

Digimon Card Game

Official Rule Manual

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

In an event of discrepancy between the content of the English-Language version and Japanese-Language Version of rulebook the Japanese rulebook will take priority.

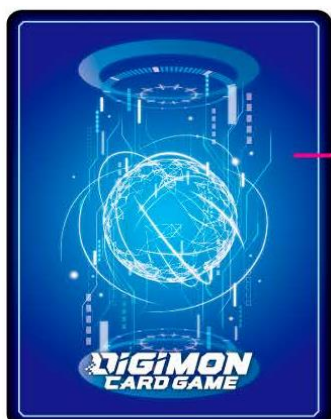
About the Game

The Digimon Card Game is a Battle Trading Card Game!
Players summon their Digimon partners to the Battle Area, and then attack their opponents.
Digimon become stronger and gain new abilities by evolving!
Destroy all of the securities guarding your opponent, and deliver a finishing blow to achieve victory!

Card Information

Digimon Cards/Digi-Egg Cards

*The design on the back of Digi-Egg cards is different from other cards.



◀Digimon Cards
Digi-Egg Cards▶



- **Summon Cost:** The required cost to summon a Digimon from your hand to the Battle Area
- **DP (Digimon Power):** The Digimon's attack power. When battling, the Digimon with the higher DP wins. Digimon whose DP becomes 0 during a game are deleted, and must be discarded.
- **Evolution Conditions:** The *color* and *Lv.* of Digimon who can evolve into this Digimon, along with the evolution cost
- **Effects:** Special abilities this Digimon possesses.
- **Lv.:** The Digimon's level. Digimon can evolve into a Digimon whose level is one higher than their own.
- **Card Name**
- **Card Number**
- **Rarity**
- **Form/Property/Type:** The Digimon's special characteristics.
- **Digivolve Effect:** Effects that can be used when this Digimon evolves to a higher level

Tamer Cards



●**Summoning Cost:** Required cost of summoning the tamer from your hand to the Battle Area

●**Effects:** Special abilities the Tamer possesses

●**Card Name**

●**Card Number**

●**Rarity**

●**Security Effect:** Effect activated when this card is turned over from the Security Pile

Option Cards



●**Usage Cost:** Required cost to play the Option Card

●**Effect:** Effect that comes into play when the Option Card is used

●**Card Name**

●**Card Number**

●**Rarity**

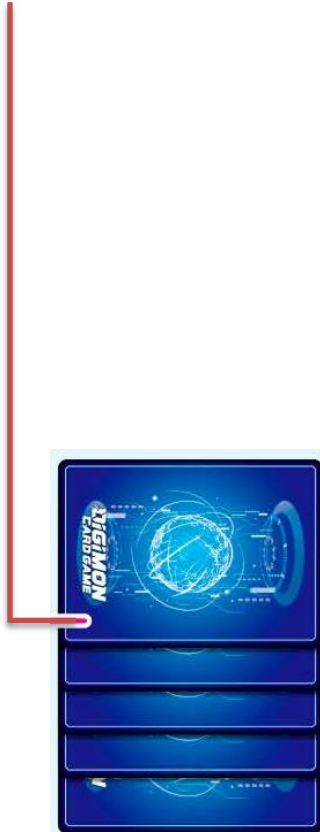
●**Security Effect:** Effect activated when this card is turned over from the Security Pile

The Playing Field

When playing, arrange your cards as shown below.

●Security Pile

A defensive wall that protects the player.
When the player is attacked, security cards are removed. A player is defeated when they are attacked and have no security cards left.



●Memory Gauge

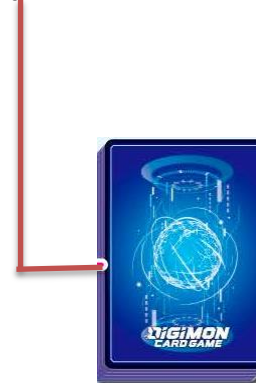
The memory gauge is used when paying costs.
It is shared by both players.

Opponent's Forces



●Deck

Here is where your deck should be placed.



●Trash Pile

Place discarded cards face up here.



●Digi-Egg Deck

Place your Digi-Egg Deck here.



●Nursery Area

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

Digimon in the Nursery Area cannot use any effects, and unless an effect is specifically meant to affect Nursery Area Digimon, 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, Tamer, and Option Cards.

