1. Introduction

For the first time, chosen warriors from different dimensions had collided together in one world. A world where power is stronger than steel! Now, you can join the action and become a player master!

The ART O BATTLERS™ Card Game is full of actions. Each character comes with his unique attacks and abilities. Duel for the clash or collect them all!

2. Object of the Game

The object of the game is to win a match against your opponent. To set up a match, have a friend or a partner plays with you as your opponent.

WIN

* To win a match, you have to defeat your opponent's deck with your deck.
* Take control of the last remaining character in your opponent's deck.
OR
* Opponent Player has declared a "Give Up".
OR
* If Opponent Player has no more issues to defeat you.

DRAW GAME
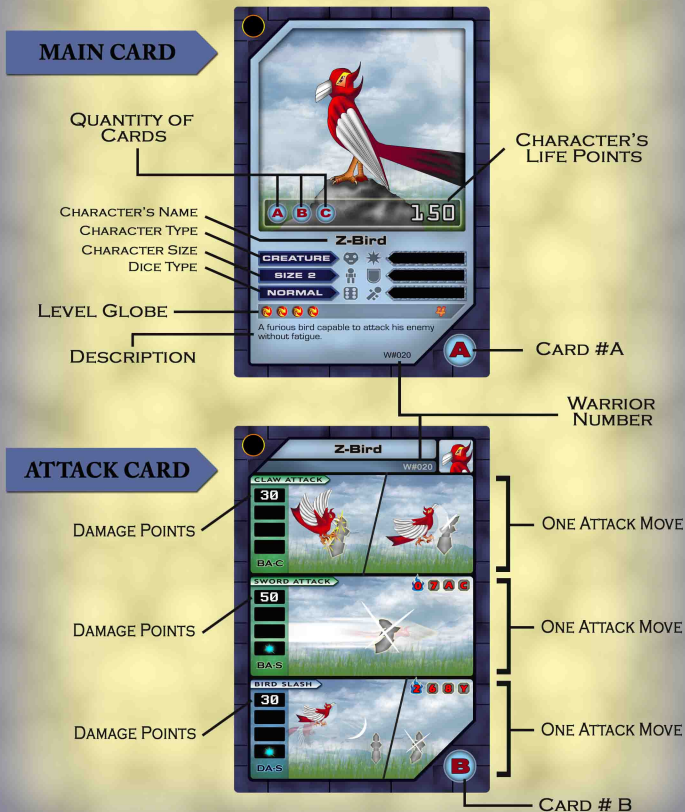
The match is considered a DRAW if:
* Your last standing character and your opponent's last standing character had been hit and destroyed at a same time or phase.
OR
* Both players had no more issues to defeat each other.

Here is identification of one character cards. Note that one character is composed of three cards or more. One **"MAIN CARD"** that describes the character, and two or more **"ATTACK CARD"** that display Attacks Move and counterattacks of the character.

MAIN CARD

QUANTITY OF CARDS

CHARACTER'S LIFE POINTS

CHARACTER'S NAME
CHARACTER TYPE
CHARACTER SIZE
DICE TYPE

LEVEL GLOBE

DESCRIPTION

Z-Bird

CREATURE
SIZE 2
NORMAL

A furious bird capable to attack his enemy without fatigue.

W#020

CARD #A

WARRIOR NUMBER

ATTACK CARD

Z-Bird
W#020

CLAW ATTACK
30
DAMAGE POINTS
BA·C

ONE ATTACK MOVE

SWORD ATTACK
50
DAMAGE POINTS
BA·S

ONE ATTACK MOVE

BIRD SLASH
30
DAMAGE POINTS
DA·S

ONE ATTACK MOVE

CARD # B

Damage Points — Z-Bird — **One Counterattack**

Damage Points — **One Counterattack**

Damage Points — **One Counterattack**

Card # C

4. How to Play a Match ?

To play a match, you will need a pencil or pen, one sheet of paper, one die or more, and one calculator:

Use the pen or pencil to track any character's Life Points loss or activities.

Use a die to roll when an Opponent Character attacks your character with an Attack Move.

Finally, use a calculator to help you with Damage Point calculation if needed.

Now, follow carefully step 1 through step 5 to understand the basic play of a simple duel. A "simple duel" means **one player playing one character against one player playing one character**.

STEP 1   To determinate who starts first, both players roll their dice once. The one who rolled the highest number will start first. If both numbers are equal, both players have to roll again.

STEP 2   The starting player (pretend **Player 1**) chooses one Attach Move (from his character) to attack the other player's character (pretend **Player 2**'s character). Damage Calculation and affliction are not allowed yet and will be decided by a die roll, on step 3.

STEP 3   Now, **Player 2** has to roll one time his die to determinate if his character will be hit by the Attack Move, escape the Attack Move, defend agaisnt the Attack Move or counterattacks the Attack Move.

*If die makes a number 1 or 2, **Player 2**'s character is confirmed "hit" by the Attack Move. Now a Damage Calculation can be made. **Player 2** simply subtracts his character's **Life Points number** with the **Damage Points number** of the Attack Move chosen by Player 1 on step 2.

*If die makes a number 3, a defense is activated for **player 2**'s character. **Player 2** simply subtracts his character's **Life Points number** with 50% of the **Damage Points number** of the Attack Move chosen by player 1 in step 2.

*If die makes a number 4 or 5, Player 2's character has dodged the Attack Move. There will be no Damage Calculation or no affliction to Player 2's character.

*If die makes a number 6, a counterattack is activated! . Now a Damage Calculation will be made, but toward the Life Points of **Player 1**'s character!
Player 1 simply subtracts his character's **Life Points number** by **Player2**'s Character **Counterattack Damage Points** .
Remember, there are three groups of Counterattacks (see page 6-10 for details), only the appropriate counterattack can be used.

STEP 4   Alternate turn

This is the end of the match. The first character who reduces the adverse character's Life Points to "zero" is the **winner** of the duel. In other words, the player who played the winning character is the winner of the match.
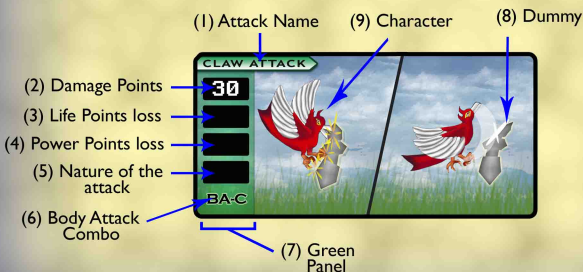

Now, you understand how to play a simple duel of one character against one character. However, this was just an short cut way to teach you how to play a match. To play a match properly, you will need to read and understand every next chapter.

5. Attack Move

Attack Moves are divided into two groups:

1 **Body Attack:** A character attacking his enemy at a close range.

Here is a description of of an Attack Move with Body Attack.

(1) Attack Name   (9) Character   (8) Dummy

(2) Damage Points

(3) Life Points loss

(4) Power Points loss

(5) Nature of the attack

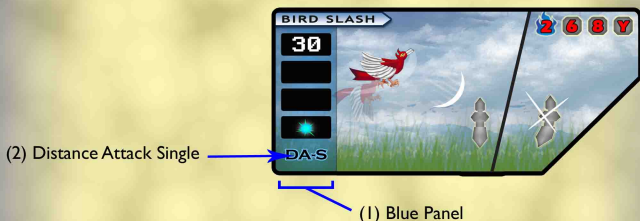(6) Body Attack Combo

(7) Green Panel

CLAW ATTACK

30

BA-C

(1) It is the name of the Attack Move

(2) It is the Damage Points of the Attack Move: It tells how much damage the Attack Move is capable to inflict to an opponent's Life Points.

(3) Represents the amount of Life Points your character have to pay in order to use the Attack Move. Usually, weak Attack Moves has no Life Points loss unlike powerful Attack Move that requires a Life Point loss.

(4) Represents the amount of Power Points your character has to pay in order to use the Attack Move (see page13 for details).

(5) Represents the nature of the Attack Move. A small symbol sometimes appears (see page33 for detail). However, this is just part of an identification and it is not intended to affect the Attack Move's activity.

(6) An initial that identifies the Attack Move.
   "**BA-C**" means Body-Attack/Combo
   "**BA-S**" means Body-Attack/Single
   "**BA-W**" means Body-Attack/Wrestle

(7) As you can see, an Attack Move with Body Attack has a green panel.

