their security stacks without looking at them. Place each card from the top of the deck, one at a time. (The top card of the deck should be the bottom card of these security stack.)
- 6 Place the counter on the number 0 on the Memory Gauge, and you're ready to start the game!

* Paying Memory Costs

This game uses a Memory Gauge (memory) system to pay the memory costs of cards. For example, to pay a memory cost of 3, you would need to move your memory counter 3 spaces to the right.

During your turn, if the memory counter lands on a number greater than 0 on your opponent's side due to costs or other effects, your turn ends and it becomes your opponent's turn. (If the counter is on 0, your turn continues.)

*After all effects have finished activating, your opponent's turn begins.

Neither player can have more than 10 memory.

To pay a memory cost exceeding 10, you must be able to move the memory counter that many spaces.

For example, you won't be able to play a card with a memory cost of 13 unless you have at least 3 memory.

Paying a memory cost of 3



Enough memory to pay a memory cost of 13



Not enough memory to pay a memory cost of 13



* Suspended and Unsuspended States

Digimon that are played are typically placed upright in the *unsuspended state*. After performing an action such as attacking or blocking, they are rotated sideways to show they are in the *suspended state*.



Unsuspended

Returning a suspended card to the unsuspended state is called *unsuspending*, while changing an unsuspended card to the suspended state is called *suspending*.



Suspended

Game Flow

Gameplay consists of the following four phases, starting with the player who goes first.

① Unsuspend Phase

Unsuspend Phase

Unsuspend all of your suspended cards.

Note: [Start of Your Turn] and [Start of Opponent's Turn] effects activate before the unsuspend phase.

② Draw Phase

Draw Phase

Draw one card from your deck.

If a player can't draw because there are no cards left in their deck, that player loses the game. The player who goes first does not draw a card during the Draw Phase on their first turn.

③ Breeding Phase

Breeding Phase

Players can do only one of the following:

- Hatch a Digi-Egg
- Move a Digimon out of the Breeding Area
- Do Nothing

This can only be done once per turn.

● Hatch a Digi-Egg

This can only be done when there are no Digimon in the breeding area. Flip one card face up from the top of the Digi-Egg deck and place it in the breeding area. A hatched Digi-Egg card is treated as a level 2 Digimon.

● Move a Digimon out of the Breeding Area

A Digimon with DP in your breeding area can be moved to the battle area. (A Digimon without DP can't be moved to the battle area.) Furthermore, moving a Digimon from a breeding area to a battle area doesn't count as playing that Digimon, so On Play effects don't activate, and the Digimon can attack the same turn it's moved to the battle area.

● Do Nothing

Proceed to the next phase without doing anything.

④ Main Phase

Main Phase

The primary phase of the game.

During this phase, players can perform as many of the following actions as they like, in any order.

- Playing Digimon
- Digivolving
- Playing Tamers
- Using Option Cards
- Attacking
- Activating [Main] Effects

* The following pages contain a detailed explanation of the main phase.

End of the Turn

If the memory counter lands on a number greater than 0 on your opponent's side due to costs or other effects, your turn ends and it becomes your opponent's turn. (After all effects finish activating, your opponent's turn begins. If an effect causes the memory counter to return to 0 or greater on your side, your turn continues.)

Main Phase A, B, C, D

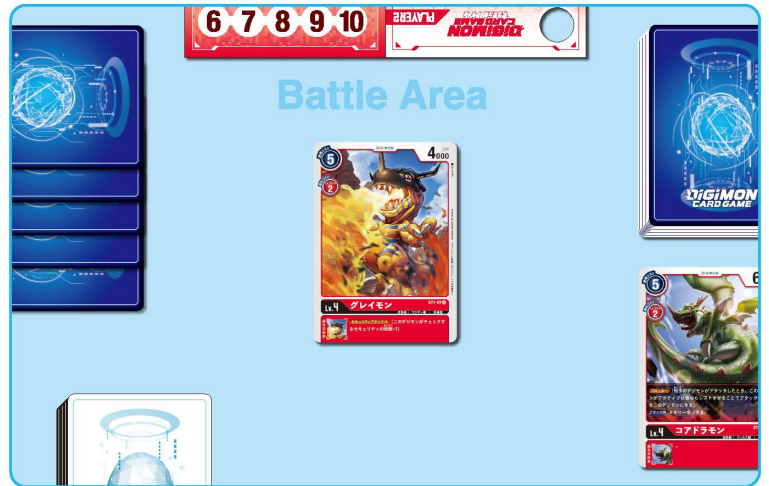
A. Playing Digimon

Players can play Digimon cards from their hand to their battle area.

First, place the Digimon card you want to play in the battle area unsuspected.

Next, pay the play cost of that Digimon card. The Digimon is now played in the battle area.

Digimon can't attack on the turn they were played. There's no limit to how many Digimon can be placed in the battle area.



B. Digivolving

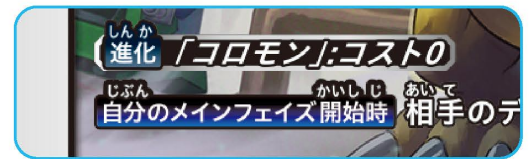
Players can digivolve the Digimon in their battle area or breeding area.

Check the digivolution conditions listed on a card in your hand. If you have a Digimon in play that matches the required color and level, it can digivolve into the Digimon card you have in your hand. If a card has multiple digivolution conditions, a Digimon must only satisfy one of those conditions to digivolve into it.