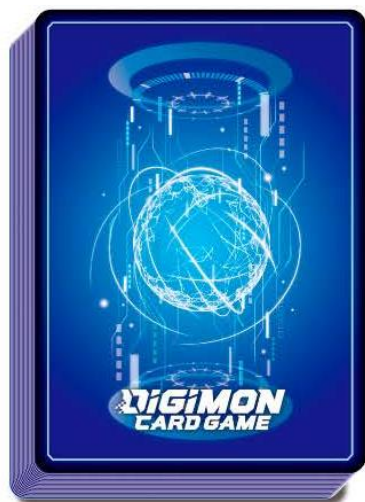
A deck can contain no more than four of the same card.

●**Digi-Egg Deck:** Deck made up of 0-5 Digi-Egg Cards.

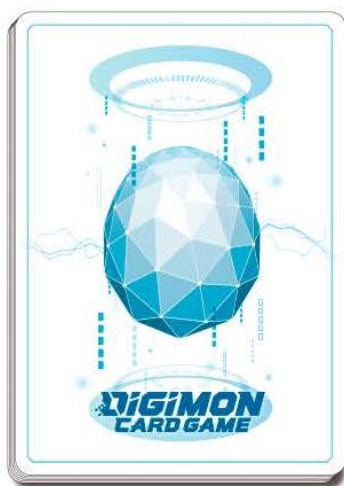
Deck can contain no more than four of the same card. A Digi-Egg deck is not required.

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

*Counter is removable



●Deck



●Digi-Egg Deck



●Memory Gauge & Counter

※カウンターをはずします。

Play Sheets are not required, but it is helpful to have one for each player.

Setting up the Game

*If there are any disagreements between the Rule Manual and the Card Description, the card text should take precedence.

1. Shuffle the deck, then place it in the designated location.

2. Shuffle the Digi-Egg deck, and place it in the designated location.

3. Draw 5 cards from the top of the deck, and place them face down in the Security area without looking at them.

4. Determine who goes first by Rock-Paper-Scissors. The winner automatically goes first.

5. Draw 5 cards from the deck to make up your starting hand.

6. Place the counter on the number 0 on the Memory Gauge, and begin the game!

Paying Cost

This game uses a Memory Gauge (Memory) system to pay the cost of playing a card.
 For example, to pay a cost of 3, you would need to move your memory 3 spaces to the right.
 If during your turn, the memory 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 it is exactly 0, your turn continues.)
 *After all effects are resolved, the opponent's turn begins.

The memory cannot exceed 10.

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

For example, to play a card that costs 13, the memory must be at 3 or higher on your side.

Otherwise you would not be able to use that card.

Paying a cost of 3



Paying a cost of 13 is possible



Paying a cost of 13 is not possible



Active and Rest State

Summoned Digimon are typically placed upright in the *Active State*.

After performing an action such as attacking or blocking, they are rotated sideways to show they are in the *Rest State*.

Returning a card to Active State from Rest State is called *Activation*, while changing a card from Active State to Rest State is called *Resting*.

レスト状態のカードをアクティブ状態に戻すことを「アクテ」
 アクティブ状態のカードをレスト状態にすることを「レスト」



Active State



Rest State

Game Flow

Gameplay follows the following 4 phases, starting with the player who goes first

1. Active Phase

Activate all of your cards that are in a Rest State

2. Draw Phase

Draw one card from your deck to your hand.

If a player cannot draw because their deck is empty, that player loses.

The player who goes first does not draw a card during the draw phase on their first turn.

3. Nursery Phase

Players do one of the following: Hatch a Digi-Egg,

Move a Digimon from Nursery, or Do Nothing.

This can only be done once per turn.

●Hatching Digi-Eggs

Can only be done when there are no Digimon in the Nursery Area. Draw one card from the top of the Digi-Egg deck, and place it face up in the Nursery Area.

●Moving Digimon from the Nursery

A Digimon can be moved from the Nursery Area to the Battle Area once they have reached level 3 or higher.

Digimon below level 3 cannot enter the Battle Area.

Moving Digimon from the Nursery Area to the Battle Area is not considered Summoning, so Summoning Effects are not activated.

It is possible for a Digimon to perform an attack on the same turn they were 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 possible, in any order.

A. Summoning Digimon

B. Evolving Digimon

C. Summoning Tamers

D. Playing Option Cards

E. Attacking

*The following pages contain a detailed explanation of the Main Phase.

End of Turn

If the memory goes to 1 or above on the opponent's side due to costs or other effects, the turn ends, and it becomes the opponent's turn.

Main Phases A, B, C, D

A. Summoning Digimon

Summon Digimon Cards from your hand to the Battle Area.

First, place the Digimon Card you want to summon in the Battle Area in an Active State.

Next, pay the summoning cost of that Digimon Card.

The Digimon is now summoned to the Battle Area.

Digimon cannot attack on the turn they were summoned.

There is no limit to how many Digimon can be placed in the Battle Area.