(8) A dummy that represents any enemy.

(9) Showing your character in action.

② Distance Attack: A character attacking his enemy at a long range.

Here is a description of of an Attack Move with Distance Attack.

Important: Same description as Attack Move with Body Attack except (1) and (2) below:

(2) Distance Attack Single

(1) Blue Panel

(1) As you can see, an Attack Move with Distance Attack has a blue panel.
(2) An initial that identifies the Attack Move.
   "**DA-S**" means Distance-Attack/Single
   "**DA-C**" means Distance-Attack/Combo
   "**DA-D**" means Distance-Attack/Durable

Now, you know characteristics of any Attack Moves. It is up to you to choose an Attack Move with Body Attack or with Distance Attack against your enemy. Before selecting any Attack Move, look carefully if this Attack Move requires a Life Point loss, Power Points loss or any notes under the Attack Move.

A counterattack is an attack made to oppose an enemy's attack. There are three groups of counterattacks:

① Counterattacks that oppose only "Attack Move with Body Attack".

Here is an example of one Counterattack that opposes "Attack Move with Body Attack":
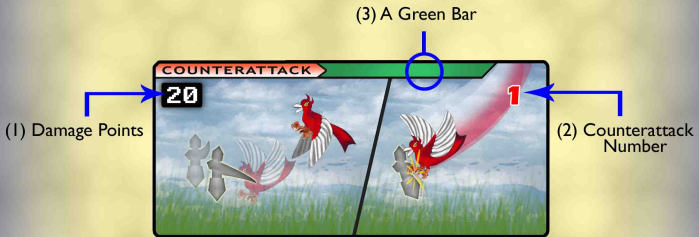
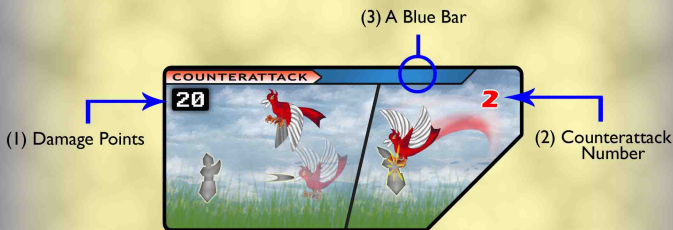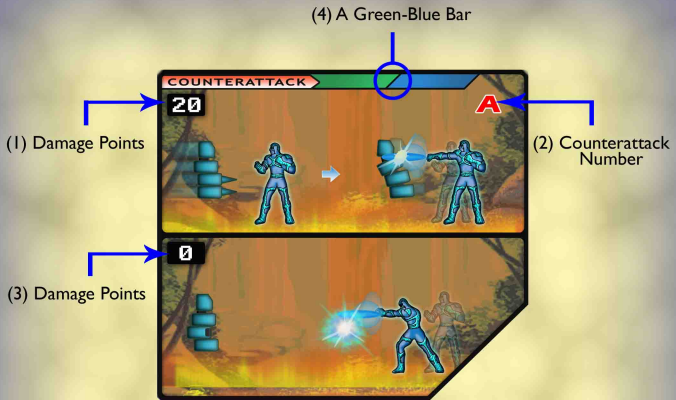
(3) A Green Bar

(1) Damage Points

(2) Counterattack Number

(1) Damage Points of the counterattack: It tells how much damages the counterattack can afflict to an enemy's Life Points.
(2) A number that identifies the Counterattack as skills and movements.
(3) A **Green Bar** that confirm this Counterattack is made to oppose an "Attack Move with Body Attack" only. (see page 6)

Note: In the game, Counterattack #1, #3, #5, #7, #9, #0 and #c have all Green Bars, and can only oppose "Attack Move with Body Attack". In other words, if an enemy is attacking you with an "Attack Move with Distance Attack", you cannot use those Counterattacks.

2 **Counterattacks that oppose only "Attack Move with Distance Attack".**

Here is an example of one Counterattack that opposes "Attack Move with Distance Attack":

(3) A Blue Bar

(1) Damage Points

(2) Counterattack Number

(1) Damage Points of the counterattack: It tells how much damages the counterattack can afflict to an enemy's Life Points.
(2) A number that identifies the Counterattack as skills and movements.
(3) A **Blue Bar** that confirms this Counterattack is made to oppose an "Attack Move with Distance Attack" only. (See page 7)

Note: In the game, Counterattack #2, #4, #6, and #8 have all Blue Bars and can oppose "Attack Moves with Distance Attack" only. In other words, if an enemy is attacking you with an "Attack Move with Body Attack", you cannot use those Counterattacks.

3 **Counterattacks that oppose Attack Moves with either Body Attack or Distance Attack.**

On page 10, there is an example of one Counterattack able to oppose either an "Attack Move with Body Attack" or either an "Attack Move with Distance Attack".

(4) A Green-Blue Bar

(1) Damage Points

(2) Counterattack Number

(3) Damage Points

(1) Damage Points of the counterattack: It tells how much damages the counterattack can afflict to an enemy's Life Points. However, this Damage Points is reserved for an enemy attacking with an Attack Move with Body Attack.

(2) A number that identifies the Counterattack as skills and movements. Note that a letter is also viewed as a counterattack's number. As you can see, there is only one number for both duties. It means this counterattack can handle "Attack Moves with Body Attack" or "Attack Move with Distance Attack" by activating a same counterattack movement.

(3) Damage Points of the counterattack. It tells how much damages the counterattack can afflict to an enemy's Life Points. However, this Damage Points is reserved for an enemy attacking with an Attack Move with Distance Attack.

(4) A **Green-Blue Bar** that confirms this Counterattack is made to oppose either an Attack Move with Body Attack or either an Attack Move with Distance Attack.

Now, you understand there are three groups of counterattacks. However, the type of Attack Move used by the enemy will determinate which of your counterattack will be activated. Remember, to identify a Counterattack, simply look at the color of the Counterattack's framing.

Important: If your character possesses more than two Counterattacks of one group, anytime you can decide which one you activate for that group.

7. Dice Type

When rolling your die, the result of the die will determinate a consequence.
"Dice Type" is a system that tells the agility of a character.
Actually, there are three Dice Type: "**SIMPLE**", "**NORMAL**" and "**STAY**".

The figure below shows you where to read and locate the Dice Type of a character.

Charts below will exactly tell you the system of any Dice Type:

SIMPLE

IF DIE MAKES	REACTION or CONSEQUENCE
1	Hit
2	Hit
3	Hit
4	Escape
5	Escape
6	Escape

NORMAL

IF DIE MAKES	REACTION or CONSEQUENCE
1	Hit
2	Hit
3	Defense
4	Escape
5	Escape
6	Counterattack

STAY

IF DIE MAKES	REACTION or CONSEQUENCE
1	Hit
2	Hit
3	Resist
4	Hit
5	Hit
6	Resist

Note: Rolling a number 3 for this dice type activates "RESIST".
"RESIST" has the same function as "DEFENSE".

However, "RESIST" is not related to any Issue Symbols (see page 30 for details).

8. Power Points/Life Points Loss

Power Points is a value acting separately from Life Points. This value can represent different sources of power such as energy, magic or ammunitions. Whatever it represents, it is always called "Power Points". Some characters are equipped with Power Points and some characters are not equipped with Power Points. However, as a source of power, Power Points has nothing to do with your character's life Points. For example, if your character's Power Points value drops to Zero, your character will not be destroyed for that.

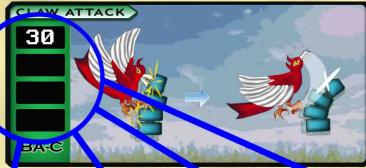The figure below shows you an example of a character equipped with Power Points:

Power Points value shown on left indicates how much Power Points the character is equipped with, when starting a match. Power Points value shown on right indicates the Power Points limit for the character.

As you can see, Power Points is located on the Main Card of a character. To use Power Points, simply look at your character's Attack Moves if there are any Attack Moves requiring Power Points. Also, Life Points loss sometime may interfere with Power Points.
The diagram below will tell you exactly how to understand the use of Power Points including Life Points loss in order to use a powerful Attack Move.

Example of Attack Move

CLAW ATTACK
30
BA-C

example 1 **example 2** **example 3** **example 4** **example 5**

100	100	100	100	100
	-20		-20	(-20)
		-20	-20	(-20)

None :
An Attack Move, free to use anytime

Life Points Loss :
An Attack Move requiring an amount of Life Points.