The image to the right illustrates the digivolution conditions for a card that digivolves from a black level 3 Digimon with a digivolve cost of 2.



Some cards have digivolution requirements that refer to names or traits instead of color or level, such as "Digivolve: 0 from [Coromon]" Digivolving in this way is treated as a normal digivolution. It can be performed from breeding areas, and applies for effects that cause digivolution and effects that add or reduce digivolution costs.



Place the digivolved Digimon card from your hand onto the card that meets its digivolution conditions. Stack them so that any inherited effects of the card below it are visible. Next, pay the digivolve cost written on the card. Once digivolution is complete, draw 1 card as a digivolution bonus.

- * When digivolving a suspended Digimon, it remains suspended after digivolution.
- * Digimon can attack after digivolving. However, they still can't attack on the turn they are played, even if digivolved.
- * [When Digivolving] effects activate after the digivolution bonus.

Cards placed below a Digimon due to digivolution or card effects become digivolution cards.

The inherited effects of those cards can be used after digivolving with them.

The digivolution card and digivolved Digimon are treated as a single Digimon.

If that Digimon is deleted, all of its digivolution cards are placed in the trash (recycle bin).

C. Playing Tamers

Players can play Tamer cards from their hand to their battle area.

First, place the Tamer card you want to play in the battle area unsuspended.

Next, pay the play cost for the Tamer card. The Tamer is now played to the battle area.

There is no limit to how many Tamers can be placed in the battle area. Tamers can't attack or block.

D. Using Option Cards

Players can use Option cards from their hand to activate their [Main] effects. To use an Option card, you must have at least one Digimon or Tamer in your battle area or breeding area that matches the color of the Option card. This is called a "color requirement" (a level 2 Digimon in a player's breeding area counts toward color requirements).

Place the Option card in the field from your hand, pay its cost, then the Option card's main effect is activated.

After the effect has been activated, the Option card is placed in the trash (recycle bin).

Security effects of Option cards can't be activated from your hand.

Main Phase E

E. Attacking

Digimon in battle areas can attack. First, choose the target of attack. You can either target one of your opponent's suspended Digimon in their battle area, or the opposing player. Next, suspend an unsuspended Digimon you want to attack with, and declare the attack. If there are any When Attacking effects, or effects that activate when one of your Digimon attacks, they can be activated at this time. After all effects have been resolved, counter timing occurs.

During counter timing, the defending player can activate "When an opponent's Digimon attacks" effects. When all these effects finish activating, the defending player can activate [Counter] effects once per attack. After all counter timing effects have been resolved, block timing occurs.

During this window, the defending player can block with any Digimon they have with <Blocker>. Blocking is the act of defending against the attack of an opponent's Digimon with one of your own Digimon. A player can block by suspending one of their unsuspended Digimon with the <Blocker> effect. Blocking switches the target of attack to the blocking Digimon, and the two Digimon battle.

Blocking can be performed once per attack. Once all of the above effects have resolved, follow the steps below.

● When Attacking an Opponent's Digimon, or When Blocked by an Opponent's Digimon

The attacking Digimon and the target Digimon battle each other.

The winner of the battle is determined by which Digimon has the higher DP.

The defeated Digimon is deleted and gets placed in its owner's trash (recycle bin).

If both Digimon have equal DP, the battle is a draw, and both Digimon are deleted.



* What Happens if a Digimon's DP Falls to Zero?

Digimon don't lose DP when they are attacked, but they can temporarily lose DP from certain effects. If a Digimon's DP drops to zero from an effect (it can't drop below zero), that Digimon is deleted and placed in the trash (recycle bin). Additionally, if an effect reduces a Digimon's DP to zero and deletes it, the Digimon is considered to have been deleted by rules processing, not the effect itself.

●Attacking the Opposing Player

If the opposing player has at least 1 security card in their security stack, flip over their top security card. Flipping a security card face up during an attack is called checking.

If the checked card has a security effect, that effect is activated.

You don't need to pay any memory cost to activate a security effect, and security effects on Option cards ignore normal color requirements for Option cards. Proceed after the security effect has been activated, or if the card has no security effect.

Cards are activated as follows, depending on what type was turned over.



Check the security effect

Digimon Cards

If a Digimon card is flipped over, that card becomes a Security Digimon, and does battle with the attacking Digimon. Just like when a Digimon is attacked in the battle area, the Digimon with the higher DP wins.

Security Digimon are not considered regular Digimon, and effects that are effective on regular Digimon can't be activated against them.

Security Digimon also can't activate any of their effects, with the exception of security effects.

If the attacking Digimon is defeated, they are deleted, and the attack ends.

Regardless of the battle's outcome, the Security Digimon is placed in the trash (recycle bin) after the battle ends.

Option and Tamer Cards

The card is placed in the trash (recycle bin). (* Unless the card has a security effect that allows it to be played or added to the player's hand.)

If your opponent has no cards in their security stack and you successfully attack your opponent with a Digimon and perform a security check of 1 or more cards, you win the game.

* When a Single Attack Requires Multiple Checks

For Digimon with abilities such as <Security Attack +1>, where a single attack requires checking multiple security cards, perform one check at a time.

If the attacking Digimon loses the battle with the first card checked, or is returned to the player's hand, the attack ends.

* What Happens When a Player has no Security Cards?