B. Evolving Digimon

Players can evolve the Digimon in their Battle or Nursery areas.

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

The image to the right illustrates the evolution conditions for a card that evolves from a Red, Level 3 Digimon, with an evolution cost of 2.



Place the evolved Digimon Card from your hand onto a card that meets its evolution conditions. Stack them so that any Evolution Base. Effects of the original card are visible. After paying the evolution cost, evolution is complete.

After evolving a Digimon, draw one card from the deck and add it to your hand as an evolution bonus.

The cards below an evolved Digimon become Evolution Bases.

The Digivolve Effects of those cards can be used after evolving.

The Evolution Bases and the evolved Digimon are treated as a single Digimon.

If that Digimon is deleted, all of its Evolution Bases are discarded as well.

C. Summoning Tamers

Players can summon Tamer Cards from their hand to the Battle Area.

First, place the Tamer Card you want to summon in the Battle Area, in an Active State.

Next, pay the summoning cost for the Tamer Card. The Tamer is now summoned to the Battle Area.

There is no limit to how many Tamers can be placed in the Battle Area. Tamers cannot attack or block.

D. Using Option Cards

This is how to use the main effect of an Option Card in your hand. To play an Option Card, a player must have at least one Digimon or Tamer in play of the same color as the Option Card.

After removing the Option Card from your hand, and paying its cost, the Option Card's main effect is activated.

After the Option Card's effect has been activated, the Option Card is discarded and placed in the Trash Pile.

Security Effects cannot be activated from your hand.

Main Phases E

E. Attacking

Digimon in the Battle Area are able to make attacks.

- 1) Change an Active Digimon you want to attack with to a Rest State, and declare your attack.
- 2) Choose the target of your attack. You can either target one of your opponent's Digimon that are in a Rest State in the Battle Area, or you can target the opposing player.
- 3) If there are any Attack Effects, they are activated at this point.

Comparing DP



●Attacking the 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 discarded to the trash pile.

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

What happens if a Digimon's DP drops to zero

A Digimon does not lose DP when it is attacked, however it can temporarily lose DP due to certain effects. If a Digimon's DP drops to zero due to effects (DP cannot drop below zero), that Digimon is deleted, and is to be discarded to Trash pile.

●Attacking the Opposing Player

If the opposing player has at least 1 Security Card, turn over their top Security Card. Turning over a Security Card due to an attack is called checking.

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

Security Effects do not have any cost, and Option Cards are activated regardless of color. Proceed after the Security Effect has been resolved, or if the card has no Security Effect. Cards are resolved as follows, depending on what type was turned over.

Verifying the Security Effect



Digimon Cards

If a Digimon Card is turned over, that card becomes a Security Digimon, and does battle with the attacking Digimon.

The battle is the same as when a Digimon is attacked in the Battle Area, the Digimon with the higher DP wins.

Security Digimon are not considered regular Digimon, so effects that apply to Digimon are not activated.

Also, with the exception of Security Effect, any effects the Security Digimon possesses are not activated.

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

Regardless of the outcome of the battle, the Security Digimon is discarded after the battle ends.

Option and Tamer Cards

Card is discarded. (*Except if the card possess a Security Effect that allows it to be played or added to the player's hand)

If you succeed in attacking an opponent who has no Security Cards remaining, you win the game.

*What to do if 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 for each card.

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

*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.

The game continues even if a player has no remaining Security Cards. Win the game by successfully attacking a player who has no Security Cards.

*Defend Yourself with Blocker!

Certain Digimon possess the *Blocker* ability.

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

When *Blocker* is used, the blocking Digimon takes the place of the Digimon being targeted in the battle.

Use *Blocker* to defend against attacks on your Security Pile or Digimon you don't want to lose!

Passing

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

When a turn is passed, the memory automatically moves to the opponent's number 3 regardless of where it was before passing.



End Turn

If at any point during a turn, the memory moves to the opponent's number 1 or above, the turn ends, and it becomes the opponent's turn (if there are any unresolved effects, they must be resolved before changing turns.)

The memory remains wherever it was when the turn ended.