Power Points Loss :
An Attack Move requiring an amount of Power Points.

Power Points and Life Points Loss :
An Attack Move requiring an amont of Power Points conbined with an amount of Life Points.

Power Points or Life Points Loss :
An Attack Move requiring either an amont of Power Points or either an amount of Life Points.

Now you know how Power Points is used, let's learn how to raise Power Points value. Some character can raise their Power Points and some character cannot raise their Power Points. For any characters able to raise their Power Points, a small symbol appears in the Main Card.

Here is an example of a character able to raise its Power Points.

Value of Power Points to be increased (value may vary).

A Note that tell you how the value of Power Points can be increased.

According to the example, if you pay one turn for this character. its Power Points are increased by 20 points.

Please study all symbols below:

20 TURN	Pay **one turn** to increase the character's Power Points by the indicated value. Note: Value may vary depending of the character.

20 CA	Good or bad, Each time the character activates a counterattack, its Power Points are automatically increased by the indicated value. Note: value may vary depending on the character.
20 ATK+	Each time the character uses a * "Non Power Points Attack Move", its Power Points are automatically increased by the indicated value. Note: value may vary depending on the character.
20 ✸	Each time, or at anytime, if the character's Life Points is inflicted by any single affliction of Damage Points, its Power Points are automatically increased by the indicated value. Note: value may vary depending on the character.

* A Non Power Points Attack Move is an Attack Move that does not require an amount of Power Points loss in order to use the Attack Move.
However, some Attack Move gives you the option to choose either Life Points or Power Points loss (see "Example 5", page 14) . In this case, when choosing Life Points loss, the Attack move would be "Non Power Points Attack Move", and when choosing Power Points loss, the Attack Move would be Power Points Attack Move.

Now you know all about Power Points, you will realize sometimes that Power Points has to be used wisely.

IMPORTANT
Whatever your character raises his Power Points, if your character reaches his Power Points Limit value (see page 13), no more Power Points can be raised over the Power Points limit value. Attempting to raise power Points will be in vain unless your character's Power Points has decreased.

A shield is a piece of defensive armor carried by a character. Some characters possess a shield and some characters don't. If a character possesses a shield, a **Shield Life Points** will appear on the Main Card.

Below is an example of a character equipped with a shield.
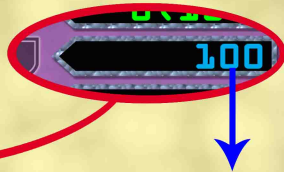
Shield Life Points

A shield can defend your character from an Attack Move. However, characters equipped with shield are also equipped with the "Manual Move 1"(see Chapter 10 for Manual Move). To use your shield, you have to activate "Manual Move 1" only.

Note: As a shield can be used only by activating "Manual Move 1", rolling a number 3 for "NORMAL" Dice Type will not activate the shield.

➡ When your **Shield Life Points** reach a value of "Zero", your shield is considered as "destroyed" and you cannot use "Manual Move 1" anymore.

SHIELD OVERKILL RULE

If your Shield Life Points is low, you can still use "Manual Move 1". However, if your shield is overkilled by an Attack Move of either BA-C, DA-C or DA-D, the leftover Damage Points will affect your character's Life Points.
Now, if your shield is overkilled by an Attack Move of either BA-S, BA-W, or DA-S, your character's Life points are intact.

10. Manual Move

A **Manual Move** is a system similar to counterattack but can be activated only instead of rolling your die. Some character are equipped with Manual Move, and some character are not. There are four different Manual Move(Manual Move 1, Manual Move 2, Manual Move 3 and Manual Move 4).
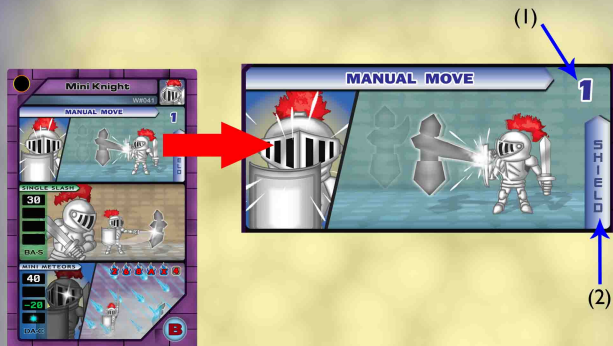
How to use a Manual Move?

➡ When an enemy has chosen an Attack Move against your character(see STEP 2 page 4), if your character is equipped with any "Manual Move", you can choose to either roll your die or either activate a Manual Move. If you has chosen to roll your die, do not use Manual Move. If you has chosen to use Manual Move, do not roll your die.

Unlike counterattack, a Manual Move will not afflict Damage Points to an enemy. Its function is to escape, defend or negate an Attack Move. Also, a Manual Move may require a few amounts of Life Points loss or a few amounts of Power Points loss.

There are four Manual Move in total. On the next page, each Manual Move is specifically described.

① MANUAL MOVE 1

Above is a good example of a "Manual Move 1". As you can see on the right, (1) the number "one" including (2) the word "Shield" define this Manual Move as a "Manual Move 1".
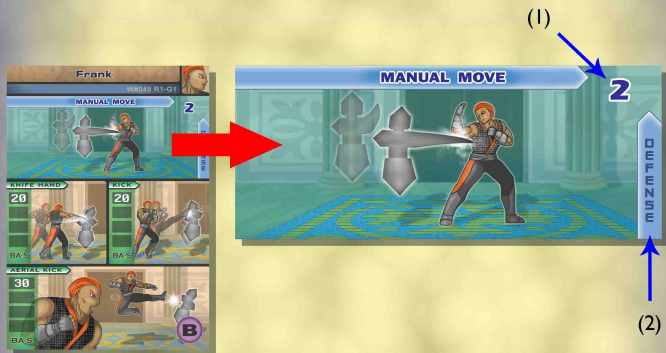
CONSEQUENCE

When using this Manual Move, the Shield Life Points of your character is directly afflicted by 100% Damage Points of the enemy's Attack Move, but the Life Points of your character is not afflicted.

Notice : By using Manual Move 1 several time, your shield will soon be destroyed. If it is destroyed, you cannot use Manual Move 1 anymore.

Quick Reminder: Please refer to page 18 to know exactly when and how to use a Manual Move.

(1)

(2)

Above is a good example of a "Manual Move 2". As you can see on the right, (1) the number "two" including (2) the word "Defense" define this Manual Move as a "Manual Move 2".
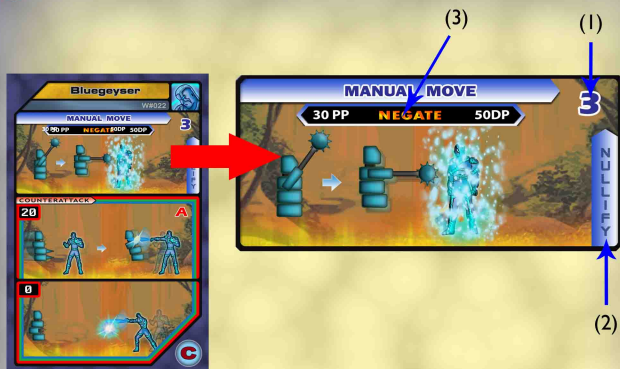
CONSEQUENCE

When using this Manual Move, the Life Points of your character is directly afflicted by 50% Damage Points of the enemy's Attack Move.

Notice : If your character's Life Points is not enough, you cannot use this Manual Move.

Above is a good example of a "Manual Move 3". As you can see on the right, (1) the number "three" including (2) the word "Nullify" define this Manual Move as a "Manual Move 3". However, for every Manual Move 3, (3) a small table appear :

30 PP   NEGATE   50DP

According to table above, 30 Power Points will negate 50 Damage Points. Value of table may vary depending on the character.

When using Manual Move 3, two consequences are possible:

CONSEQUENCE # 1

* If the Enemy Attack Move's Damage Points is equal or under 50, pay 30 Power Points to negate the Attack Move(no affliction to your character's Life Points).

* If the Enemy Attack Move's Damage Points is superior to 50, pay 30 Power Points to negate 50 Damage Points of the Attack Move(Your character's life Points is afflicted by the remaining Damage Points of the Attack Move).