If there are no remaining security cards, yet an effect such as <Security Attack +1> allows for further security checks, the attack ends there.

The game continues even if a player has zero security cards at this point.

At this point, if you successfully attack your opponent with a Digimon and perform a security check of 1 or more cards, you win the game.

* Defend Yourself with <Blocker>!

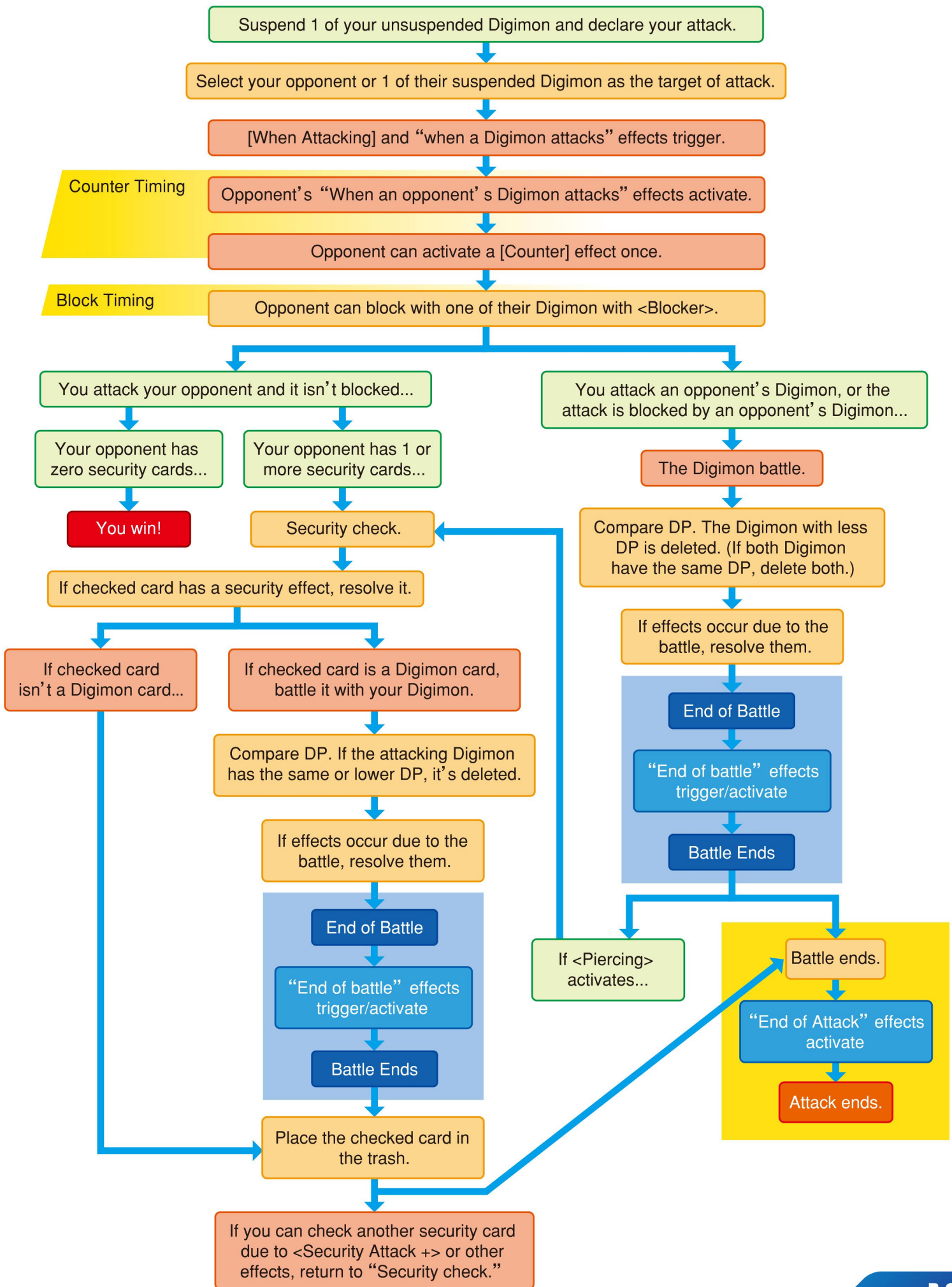
Some Digimon have the <Blocker> ability.

Digimon with this ability are able to block an opponent's attack, taking the attack themselves.

When <Blocker> is used, the target of the attacking Digimon's attack switches to the blocking Digimon and they do battle.

Use <Blocker> to protect yourself or Digimon you don't want to lose!

Attack Flowchart



Main Phase

F. Activating [Main] Effects

Players can activate [Main] effects on Digimon, Tamers, and Option cards placed in battle areas.

To activate a [Main] effect, declare its activation and follow the instructions listed in the effect's text.

Like when using Option cards from hand, [Main] effects on Digimon, Tamers, and Option cards in battle areas can't be activated to interrupt attacks or other effects that are mid-activation.

Passing

If there is nothing left for you to do during a turn, you can pass the turn to your opponent.

When you pass your turn, the memory counter automatically moves to 3 on your opponent's side regardless of where it was before passing.



Ending a Turn

During your turn, if the memory counter goes to 1 or above on your opponent's side due to costs or other effects, your turn ends and it becomes your opponent's turn. (If any effects or actions are mid-activation, it becomes your opponent's turn once those effects have finished activating. If the activation of those effects brings the memory counter to 0 or above on your side, your turn continues.)