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

End Turn

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

- **Successfully attacking the opponent when they have no Security Cards remaining**
- **If your opponent cannot draw during their draw phase because their deck has zero remaining cards**

Digimon Card Game Glossary 1

■Card Types

Digimon Card	Cards with a Digimon on them
Digi-Egg Card	Cards with Fresh Digimon. The reverse side differs from other cards, and they can only be used in the Digi-Egg Deck.
Option Card	One-use cards typically played directly from the player's hand to cause certain effects.
Tamer Cards	Cards with Tamers on them. They cannot attack, but have abilities that can affect player or opponent Digimon. They cannot be targeted by an attacking Digimon.
Digimon	Digimon Cards that have been played from the hand or deck, and are currently in the Battle or Nursery Areas.
Tamers	Tamer Cards that have been played from the hand or deck, and are currently in the Battle Area

■Game Fields

Battle Area	Area where Digimon and Tamers are placed. Digimon placed here can attack the opponent, and block opponent attacks.
Nursery Area	Area where Digimon hatched from the Digi-Egg Deck are placed. Digimon here cannot activate their effects, nor can they receive effects from other cards, or be used to reference other effects. Only 1 Digimon can occupy the Nursery Area at a time, and Level 3 or higher Digimon can be moved to the Battle Area. Digimon in the Battle Area cannot be returned to the Nursery Area.
Deck	Area where the player's 50 card deck is placed.
Trash Pile	Area where discarded cards are placed. Cards should be placed face up.
Memory Gauge (Memory)	Gauge used for paying costs, etc. For each unit of cost to be paid, the counter is moved one spot to the right. If the gauge moves to the opponent's number 1 or higher, the turn ends once all effects have been resolved, and then the opponent's turn begins.
Security Pile	A defensive wall that protects the player. A player loses the game if they are attacked with zero cards remaining in their Security deck.

Digimon Card Game Glossary 2

■Timing

Summoning Effect	When Digimon are directly summoned to the Battle Area. Does not apply to evolving Digimon or Digimon moved from the Nursery Area.
Evolution Effect	When a Digimon on the Field evolves. Digimon evolved in the Nursery Area do not activate their Evolution Effect.
Attack Effect	When the Digimon attacks an opponent. Resolved prior to the battle with the opponent or the Security Check
Post-Attack	These effects occur after the Digimon who possesses them completes an attack. If a Digimon who possesses this effect loses a battle, or disappears during an attack, the Post-Attack effect is not activated.
Upon Deletion	When a Digimon is defeated in battle, or deleted due to a card's effect.
Your Turn	The period from when your turn begins to when it ends.
Both Player's Turns	Effects that are always activated during both your turn and your opponent's turn.
Opponent's Turn	The period from when your opponent's turn begins to when it ends.
Onset of Your Turn	Is resolved when your turn begins.
Security Effect	When a card is turned over for a Security Check. If the Security Card that is turned over possesses this kind of effect, there is no cost to activate it.
Main	Effects that can be activated during your Main Phase. Applies to Option Cards played from your hand, or using optional effects of Digimon or Tamers during the Main Phase.

■Card States

Rest	Turning a Digimon or Tamer Card sideways after attacking or using their main effect.
Resting State	A Digimon or Tamer Card that has been rested, or turned sideways.
Activation	Returning a resting Digimon or Tamer Card back to the upright position, so that it can perform another action.
Active State	A Digimon or Tamer Card in the upright position, that has yet to perform an action such as attacking.
Evolution Base	A card that is stacked beneath an evolved Digimon. If the card has an Digivolve Effect, it can be activated.
Deleted	A Digimon that has been placed in the Trash Pile as a result of losing a battle or being deleted by an effect.
Security Digimon	If a Digimon Card is turned over during a Security Check, that card becomes a Security Digimon. Security Digimon differ from regular Digimon, and effects that apply to Digimon are not activated against them. Except for Security Effects, the Security Digimon's other effects are not activated.

Digimon Card Game Glossary 3

■Game Phases

Active Phase	The first phase of a turn. The player whose turn it is activates all of their Digimon and Tamers.
Draw Phase	Phase where a card is drawn from the deck, and added to the player's hand. The player who goes first does not draw during their initial turn. If a player's deck is empty, and they cannot draw a card during this phase, they lose the game.
Nursery Phase	Phase where actions involving the Nursery Area are performed. If there are no Digimon in the Nursery Area, 1 card can be drawn from the Digi-Egg Deck and placed face up in the Nursery Area (Hatching.) Digimon who are Level 3 or higher can be moved from the Nursery Area to the Battle Area. If nothing can be done, or the player does not want to do anything, they can move on to the next phase.
Main Phase	Phase where actions such as summoning Digimon and Tamers, evolution, playing Option Cards, and attacking are performed.
Turns	A player's turn to play. Consists of the 4 phases, and ends when the Memory Gauge exceeds 1 on the opponent's side.