Notice : The use of Manual Move 3 always requires a certain amount of Power Points. If you don't have at least the requiring amount of Power Points in the chart, you cannot use the Manual Move. However, the ratio of the chart can be doubled, tripled, etc., upon your decision. For example, according to the chart, If you pay 30 Power Points, it negates 50 Damage Points. Now, if you pay 60 Power Points, it negates 100 Damage Points or if you pay 90 Power Points, it negates 150 Damage Points etc....
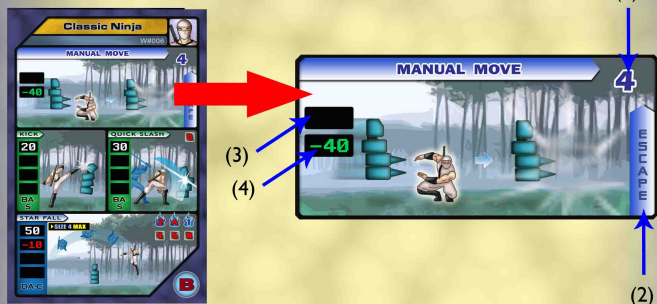
You cannot calculate the ratio such as paying 40 Power Points to negate 133.33 Damage Points etc....

IMPORTANT
Consequences#1 and Consequences#2's descriptions
are based on one example of chart only. Values of chart may
vary depending on the character.

④ MANUAL MOVE 4

Above is a good example of a "Manual Move 4". As you can see on the right, (1) the number "four" including (2) the word "Escape" defines this Manual Move as a "Manual Move 4". However, on every Manual Move 4, two cases appears: (3) a case that indicates the amount(if any) of Life Points your character has to pay in order to use the Manual Move and (4) a case that indicates amounts (if any) of Power Points your character has to pay in order to use the Manual Move. Usually, only one amounts appears. If both Life Points and Power Points amounts appear, please refer to examples on page 14 to understand how to know if both amounts have to be combined or one chosen.

CONSEQUENCE

When using Manual Move 4, your character has to pay the requiring amount of Life Points or Power Points, then, your character is considered as escaping the enemy's Attack Move. (No affliction to your character's Life Points).

Notice : If your character's Life Points or Power Points is insufficient, you cannot use this Manual Move.

Quick Reminder : Please refer to page 18 to know exactly when and how to use a Manual Move.

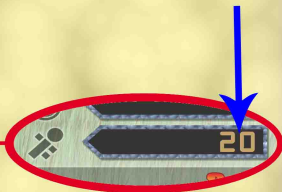## 11. Striker

A Striker is a hidden character beside a character. It is able to attack an enemy, but it cannot be attacked by an enemy. However, only enemy's counterattacks can inflict damage to a striker's Life Points.
If your character is equipped with a Striker, a Striker Life Points will appear on the Main Card.

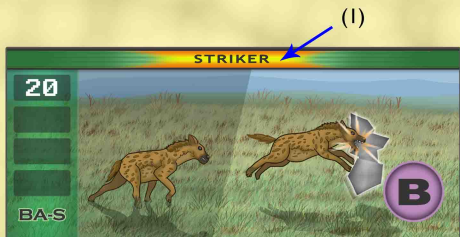Below is an example of a character equipped with Striker.

Striker's Life Points

If your character is equiped with a Striker, one or more
Striker's Attack Move is displayed on Attack Cards of the character.

Below is an example of a Striker's Attack Move:

(I)

As you can see, (1) the word "Striker" define the Attack Move as a
Striker Attack Move. Same function as a character's Attack Move.

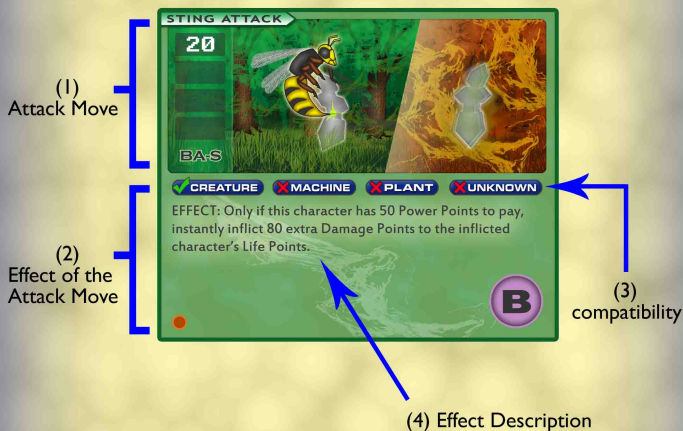## STRIKER RULES

* Whatever your character is equiped with a Striker, your opponent
  cannot attack your character's Striker with any Attack Move.

* Exactly as an Attack Move, when your Striker is attacking, adverse
  player can roll his die or use a Manual Move etc...
  If His character counterattacks, not your character's Life Points
  but your Striker's Life Points will be afflicted by the counterattack.

* Your character's Life Point is not involved with his Striker's Life
  Points

* If your Striker is destroyed, its Attack Move(s) cannot be used
  anymore.

* For character equiped with Striker, if the character is destroyed
  before the Striker, the striker is considered as "destroyed" with
  the character. If the Striker is destroyed before the character,
  the character still continues the battle without striker's attack
  move(s).

An Attack Move/Effect is an Attack Move that doesn't just afflict Damage Points, but after afflicting Damage Points to an enemy, it leaves a negative effect to that enemy. A negative effect can last one phase or more than one phase depending on the Effect.

Below is an example of an Attack Move/Effect.

(1) Attack Move

(2) Effect of the Attack Move

STING ATTACK

20

BA-S

✓ CREATURE ✗ MACHINE ✗ PLANT ✗ UNKNOWN

EFFECT: Only if this character has 50 Power Points to pay, instantly inflict 80 extra Damage Points to the inflicted character's Life Points.

(3) compatibility

(4) Effect Description

An Attack Move/Effect is composed of (1) an Attack Move and (2) the Effect of the Attack Move. In the Effect of the Attack Move, you can see (4) phrases that describe function of the effect and on (3) compatibility of the effect: It means the effect is or is not effective with some type of Character. For example, on the example shown above, there are four symbols indicating four types of character. According to the example, this effect is

is not effective against **Machine**, **Dummy,** and **Unknown** type characters. However, this effect is effective against **Creature** type characters.

A symbol with a red cross describes an incompatible type , and a symbol with a green mark on the left describes a compatible type.

For example:

✔ CREATURE :If a green mark is present, the Effect **will work** with the indicated type of character.

✗ CREATURE :If a red cross is present, the Effect **will not work** on the indicated type of character.

Note: All four symbols will always appear on an Attack Move/Effect. Each symbol comes with a red cross or a green mark for reading compatibility.

Now you understand the description of an Attack Move/Effect, on the next page, you will learn how to use it.

Reminder: To know which type of character a character is, simply look at the character's Main Card (See page 2).

HOW ATTACK MOVE/EFFECT WORKS?

An attack Move/Effect will act as an Attack Move, but the effect of the Attack Move/Effect can be activated only in some condition. If your Character is equiped with an Attack Move/Effect, to use the Attack Move/Effect, follow step below:

STEP 1   Attack your Opponent Character using the top section of your Attack Move/Effect (See (1) page 26).

STEP 2   Wait for Adverse Player to roll his die, OR use Manual Move(if possible), OR use Force Challenge(if possible) for his character, which is the Opponent Character you had chosen to attack.

STEP 3   * During the result of step 2, only if your Opponent Character's Life Points has been afflicted by 100% of your Attack Move/Effect's Damage Points, and your character's Life Points has not been afflicted by any Damage Points, the effect of your Attack Move/Effect (See (2) page 26) is instantly activated. Now go to "**Step 4**".

* During the result of step 2, if your Opponent Character's Life Points has been afflicted by 100% of your Attack Move/Effect's Damage Points, but your character's Life Points has also been afflicted by some Damage Points, the effect of your Attack Move/Effect (See (2) page 26) is not activated, and your turn ends as it normally end after finishing an attack.

* During the result of step 2, if your Opponent Character's Life Points has not been afflicted, or has been afflicted but not by 100% of your Attack Move/Effect's Damage Points, the effect of your Attack Move/Effect is not activated even if your character'Life Points has been afflicted or not been afflicted by any Damage Points.your turn ends as it normally end after finishing an attack.

Check Opponent character compatibility (see (3) page 26, and page 27):

* If Opponent Character type is compatible, simply apply description of the effect(see (4) page 26) to the Opponent Character.