The memory counter remains where it was at the end of the turn.

Example : If a player pays a memory cost of 5 while their memory is at 1, the memory counter moves to the opponent's 4, and the opponent begins their turn with 4 memory.

Ending the Game

If either of the following occurs, you win the game.

- If your opponent has no cards in their security stack and you successfully attack your opponent with a Digimon and perform a security check of 1 or more cards.
- If your opponent can't draw during their draw phase because there are no cards left in their deck.

Tokens

There is a card in the Booster Pack that has an effect that plays Tokens.

Tokens are special cards that can be treated as Digimon or Tamers.

You keep them separate from your deck and can't play them through normal means.

You only play them using effects that say "play a Token."

When doing so, please make sure to have cards ready to use as Tokens. They can be any type of cards as long as they are easy to distinguish from your deck.

Tokens aren't counted as part of your deck.

- The card names, abilities, and effects of Tokens differ based on the effect that played them.
- Tokens can't digivolve, become digivolution cards of other Digimon, or be placed under Tamers. Additionally, other cards can't be placed under tokens.
- Any effect that applies to Digimon also applies to Tokens played as Digimon. Any effect that applies to Tamers also applies to Tokens played as Tamers.
However, effects can't force Tokens to do things they can't do according to the rules, such as have cards placed under them.
- If a Token is deleted, trashed, returned to hand or deck, placed in a security stack, placed under other cards, etc., it's removed from the game instead.
Tokens can't be placed in decks, Digi-Egg decks, hands, or trash.
- Tokens remain in play even if the card with the effect that played the Token leaves play.

* What Happens When a Digimon without DP Enters the Battle Area?

Certain combinations of effects may cause a level 2 or lower Digimon to enter the battle area. If that happens, the level 2 or lower Digimon is placed in the trash (recycle bin) immediately, since level 2 or lower Digimon can't exist in the battle area. This is not treated as that Digimon being deleted.

* Effects That Make You Gain or Lose Memory

There are certain effects that can cause you to gain or lose memory.

The memory gained or lost is gained or lost by the player who uses the card.

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

Effect Activation Order

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

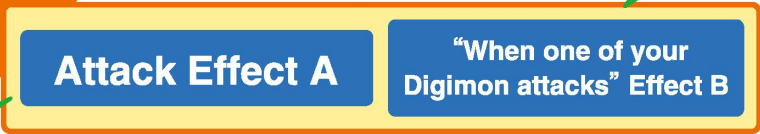
When multiple effects activate at the same time, the player they belong to gets to decide their order of activation.

When effects belonging to both players activate at the same time, effects belonging to the current turn's player take priority. After all effects belonging to the current turn's player have been activated, effects belonging to their opponent activate.

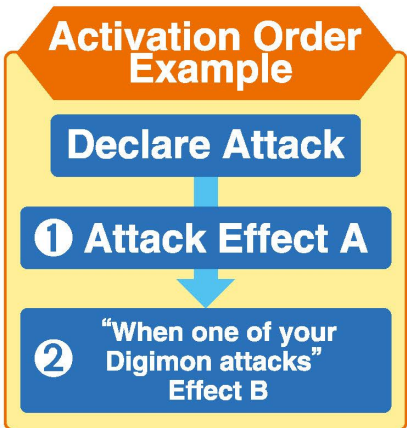


Declare Attack

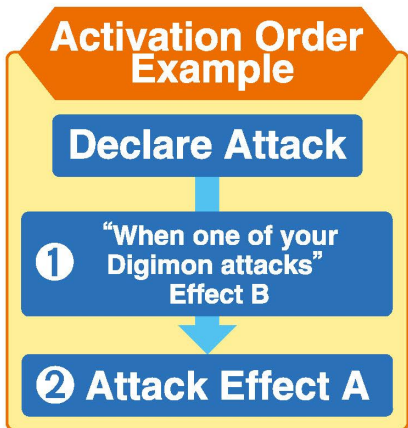
Attacking causes the effects on A and B to occur simultaneously



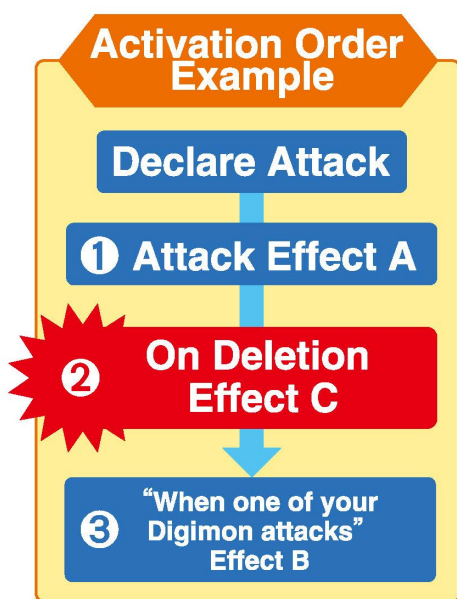
Player who the effects belong to decides the order of activation.