■Card Statuses Common to All Types

Color	The color type of each card.
Summoning Cost	Cost required to directly summon a Digimon or Tamer to the Battle Area.
Rarity	How rare a card is.
Effects	Abilities possessed by Digimon, Tamers, and Option Cards. Different from Digivolve Effects.
Security Effects	Effects activated when a card is turned over during a Security Check.
Once per Turn	Indicates effects that can only be activated once per turn. For example, if the conditions for activating such an effect occurred twice in one turn, the effect would only be activated the first time. Different effects with the Once per Turn restriction can still be activated in the same turn. Also, if two separate Digimon possess the same effect with a Once per Turn restriction, they can each be activated during the same turn.

Digimon Card Game Glossary 4

■Digimon Card States

Evolution Cost	Required cost to evolve a Digimon.
DP (Digimon Power)	A Digimon's attack power. When battling, the DPs of both Digimon are compared, and the Digimon with the lower number loses and is deleted.
Evolution Conditions	Found on Digimon Cards, these are the requirements to evolve to this Digimon. Consists of 3 parts: Color, Lv., and Evolution Cost.
Digivolve Effect	Effects that are activated when a Digimon becomes an Evolution Base. These effects are not activated when the card is a regular Digimon.
Lv. (Level)	Number displaying the stage of evolution of a Digimon. Digimon can be evolved into a Digimon that is one level higher.
Type	One of the traits of a Digimon.
Property	One of the traits of a Digimon. Properties mainly consist of Vaccine, Data, Virus, and Free.
Fresh	One of the stages of Digimon Evolution. Corresponds to Level 2.
Rookie	One of the stages of Digimon Evolution. Corresponds to Level 3.
Champion	One of the stages of Digimon Evolution. Corresponds to Level 4.
Ultimate	One of the stages of Digimon Evolution. Corresponds to Level 5.
Mega	One of the stages of Digimon Evolution. Corresponds to Level 6 and above.

■Actions

Attack	Attacking the opposing Player or one of their resting Digimon.
Block	Using the <i>Blocker</i> effect to receive an attack from an opponent's Digimon in place of the original target.
Battle	Following an attack, the two battling Digimon/Security Digimon compare DP to determine a winner.
Summoning	Paying a cost to place a Digimon or Trainer Card from your hand directly to the Battle Area.
Hatching	Drawing a card from the Digi-Egg deck during the Nursery Phase, and placing it face up in the Nursery Area.
Evolution	Transforming a Digimon into one of the next level. A Digimon Card is placed on top of a Digimon who meets its Evolution Conditions, and the Evolution Cost is paid. A card is then drawn from the deck as an Evolution Bonus
Disposal	Discarding a card.
Pass	Voluntarily giving up your turn to the opponent during the Main Phase. When a turn is passed, the memory counter is moved to the opponent's number 3 space regardless of what it was at before passing.
Check	Opening a Security Card when an opposing player is attacked.

Digimon Card Game Glossary 5

■Key Effects	
Blocker	When the opponent is attacking, this Digimon can become the target of the attack by changing it from an Active to a Resting State. This effect can be used against an attack from an opposing Digimon. The target of the attack changes to the Digimon that used <i>Blocker</i>, taking the place of the original target.
Security Attack+x	Number of Security Cards this Digimon checks + x Effect that increases the number of Security Cards checked by x when attacking the opposing player. When checking multiple Securities due to this effect, do not flip all Security Cards over at once. Instead, flip one over at a time and don't move on to the next until the check is completed. If the attacking Digimon is defeated in battle or returned to the player's hand, the attack ends at that point.
Security Attack-x	Number of Security Cards this Digimon checks – x Effect that decreases the number of Security Cards checked by x when attacking the opposing player. If this effect causes the number of cards checked to become 0 (it cannot be less than 0), the opponent's Security Cards cannot be checked. Furthermore, even if the opponent has no remaining Security Cards, you will not be able to win by attacking the opposing player.
Recovery+x (Deck)	Draw x cards from the top of your deck, and place them on top of your Security Pile. Effect that allows you to draw x cards from your deck, and place them on top of your Security Pile without looking at them. With this Effect, you can replenish your Security Pile. There is no limit to how many cards can be in your Security Pile.
Pierce	If only the opposing Digimon is deleted during an attack by this Digimon, this effect allows it to also check the opponent's Security. This effect allows a Digimon to check an opponent's Security after a battle if only the opposing Digimon was deleted in the battle. This effect also works if an attack is blocked, however it does not activate for battles with Security Digimon.
Draw x	Draw x cards from your deck. This effect allows you to add x number of cards to your hand from your deck. There is no limit to how many cards you can have in your hand.
Jamming	This Digimon cannot be deleted in a battle with a Security Digimon. Digimon with this ability will not be deleted if they lose a battle with the opponent's Security Digimon. Furthermore, if the Security Attack+ Effect allows for an additional check, that check will be performed.