* If the Opponent Character type is not compatible, description of the effect(see (4) page 26) cannot be applyied to the Opponent Character. which means no effect is applied and your turn ends as it normally ends after finishing an Attack.

Important: When an effect is activated, it can last for one phase or for a series of phases depending its description.

ATTACK MOVE/EFFECT RULE

1)If an Opponent Character is still under an applied effect that has not ended, no more effect of the same or other Attack Move/Effect can affect the Opponent Character unless the actual applied effect has ended.

2) In Advance Play (see page 47), if an character is still under an applied effect that has not ended, the character cannot be sent into "Inactive Zone" unless the effect has ended.
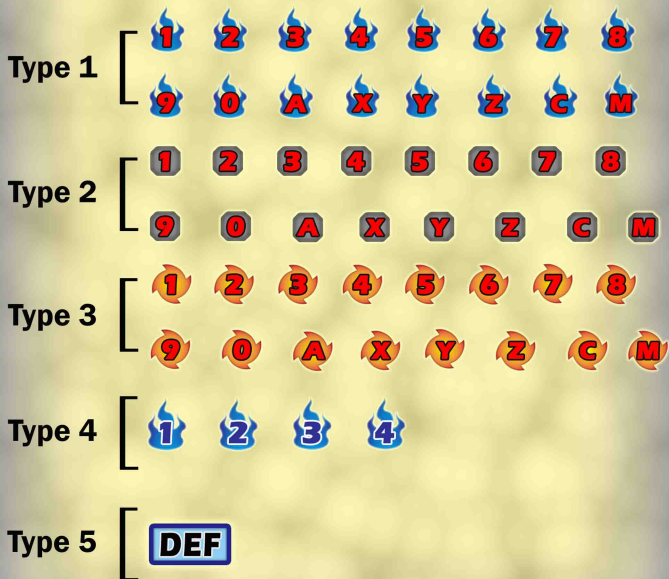
Reminder: Whatever the effect of an Attack Move/Effect is currently useless against an Opponent Character, the top section of the Attack Move/effect can be used like an ordinary Attack Move to attack the Opponent Character.

An Issue Symbol may appear on an Attack Move. It represents an issue between: the Attack Move and an enemy's counterat-tack, OR an Attack Move and an enemy's defense, OR an Attack Move and an enemy's Manual Move.
To ease the understanding on how to play the game, "Issue Symbols" were not described on previous chapters until now.

There are five types of Issue Symbol. Below, You can clearly see every single Issue Symbol that might appear in your character's Attack Move.

Type 1

1 2 3 4 5 6 7 8
9 0 A X Y Z C M

Type 2

1 2 3 4 5 6 7 8
9 0 A X Y Z C M

Type 3

1 2 3 4 5 6 7 8
9 0 A X Y Z C M

Type 4

1 2 3 4

Type 5

DEF

Type 1 : **Numbers in red indicate counterattacks your Attack Move can overcome.**

If any Issue Symbol from Type 1 appear in your character's Attack Move, it means the Attack Move can overcome the indicated Counterattack. For example, if symbols " **2** " and " **4** " appear in your character's Attack Move, when using this Attack Move against Opponent Character, only if Opponent Character counterattacks with a **Counterattack 2** or **Counterattack 4**, Opponent Character's counterattack has no effect, and your Attack Move successfully hits Opponent Character. However, if Opponent Character has counterattacked with a different counterattack, your Attack Move is totally defeated according to normal rule of "activating a counterattack"(See last paragraph of "Step 3" page 4).

Type 2 : **Numbers in red indicate Counterattacks your Attack Move will nullify with**.

If any Issue Symbol from Type 2 appear in your character's Attack Move, it means the Attack Move will nullify with the indicated Counterattack. For example, if symbols " **1** " and " **3** " appear in your character's Attack Move, when using this Attack Move against Opponent Character, only if Opponent Character counterattacks with a **Counterattack 1** or **Counterattack 3**, your Attack Move and Opponent Character's counterattack will be both nullified, and no Damage Calculation are made toward your character and Opponent Character. However, if Opponent Character has counterattacked with a different counterattack, your Attack Move is totally defeated according to normal rule of "activating a counterattack". (See last paragraph of "Step 3" page 4).

Type 3 : **Numbers in red indicate Counterattacks your Attack Move will create a Double Impact with.**

If any Issue Symbol from Type 3 appear in your character's Attack Move, it means the Attack Move will create a double impact with the indicated Counterattack. For example, if symbols " **4** " and " **6** " appear in your character's Attack Move, when using this Attack Move against Opponent Character, only if Opponent Character counterattacks with

a **Counterattack 4** or **Counterattack 6**, your Attack Move and Opponent Character's Counterattack will create a Double Impact causing your character to be afflicted by the Counterattack, and Opponent Character to be afflicted by your Attack Move.

However, if Opponent Character has counterattacked with a different counterattack, your Attack Move is totally defeated according to normal rule of "activating a counterattack"(See last paragraph of "Step 3" page 4).

Type 4 : Numbers in Blue indicate Manual Move your Attack Move can overcome.

If any Issue Symbol from Type 4 appear in your character's Attack Move, it means the Attack Move will overcome the indicated Manual Move.

For example, if symbols " 1 " and " 2 " appear in your character's Attack Move, when using this Attack Move against Opponent Character, only if Opponent Character activates a **Manual Move 1** or **Manual Move 2**, Opponent Character's Manual Move has no effect, and your Attack Move successfully inflict 100% Damage Points to Opponent Character.

However, if Opponent Character has activated a different Manual Move, a normal rule of "activating a Manual Move" take place(See Chapter 10).

Type 5 : If symbol " DEF " appears in your character's Attack Move, it means when using the Attack Move, Opponent Character's defense is defeated.

Specifically, when using the Attack Move, if Opponent Player has rolled a "number 3" (With "Normal" Dice Type), the Attack Move is directly successfull, and Opponent Character is afflicted by 100% of Damage Points of the Attack Move.

However, other systems of defense like "Manual Move 1" , "Manual Move 2", and "Resist" (see page 12) are not concerned by this symbol.

Notice: Characters equiped with "Simple" or "Stay" Dice Type does not have defense.

Now, you understand everything about "Issue Symbol". As you know, a Counterattack, Defense or Manual Move cannot be overcame unless an "Issue Symbol" makes them vulnerable. Look carefully at your character's Attack Move if there is any symbol. Depending on the Attack Move, any "Issue Symbol" of any type may appear in an Attack Move.
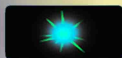
14. Nature Symbol

A Nature Symbol is a symbol representing an Attack Move's nature

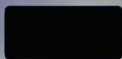Below is a good example of an Attack Move with one Nature Symbol:

Nature Symbol Location

In the game, there are five differents Nature Symbol that may appear in Attack Moves :

BEAM : This symbol indicates that the Attack Move is assisted by power in form of beam.

 EMPTY : If there is no visual energy, no symbol should be displayed.

 AIR : This symbol indicates that the Attack Move is assisted by wind or air manipulation.

 WATER : This symbol indicates that the Attack Move is assisted by water.

 FIRE : This symbol indicates that the Attack Move is assisted by fire.

 THUNDER : This symbol indicates that the Attack Move is assisted by thunder or electricity.

Notice: More than one Nature Symbol may appear in an Attack Move. The example below shows a Symbol of " AIR " and " FIRE " together in a case.

IMPORTANT
Whatever Nature Symbols appearing on your Attack Moves, they have no function and remain useless unless they are mentioned. It is possible that "Special Ability" or "Effect of An Attack Move" might mention any of those Nature Symbols in their phrases.

15. Dice Duel

A Dice Duel is a duel between dice values. It consists of two players rolling their dice once. The player who obtain the greatest number is the winner of the Dice Duel. If both players obtain the same number, they have to roll again until there is a winner.

*A Dice Duel can take place at the beginning of a match just to see which player will start first.

*A Dice Duel will take place when two Attack Moves has collided together as "Blue Force Challenge"(See next chapter)

*Finally, A Dice Duel can possibly be noticed in an "Attack Move/Effect" or "Special Ability" phrases for other purposes.