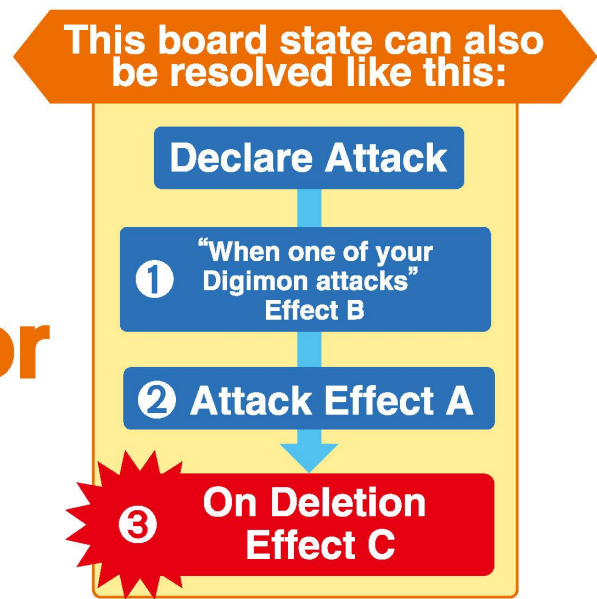
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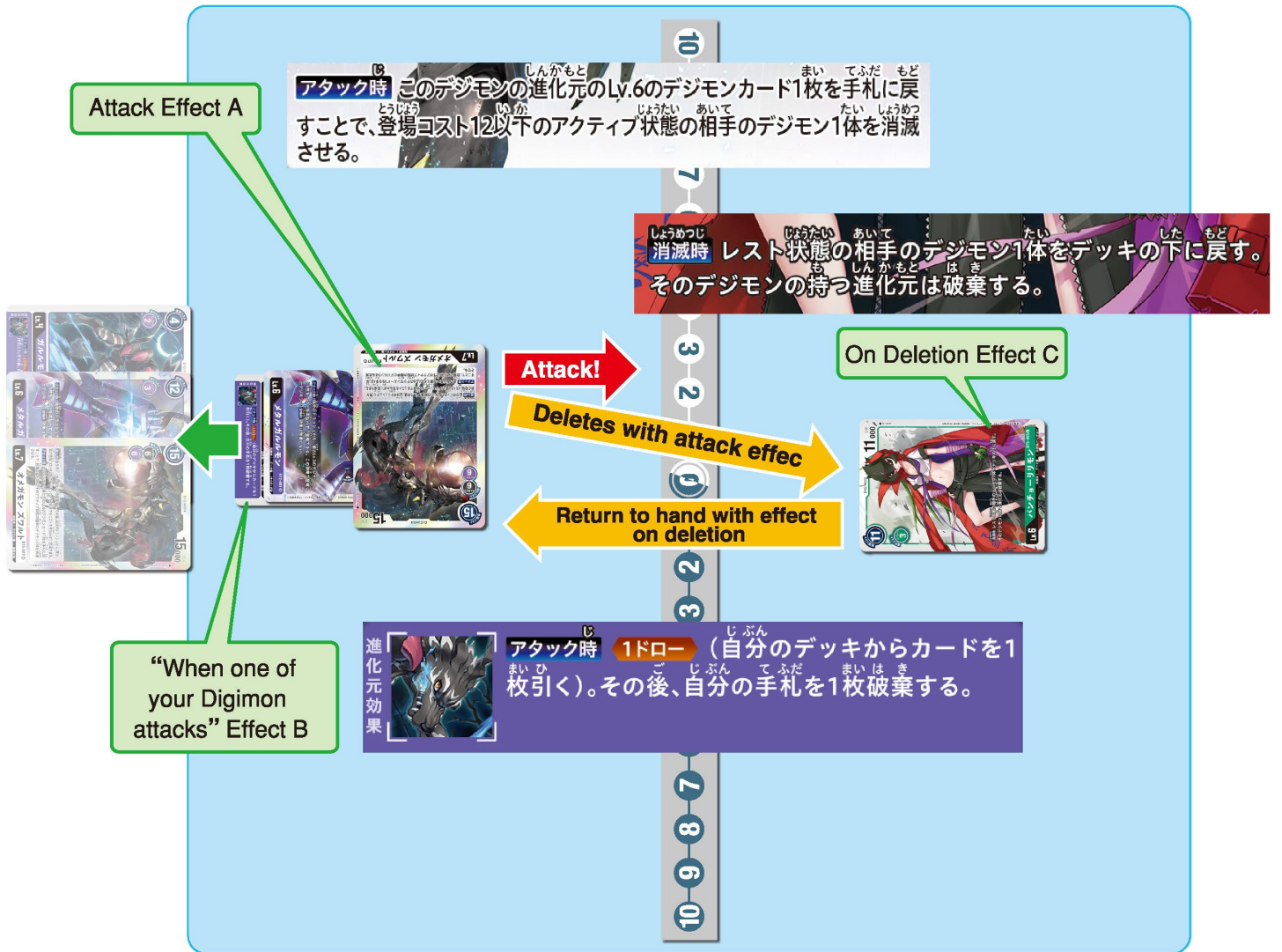
If activating an effect causes new effects to activate, they activate before other effects. If those effects cause even newer effects to activate, the newer effects activate before other effects.



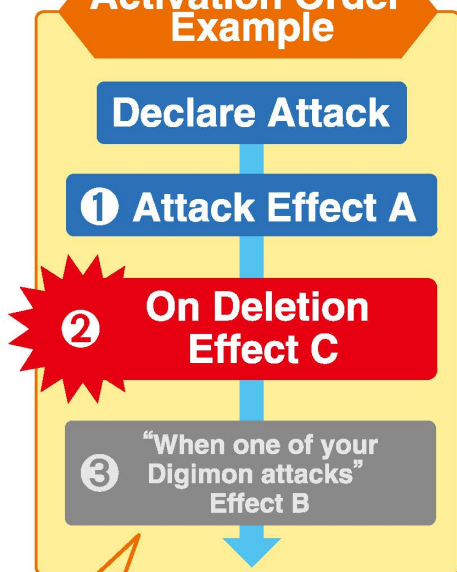
or



If an effect is ready to be activated but the Digimon/Tamer with the effect is deleted or returned to hand before the effect can activate, the effect doesn't activate.

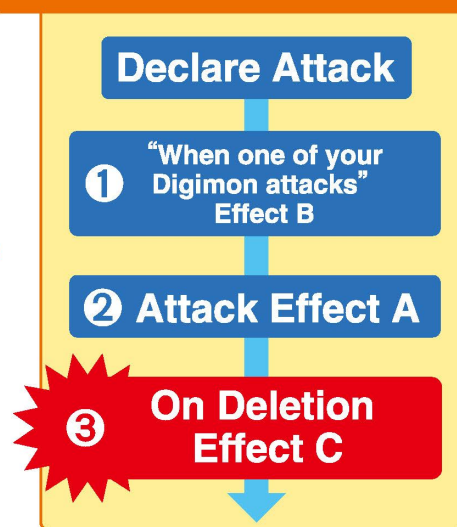


Activation Order Example



This board state can also be resolved like this:

or



If a Digimon leaves play before its effect is activated, the effect is cancelled.

Multicolor Cards and DNA Digivolution

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

Multicolor Digimon

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

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



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

Multicolor Option Cards

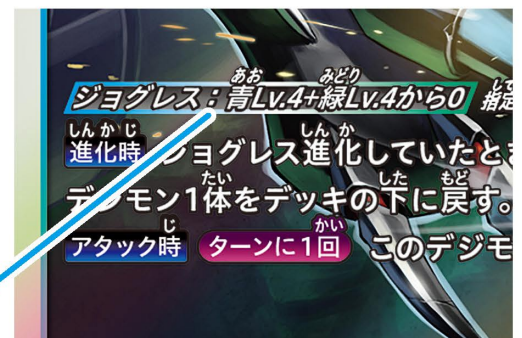
A multicolor Option card is treated as having all of the colors present. To use a multicolor Option card, you must meet all of its color requirements.



※Example: [ST10-14 Chaos Degradation] is a yellow/purple Option card that is treated as both a yellow and purple Option card. To use it, you must have both a yellow Digimon or Tamer, as well as a purple Digimon or Tamer. If you have a yellow/purple or purple/yellow multicolor Digimon card, it fulfills the color requirements for both, allowing you to play [Chaos Degradation] with a single Digimon.

DNA Digivolution

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



DNA Digivolution Conditions

To DNA Digivolve, follow the steps below:

1. Look at the DNA Digivolution requirements for the Digimon card in your hand. If you have all of the specified Digimon in your battle area, with the specified levels and colors, you're ready to DNA Digivolve.
2. Place the Digimon card you're DNA Digivolving into your battle area unsususpended, on top of the two Digimon specified by the DNA Digivolution conditions—including their digivolution cards. When stacking the cards, the card on the left side of the DNA Digivolution conditions should be placed on top of the card listed to the right. Each Digimon's digivolution cards should be included when stacking cards, without changing their order.

Use [ExVeemon] and [Stingmon] to DNA Digivolve into [Paildramon]!

The DNA Digivolution conditions are "Blue Lv.4+ Green Lv.4"—Stack the blue [ExVeemon] above the green [Stingmon], with [Paildramon] on top of both! Take care to keep each Digimon's digivolution cards in the same order.



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

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

Inherited effects on any cards that become digivolution cards as a result of the DNA Digivolution can now be used—just like normal Digimon. The final stack of cards—including digivolution cards—is treated as a single Digimon.

- ※When DNA Digivolving, even if one or both of the Digimon used are suspended, the post-DNA Digivolution Digimon will enter play unsususpended.
- ※Any effects on the pre-digivolution Digimon end, and are reset.
- ※The usage limit on [Once Per Turn] effects reset, allowing you to use them again.
- ※Even if one or both of the Digimon used in the DNA Digivolution came into play this turn, after DNA Digivolving them together, the resulting Digimon can attack as soon as it enters play.
- ※Just like normal digivolution, DNA Digivolution causes effects that care about digivolution, like “When one of your Digimon digivolves,” to trigger. Additionally, effects that reduce the cost of digivolution also reduce the cost of DNA Digivolution.
- ※To DNA Digivolve, all required Digimon must be in your battle area.
- ※Effects that cause or allow digivolution can't be used to perform DNA Digivolution. Only effects that cause or allow DNA Digivolution can be used to perform DNA Digivolution.

デジクロス-2 「シャウトモン」「パリストモン」「ドルルモン」「スターモンズ」
 どうじよう 登場するとき、手札/バトルエリアからこのカードの下に置く。1枚ごとに登場コストをマイナスする



Place the cards so that the top digivolution card is the leftmost card listed in the DigiXros requirements.

You don't have to place all of the cards listed in the DigiXros requirements.

3. Calculate play cost. For each card placed in digivolution cards as part of the DigiXros, reduce the play cost of the played Digimon by the amount specified in the DigiXros requirements. (Play costs can't be reduced to less than zero.)
4. Pay the play cost, and finish putting the Digimon into play.