16. Blue Force Challenge

A "Blue Force Challenge" is a duel between your character's Attack Moves (Distance Attack only) and your Opponent Character's Attack Move (Distance Attack only). Only Attack Moves equipped with a Blue Force Challenge Symbol can duel together. Below is a good example of an Attack Move equipped with a Blue Force Challenge Symbol:
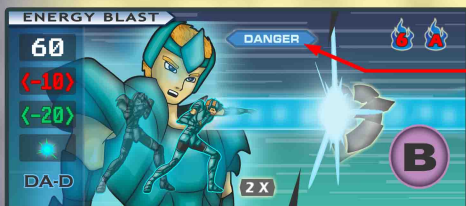
Blue Force Challenge Symbol

How Blue Force Challenge Works?

STEP 1   When an Opponent Character is attacking your character with an Attack Move, look carefully at the Opponent Character's Attack Move if there is a Blue Force Challenge Symbol inside the Attack Move. If there is no Blue Force Challenge Symbol, skip Step 2 and Step 3 and continue playing the game normally. If there is a Blue Force Challenge Symbol in the Attack Move, go to Step 2.

STEP 2   now, look at your (the targeted) character's Attack Cards if there is at least an attack Move having a Blue Force Challenge symbol. If there is no Blue Force Challenge Symbol, skip Step 3 and continue playing the game normally. If your (the targeted)character's Attack Card contains at least an Attack Move having a Blue Force Challenge, go to Step 3.

STEP 3   To create a force challenge, first declare to your opponent a Blue Force Challenge activation, then pay **10 life Points** from your targeted character Life Points, then select from your targeted character an Attack Move having a Blue Force Challenge Symbol to collide with your Opponent Character's Attack Move. Now a Dice Duel takes place between you and your opponent player.

The winner of the Dice Duel is the winner of the Blue Force Challenge. The winner will receive no affliction (from adverse Attack Move) toward his character's Life Points, but the loser will receive full affliction(from adverse Attack Move) to his character's Life Points.

IMPORTANT #1 : Creating a Blue Force Challenge requires 10 Life points for the player who declares it. It is optional to create a Blue Force Challenge, however, when declared and activated, it will replace a die roll OR a Manual Move. Normally, if you are the one who declare and activate a Blue Force Challenge, after the Blue Force Challenge has ended, it is your turn to attack the opponent.

IMPORTANT #2: A Blue Force Challenge Symbol may sometimes appear in a Striker's Attack Move. Since a Striker cannot be targeted, a player cannot declare a Blue Force Challenge from a Striker. However, it is possible to activate a Blue Force Challenge against the attacking Striker. In rare occasion, if an enemy character would possess the ability to target a Striker, and if both Blue Force Challenge Symbol are present, declaring a Blue Force Challenge from a Striker would direct the **10 Life Points** loss to the Striker's Life Points.

17. Impact Dice Duel

An "Impact Dice Duel" is a Dice Duel (see p35) but having a different consequence when both players roll a same number. In a Dice Duel, when both players rolled the same number, they have to roll again. In an "Impact Dice Duel", when both players rolled the same number, the Impact Dice Duel ends, and both players loose the duel, which means both player's characters are taking damage from each other's Attack Move at the same time(See next Chapter).

Note: A Dice Duel is used by many application, but an Impact Dice Duel is intended to be used only for "Green Force Challenge" purpose. (see next chapter).

A "Green Force Challenge" is a duel between your character's Attack Moves (Body Attack only) and your Opponent Character's Attack Move (Body Attack only). Only Attack Moves equipped with a Green Force Challenge Symbol can duel together. Below is a good example of an Attack Move equipped with a Green Force Challenge Symbol:

Green Force Challenge Symbol

How Green Force Challenge Works?

STEP 1   When an Opponent Character is attacking your character with an Attack Move, look carefully at the Opponent Character's Attack Move if there is a Green Force Challenge Symbol inside the Attack Move. If there is no Green Force Challenge Symbol, skip Step 2 and Step 3 and continue playing the game normally. If there is a Green Force Challenge Symbol in the Attack Move, go to Step 2.

STEP 2   now, look at your (the targeted) character's Attack Cards if there is at least an attack Move having a Green Force Challenge symbol. If there is no Green Force Challenge Symbol, skip Step 3 and continue playing the game normally. If your (the targeted) character's Attack Card contains at least an Attack Move having a Green Force Challenge, go to Step 3.

STEP 3 To create a force challenge, first declare to your opponent a Green Force Challenge activation, then pay **10 life Points** from your targeted character Life Points, then select from your targeted character an Attack Move having a Green Force Challenge Symbol to collide with your Opponent Character's Attack Move. Now an Impact Dice Duel takes place between you and your opponent player.

The winner of the Impact Dice Duel is the winner of the Green Force Challenge. The winner will receive no affliction (from adverse Attack Move) toward his character's Life Points, but the loser will receive full affliction(from adverse Attack Move) to his character's Life Points. If both players loses (See Chapter 17, page 37), both player's characters will receive full affliction from each other's attack Move at the same time

IMPORTANT #1 : Creating a Green Force Challenge requires 10 Life points for the player who declares it. It is optional to create a Green Force Challenge, however, when declared and activated, it will replace a die roll OR a Manual Move. Normally, if you are the one who declare and activate a Green Force Challenge, after the Green Force Challenge has ended, it is your turn to attack the opponent.

IMPORTANT #2: A Green Force Challenge Symbol may sometimes appear in a Striker's Attack Move. Since a Striker cannot be targeted, a player cannot declare a Green Force Challenge from a Striker. However, it is possible to activate a Green Force Challenge against the attacking Striker. In rare occasion, if an enemy character would possess the ability to target a Striker, and if both Green Force Challenge Symbol are present, declaring a Green Force Challenge from a Striker would direct the 10 Life Points loss to the Striker's Life Points.

19. Size Limit and LP Limit Symbols

1 **Size Limits Symbol**:

A "Size Limit Symbol" is a Symbol that might or might not appear in an Attack Move. When present, it warns you that your Attack Move is not effective (will make no damage and no effect) on any Opponent Character of greater size than the value showed on your Size Limit Symbol.

Here is an example of a "Size Limit Symbol" with a value of 4. Value may vary depending on your character. According to the example, the whole Attack Move is not effective against an Opponent Character of size greater than 4. However if the Opponent's size value is lower or equal to 4, the whole Attack Move is effective.

Note 1: A character's size value is displayed on his Main Card (See page 2).

Note 2: Attempting to use an Attack Move that is not effective, may have some consequences (see page 41).

2 LP Limits Symbol:

A "LP Limit Symbol" is a Symbol that might or might not appear in an Attack Move. When present, it warns you that your Attack Move is not effective (will make no damage and no effect) on any Opponent Character of greater Life Points than the value showed on your LP Limit Symbol.

Here is an example of a "LP Limit Symbol" with a value of 100. Value may vary depending of your character. According to the example, the Attack Move is not effective against an Opponent Character of an actual Life Points value greater than 100. However, if the Opponent Character's actual Life Points value is lower or equal to 100, the Attack Move is effective.

Note 1: A character's Life Points value is displayed on his Main Card (See page 2), however Life Point value will change during a match which means an ineffective Attack Move (with LP Limit Symbol) can become effective if an Opponent Character's Life Points value has dropped to a valid value.

IMPORTANT
Whatever Size Limit symbol or LP Limit symbol appearing on your Attack Move, If your Attack move is not effective against an Opponent Character, and you attempted to use the Attack Move against that Opponent Character, your turn will be ended without inflicting any damage to that Opponent Character, including any Life Points or Power Points you paid to use your Attack Move, and, if for some reason, your Opponent Player tried to do his part (rolling die, Manual Move, or Force Challenge...), it should be voided.
In other words, using an Attack Move that is not effective will waste your turn!

A "Chain Attack Move" is an Attack Move that gives you an immediate extra attack to attack from the same character, against the same Opponent Character, if the Chain Attack Move is successful. To be fully successful, your Chain Attack Move must afflict 100% Damage Points to your Opponent Character without your character's Life Points been afflicted by any counterattack's Damage Points or else. If not fully successful, an immediate extra attack cannot be obtained, and your turn would end as it would normally end.

The figure below shows you a character equipped with a Chain Attack Move:

Chain Attack Move Symbol

A Chain Attack Move Symbol can appear in any attack. If the symbol appears in your character's Attack Move, it means it is a Chain Attack Move. When the Attack Move (with this symbol) is fully successful, you can immediately choose another attack form

only the same character to attack **only** the same Opponent Character.