デジクロス-2 「シャウトモン」×「パリストモン」×「ドルルモン」×「スターモンズ」
 どうじよう 登場するとき、手札/バトルエリアからこのカードの下に置く。1枚ごとに登場コストをマイナスする



For each card placed in digivolution cards via DigiXros, reduce the play cost by the amount specified.

This card has a play cost of 9. Each card placed via DigiXros reduces the play cost by 2. Two cards have been placed, reducing the play cost by 4, allowing you to play the card for a cost of 5!

Playing a Digimon via DigiXros is treated the same as playing a Digimon normally, so [On Play] and “when a Digimon is played” effects activate. Also, Digimon played via DigiXros can't attack the turn they enter play.

When playing a Digimon that has DigiXros requirements without using DigiXros, follow the standard procedure for playing a Digimon card.

Burst Digivolve

Introduced in the Versus Royal Knights [BT-13] booster pack, this mechanic allows you to digivolve for a low cost by returning a Tamer to your hand. Let's look at how this mechanic works.



Burst Digivolve can be performed when digivolving into a Digimon card with Burst Digivolve.

When digivolving from the Digimon specified by Burst Digivolve, by returning the Tamer specified by Burst Digivolve to your hand, you can digivolve for the specified digivolution cost. You also get to draw a card as a digivolution bonus.

バースト進化:「大門大」1体を手札に戻すことで、「シャイングレイモン」から0バースト進化したターン終了時、このデジモンに重ねられているカードを上から1枚破棄する

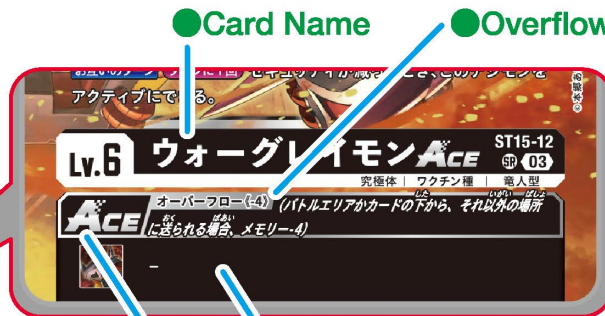
At the end of the turn a Burst Digivolved Digimon enters play, you must trash the top card of that Digimon. If digivolution or <De-Digivolve> causes the top card to no longer be the card that was Burst Digivolved into play, you must still trash that Digimon's top card at end of turn. However, if the Digimon has no digivolution cards, it's no longer stacked on top of other cards, so no cards are trashed.



Burst Digivolve is treated the same as a normal digivolution, so [When Digivolving] and “when a Digimon is digivolved” effects activate. They're also affected by any effects that increase or decrease digivolution costs. Furthermore, effects that cause or allow digivolutions can't be used to Burst Digivolve. Only effects that cause or allow Burst Digivolutions can be used to perform Burst Digivolution.

Digimon ACE

Introduced in the War Dragon of Courage [ST-15] and Steel Wolf of Friendship [ST-16] starter decks, Digimon ACE cards are Digimon cards that can be digivolved at counter timing. Let's look at how this new mechanic works.



● **Card Name**

● **Overflow** : When a Digimon ACE card leaves the battle area, they reduce your memory.

● **Inherited Effect** : An effect that can be activated when this card is placed as a digivolution card.

● **ACE Icon** : Indicates this card is a Digimon ACE card.

Digimon ACE cards are categorized as Digimon cards.

Compared to other Digimon of the same level, Digimon ACE cards have lower play costs, making them easier to play. But what sets them apart the most is that they can <Blast Digivolve> at counter timing during the opponent's turn.

<Blast Digivolve> is a [Counter] effect. When your opponent attacks with a Digimon, you can digivolve one of your Digimon into a Digimon ACE card in your hand without paying its digivolution cost at counter timing, which occurs after attack effects are activated. (Assuming you meet the digivolution requirements.) Like a normal digivolution, <Blast Digivolve> lets you draw a card as a digivolution bonus.



[When Digivolving] effects activate off <Blast Digivolve>, and if you digivolve into a Digimon with <Blocker>, you can block at block timing, which occurs after counter timing.

Furthermore, [Counter] effects (including <Blast Digivolve>) can only be activated once per attack.

<Overflow>

When a Digimon ACE card in a battle area is deleted, trashed, or moved to the deck, hand, security, or any other area, <Overflow> applies.

When the requirements for <Overflow> are met, even if another effect is in the middle of activation, you immediately lose the specified amount of memory.

<Overflow> is written on Digimon ACE cards, but it's not a Digimon effect—it's a rule that applies to Digimon ACE cards.

<Overflow> also applies if a Digimon ACE card is moved from a Digimon's digivolution cards or from under a Tamer to the trash, hand, deck, or security.

If a Digimon ACE card is placed in the trash or security from the digivolution cards of another Digimon, from under a card in a battle area, or from hand, deck, breeding area, or another area other than the battle area, <Overflow> doesn't apply.

“With [X] in their text”

The Across Time [BT-12] booster pack introduced card effects that read “with [X] in their text” ([X] can be anything).

“With [X] in their text” specifies which cards meet the effect requirements, which you can determine according to the following rules.

- Determine if the card's “card name, effects, inherited effects, security effects, DNA Digivolution, special digivolution, or DigiXros requirements” include the specified word(s) and/or icon(s).
- When choosing a card that matches the requirements from among Digimon and Tamers, only the topmost card is referenced. Cards in a Digimon's digivolution cards and cards under Tamers are not referenced. The inherited effects of the topmost Digimon card can't be activated since the Digimon isn't a digivolution card, but its text can still be referenced for “with [X] in their text”. Conversely, if text refers to “a digivolution card with [X] in its text,” it references the card names, effects, etc. of cards placed under other Digimon, and not just their inherited effects.
- If the [X] in “with [X] in their text” refers to an effect, if the target doesn't actually have the effect, or can't activate the effect, so long as the referenced word is present, then it counts as having “[X] in its text”.
- If [X] coincides with part of a word, it's considered to be in the text. However, words that are icons, such as keyword effects and effect activation timing, are not considered to be in text even if they coincide with part of other words. Words in icons are only counted as being in text if they're a complete match.

Card Text Standardization

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

- **Effects that remove Digimon from battle areas**

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

- **Effects that play Digimon from digivolution cards**

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

- **<Security Attack> Text (Ver. 3.0)**

In conjunction with the addition of block timing, the reminder text for the <Blocker> keyword effect has been changed to the following:

"<Blocker> (This Digimon can block at block timing.)"

Along with this change, <Blocker> is now no longer an effect that triggers and activates. Instead, a card with <Blocker> can now block at block timing.

- **<Blocker> Effect Text (Ver. 3.0)**

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

- **"<X> or <Y>" Text (Ver. 3.0)**

Previously, text that referenced one or more of multiple requirements was written as "<X> or <Y>," but is now written as "<X>/<Y>". If one of the requirements separated by slashes ("/") is present, the requirements are met.

Example: If the text reads "with [Cyborg]/[Machine] in its traits," having either Cyborg or Machine in its traits will meet the requirements.

- **Text Referring to Returning Revealed Cards to Deck (Ver. 3.0)**

Previously, card text that referred to returning cards revealed from deck and security to their original locations read, “Place the rest at [X] in any order.” However, going forward, this text will now be shortened to read, “Return the rest to [X].” Rules behavior for these effects is otherwise unchanged, and you can choose the order to place the cards in when returning multiple cards.

- **Text Referring to Placing Cards from Hand in Security or Decks (Ver. 3.0)**

Previously, card text that referred to placing cards from hand in security, decks, and other hidden areas, if referring to specific colors or types of cards (such as “a [X] card”), read “Reveal 1 [X] card from your hand and place it at the bottom of your security stack.” However, this text has been shortened to read “Place 1 [X] card from your hand at the bottom of your security stack.” Rules behavior for these effects is otherwise unchanged, but if the effect requires a card of a specific color or type, reveal the card to your opponent before placing it in the security stack or deck. If the text doesn’t specify a condition for the card, and simply reads “Place 1 card,” or “Place 1 card from your hand,” place the card face down in the security stack or deck without revealing it.

- **Effect Text for Placing Digimon and Tamers in Security (Ver. 3.0)**

Previously, effects that placed Digimon or Tamers in security stacks were written to read, “Place 1 of your (your opponent’s) Digimon on top of your (your opponent’s) security stack face down.” However, this text has been shortened to read, “Place 1 of your (your opponent’s) Digimon on top of the security stack.” Rules behavior for these effects is otherwise unchanged, and cards should still be placed face down in security stacks when using these effects.

- **Effect Text for Causing Digimon to Digivolve (Ver. 3.0)**

Previously, effects that caused one of your Digimon to digivolve read, “1 of your Digimon may digivolve into [X] for the digivolution cost.” However, this text has been shortened to read, “1 of your Digimon may digivolve into [X].” Rules behavior for these effects is otherwise unchanged, and unless otherwise specified, the digivolution cost specified by the card should still be paid.

Partial Revisions to Digimon Card Game Rules

The following changes have been made to the rules of the Digimon Card Game.

• **Conditions for Digimon to Be Movable to Battle Areas, and Ruling for LV.2 Digimon Appearing in Battle Areas**

Previously, it wasn't possible to move a Lv.2 Digimon from your breeding area to your battle area, and if an effect caused a Lv.2 Digimon to appear in your battle area, it would be placed in your trash due to the rule that "Lv.2 Digimon can't exist in battle areas." However, this rule has been changed to "Digimon without DP can't exist in battle areas," which will still cause Lv.2 Digimon to be placed in your trash if one ends up in your battle area.

"Digimon without DP" are not the same as Digimon with DP of zero. It refers to cards that don't have DP values written on them, but which exist in breeding areas and battle areas as Digimon. This rule change prevents Digimon without DP from being moved to battle areas from breeding areas, regardless of their level. If a Digimon without DP is placed in a battle area by an effect, it's placed in its owner's trash. Note that it's not treated as if it was deleted.

Furthermore, if a Tamer card in a Digimon's digivolution cards becomes the top card of a Digimon, it's still treated as a Tamer and remains in play even if it doesn't have DP.

• **<Blocker> Effect (Ver. 3.0)**

<Blocker> was previously an effect that triggered and activated. but with the introduction of block timing, <Blocker> is no longer an effect that is triggered and activated. Instead, the effect is now defined as "by having <Blocker> a card can now perform a block at block timing."

As a result, if an effect gives <Blocker> to a Digimon during block timing, it's now possible for the Digimon to use <Blocker> to block at that time.