Other Rules for Chain Attack Move

The "immediate extra attack" cannot be a Chain Attack Move, or a Striker Attack Move (see page 24-25 for striker), however, any other possible type of Attack Move can be selected from the character's Attack Moves.

Note 1: Obtaining an immediate extra attack does not mean Direct Hit, so your Opponent Player will still roll his die or use other alternative such as Manual Move or Force Challenge to deal with your attack.

Note 2: An Immediate extra attack does not represent a second turn, so "Combining Attack Moves"(see page 51), and "reviewing card Placement"(see page 49) cannot be applied for the "immediate extra attack".

21. Speed Attack Move

A Speed Attack Move is a special Attack Move that makes harder for an Opponent Character to escape that attack. When Speed Attack Move is in use, the Opponent player cannot make his character escape the Speed Attack Move by rolling a "number 4" from his die, regardless of any Die Type.

On next page, is shown an example of a Speed Attack Move.

A Speed Attack Move contains (1) a yellow bar, (2) a die symbol, and (3) a yellow panel.

(1)

(2)

(3)
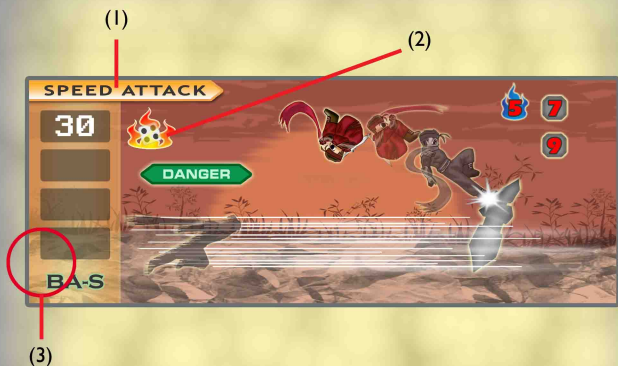
SPEED ATTACK MOVE RULE:

Only when using a Speed Attack Move against an Opponent Character, if the Opponent Player rolls his die, when the result is a "number 4", it is considered as been "hit" instead of "escaping" the Attack Move.

For example, "SIMPLE" and "NORMAL" Dice Type (see page 12) indicate a consequence of "Escape" when rolling a "Number 4". If you face an Opponent attacking you with a Speed Attack Move, whatever the Dice Type of your character, if you roll a "number 4" against the Speed Attack Move, the consequence is considered as "Hit".

Note: A Speed Attack Move is an Attack Move having rule as described above, but it is used like a Attack Move. Many symbols may appear on the Speed Attack Move as they appear in many other Attack Moves.

Some character are equipped with a Special Ability and some character are not. If equipped with Special Ability, a special case is displayed in Attack Cards of the character.

The figure below shows you an example of a character equipped with "Special Ability".

Special Ability Name

Special Ability Description
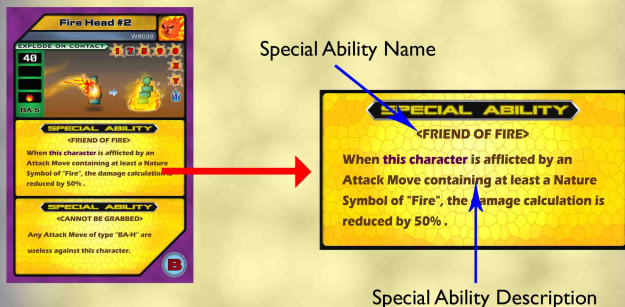
A Special Ability is an extra capability a character can do. As you can see, a Special Ability case includes the name of the Special Ability and its description. Simply look if your character is equipped with a Special Ability. If equipped, just read what it says and take advantage of its rules. Whatever it says, it will modify some rule of the game giving some advantage to the character. If your character is equipped with a Special Ability, just follow the rule of the Special Ability over any rule of the game.

Note: A Special Ability always concern the character who owns the Special Ability, unless mentioned to concern other character.

In the game, as you know, Most powerful Attack Move require an amount of Life Points or Power points (see page 14) in order to be used.

Whatever your character's life Points become insufficient to perform a powerful Attack Move, you can still use that Powerful Attack Move by sacrificing your character.

This process allows your character to self destruct after performing his last Attack Move.

For example, during your turn, suppose your character's Life Points values is 10. If you decide to use an **Attack Move requiring an Amount of Life Points loss** equal or greater than 10, your character will be destroyed after he finished performing the Attack Move.

Whatever you decide to Sacrifice a Character, at your turn, simply declare it to Opponent Player.

Important: An Attack Move requiring an amount of Power Points loss cannot be used to Sacrifice a character. However, some Attack Move requires an amount of Power Power combined with an amount of Life Points(See p 14). If it is the case, you cannot use the Attack Move either.

Only an Attack Move requiring only an amount of Life points loss can be used to sacrifice a character.

Note #1 : Sacrificing a character can be executed in any type of match (Single Duel and Advance Play, etc...)

Note # 2 : Think twice before Sacrificing a character. Whatever the Attack Move succeeds, your character is destroyed.
A Sacrifice can lead you to a "victory", a "Failure" or a "Draw Game"

1 **ADVANCE PLAY**

Whatever you play a duel with your friend, playing one character against one character is not just the only system of playing. There is a more advanced way to play a duel. It is called "**Advance Play** ".
An "Advance Play" is a duel of level and strategy.

How to play an Advance Play Duel ?

First, you need to built your team. Locate "Level Globe" on any of your character's Main Card (see Page 2) or see below:

LEVEL GLOBE LOCATION

The level of each character is represented by a number of Level Glove. More Level Globe means more power and ability. On the example above, this character comes with 5 Level Globes. The number of Level Glove may vary depending on the character's Life Points, Attack Move or ability.

Now you know where to locate Level Globe, you can start to built your team. You and your partner choose a same amount of Level Globe and built a team. For example, pretend 10 Level Globe.

There are many ways to built a 10 Level Globe team:

* 2 characters of 5 Level Globe = **10 Level Globe**
OR
* 1 character of 6 Level Globe + 1 character of 4 Level Globe = **10 Level Globe**
OR
* 5 characters of 2 Level Globe = **10 Level Globe**
OR
* 1 character of 10 Level Globe = **10 Level Globe**

 ETC...

After creating your team, set up your cards by placing them in "**Battle Zone**"(a zone that allows your character to attack the enemy or to be targeted by the enemy's attack) and,
"**Inactive Zone**"(a zone that does not allow your character to attack the enemy or to be targeted by the enemy's attack)

The figure below shows you how to set up your cards in an Advance Play Duel:

As you can see, on the figure, each player is equiped with his own "Battle Zone" and "Inactive Zone". The card you place in front is considered inside the Battle Zone, and the card you place on the rear is considered inside the Inactive Zone.

HOW TO PLAY?

SET UP

1) Both players build their team (See page 48).

2) they select their character's Main Cards (all cards must be face up) then place them in their Battle Zone or Inactive Zone.
A minimum of one card can be placed on the Battle Zone but Inactive Zone can be filled with Main Card(s) or be empty.
Note: The Main card of a character represents the character itself, that's why Main Cards have to be placed on "Battle Zone" and "Inactive Zone".
Attack Cards(see page 2) are just Graphic Attacks and can be placed anywhere or outside "Battle Zone" and "Inactive Zone".

3) Before the match begins, both players roll their die once to see which player will start first. The player who rolled the highest number will start first. If Dice result is identical, both players have to roll again.

PLAYING

4) Now the match begins, the player who starts first, makes his turn by doing the following steps:

Step 1: Review Main Cards placement in his Battle Zone and Inactive Zone and may make some changes if needed. Changes means moving back and forth one or more characters from Inactive Zone to Battle Zone or one or more characters from Battle Zone to Inactive Zone until obtaining the desired Main Cards placement.
Note: At least one character has to be in Battle zone, but Inactive Zone can be filled with character(s) or be empty.

Step 2: The Player selects one of his character (in Battle Zone) to attack the other Player' s any character (in Battle Zone). Attacking a Character includes same steps as *step 2* and *step 3* on page 4, in what the other player must roll his die.

5) Alternate turns.

ENDING

6) By alternating turns, the player who first destroyed all of the other player's character is the winner!.

IMPORTANT
Whatever a character is considered "destroyed", the Main Card of the destroyed character has to be discard from play.

ADVANCE PLAY RULES

⭐ There is no secret to hide, when playing any match or duel, all cards (whatever Main Cards or Attack Cards) are viewable by any players.

⭐ Characters located in **Inactive Zone** cannot attack or be targeted.

⭐ Only characters located in **Battle Zone** can attack or be targeted.

⭐ At least one character have to be in **Battle Zone**.

⭐ Reviewing and changing Main Cards Placement can be made only once per turn and only at the begining of the turn before attacking an opponent (see page 49).

When your opponent has only one character in his Battle Zone but has one or more character(s) in his Inactive Zone, and if you destroy his character with a counterattack, your opponent has no more character in Battle Zone, causing you to lose a turn and giving the turn to your opponent so from his turn he can place at least one character in his Battle Zone.

When reviewing Card Placement, if your character is still under an enemy's Effect(see page 26 through 28) your character cannot be sent into Inactive Zone unless free from Effect.

② SIDE ATTACK

Side Attack is a system of allowing a second character's attack to afflict a Direct Hit of 10 Damage Points to an Opponent Character just after the Opponent Character has just been afflicted by a previous successful attack from a first character. Rules apply (see page 52). When using Side Attack, the player who plays his turn chooses an attack from one of his characters to attack an Opponent Character. Only if the attack is successful (100% affliction), the player can use another character to afflict a Direct Hit of 10 Damage Points to that Opponent Character. The first attack from the first character the player has used is called "Lead-Attack", and the second attack from the second character the player has used is called "Joining-Attack".

Lead-Attack : A first attack Move from a first character you choose to attack an Opponent Character. The Attack Move must be a "symbol Free" Attack Move (see page 52). The Lead-Attack will be using its true Damage Points value for damage calculation. Only if the Lead-Attack is successful (100% affliction), the Joining-Attack can be activated.

If for any reasons the Lead-Attack has not been successful (no affliction or partial affliction), the Joining-Attack cannot be activated.

Joining-Attack : A second Attack Move from a second character you choose to afflict 10 Damage Points of Direct Hit to the Opponent Character after the Lead-Attack have been successful. The Joining-Attack will not use its true Damage Points value, but will represent 10 Damage Points for Side Attack purpose.
The Joining-Attack must be a "symbol free" Attack Move.

Rules for Side Attack

Side Attack must be declared to your opponent before use.

Both characters used for Side Attack must be in Battle Zone.

Both Lead-Attack and Joining-Attack must be "symbol free" Attack Moves. A "symbol free" Attack Move is an Attack Move that does not contain any Issue Symbol (See page 30), Blue/Green Force Challenge symbol (See page 35), Grab Challenge Symbol (coming soon), and Size/Life Points Limit Symbol (See page 40).

Any Attack Move with effect(see page 26), Speed Attack Move (see page 43), and Chain Attack Move (see page 42) cannot be used for Side-Attack. Further, a Striker Attack Move (See page 25) cannot be used as well.

Important notes

Note 1: Some character can increase their Power Points when attacking with a non power points Attack Move (see page 16). If the Joining-Attack is a Non Power Point Attack Move, the character is also capable of Power Points increase.

Note 2: Some character can increase Power Points when they are afflicted by any single affliction of Damage Points (see page 16). During the use of a Side Attack, if those characters are afflicted by both the Lead-Attack and Joining Attack, their Power Points will increase two times.

Note 3: Whatever the "symbol free" Attack Move you have selected for the Joining-Attack, if the Joining-Attack requires an amount of Life Points loss or Power Points loss, you still have to pay that amount.

When to use Side Attack?

Side Attack is a choice of attacking. When it is your turn, you can choose to either attack your opponent normally or either choose to attack your opponent with Side Attack. Please follow Side Attack rules when using Side Attack.

1 **The Right Die**

In order to play any match, you always need a die. To play fairly, the correct size of the die height, width and lenght must be 16 mm(5/8") or smaller.
A die bigger than 16mm(5/8") is not allowed unless one millimeters bigger only.

In a standard die, the "Number One" side is always connected to the "Number Two" side(see figure below).

Below is an example of a standard die:

"Number Two" Side ⟶   ⟵ "Number One" Side
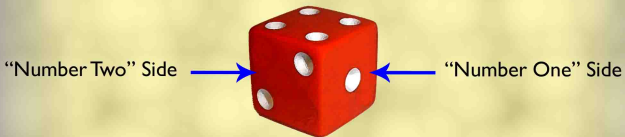
As you can see the "Number Two" side and the "Number One" side are connected.
However, numbers on top, back, or bottom can be in any order.
Your die can also be more ronded depending on your choice.

> **Important**
> If the "Number One" side and "Number Two" side are not connected but parallel, you cannot use that die.

② Die Rolling

There are two ways to roll your die:

* NORMAL ROLLING : roll your die using your hand or a cup or just like when you play a board game.

* STRAIGHT ROLLING: Open one hand, put your die on top of your hand with a desired dice position. Now roll your die in a very straight motion(this process reduces hazard and improves die result). Highly allowed for the card game!!!

1. put your die on top of your hand with a desired die position

2. roll your die in a very straight motion

Important
Only when rolling your die using "straight rolling", the die has to travel in a distance further than 4 inches(from your hand through die stopping). If the die has not travelled more than 4 inches, your opponent can choose to accept the result or to reject the result by asking you to roll again.

Now you know the two ways to roll your die, however, the type of ground may also affect die result. players are allowed to choose their type of ground (carpet, wooden table, etc…) if needed.

Here are definitions or guide of terms and expressions found in many cards. Usually they may appear in phrases of Attack Move/Effect and Special Ability. It is important to know what those terms and expressions means so you can play the card game without confusion.

This Character : Term "This Character" refers to the character of the card where the term appears.

Direct Hit: Term "Direct Hit" will mostly appear in Attack Move/Effect phrases. If term "Direct Hit" is applying to a character, it means the character is considered Hit by a mentioned affliction, and Damage Calculation can be made toward the character without a player rolling a die, using Manual Move, or activating any Force Challenge, ect...

Note: Meaning of term "Direct Hit" differs from meaning of popular term "Direct Damages" found in many trading card game. Term "Direct Hit" simply consider a character to be HIT by an Attack Move. However, if any, factors may be triggered when a character is Hit. For example: Increase in Power Points (See p 16), OR if a character would possesses any sort of Special Ability reducing Damage Calculation when the character is hit by an Attack Move, etc...

Single Affliction: Related to one value of Damage Points regardless of graphic combo appearance.

Instantly: Term "instantly" is used in Attack Move/Efffect phrases to tell a player to do what the Effect says without interruption.

Opponent Character: a character your character fights against.

Opponent Player: the player you play against.

Inflicted Character: Term "Inflicted Character" is used to point out the Opponent character that is actually inflicted by your Attack Move/Effect.

Discard From Play: This term may be found in Attack Move/Effect phrases. When term "Discard From Play" is applied to a character, the character is out of the game and all cards belonging to the character are discarded. The character should not be considered as being destroyed, but as being removed from the match. If one or more of your characters have been "Discard from Play", you are losing the match if you have no other characters to continues the match.

Becomes Captive: This term may be found in Attack Move/Effect phrases. When term "Becomes Captive" is applied to a character, the character becomes unable be played by a player and unable to be attacked by any characters (in other words "locked"). However, all cards belonging to the character stay in the game play. Further, If one or more of your character have been "Become Captive", you are losing the match if you have no other characters to continues the match.

Damage Calculation is Discarded: This term may be found in Special Ability phrases. When this term is applied, it means the supposed damage calculation is considered as "no Damage".

Turn: In this card game, the meaning of one turn involves both players in action. For example, Player X makes his turn by performing necessary steps to attack Player Y, then, Player Y ends Player X's turn by performing necessary steps to reply against the attack. when the turn is switched, it is Player Y now to performs steps to attack the Player X, then the Player X should end the Player Y's turn by performing step to reply against the attack. In other words, the player who attacks is the one who plays his turn. He can also choose the option to not attack, but uses other alternatives. For example: paying a turn to increase Power Points (see page 15).

Note: When game rules allows (example: "Chain Attack Move" page 42), a player's turn might be extended with extra attacking, but it still count as one turn.

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Rulebook Notice

For instructional purpose, character images found in this rulebook may differ from actual character in appearance, background, symbols, and numerical values. Some characters found in this rulebook may or may not exist.

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