

Battle Spirits Glossary

Activate: To flip over and unleash a Burst effect for which conditions have been fulfilled.

Attack: Declaring an attack for a Spirit or Ultimate

Battle: An event that occurs when a Player announces an attack during the Attack Step.

Base Cards: Cards that are faced up below Descended Spirits

Block: To defend yourself or your cards from a Spirit/Ultimate's attack.

Brave: To enhance Spirits or Ultimates (with corresponding brave conditions) by stacking them with Brave.

Braved Brave: The Brave of a braved Spirit or braved Ultimate.

Brave Condition: A card can only brave with a Spirit or Ultimate when these conditions are met.

Brave Spirit: A braved Spirit. Treat as one card.

Brave Ultimate: A braved Ultimate. Treat as one card.

Burst: A card placed face-down in the field's Burst Area.

Burst Condition: The condition for activating a Burst effect.

Burst Effect: An effect that can be used without paying its cost by setting and fulfilling its conditions.

Charge: An effect that enhances the described effect.

Color: Card attribute.

Contract Cards: A card that can be added to the hand at the beginning of the game. It is also called a Contract Spirit, Contract Ultimate, or Contract GranWalker Nexus, depending on the type of card.

Core: For playing cards on to the field and leveling up Spirit/Ultimate or Nexus.

Cost: Determines how many cores needed to use the card.

Counter: The number of the core(s) which put on the Counter Area, outside the playing area.

Deck: A player's assembly of cards.

Depleted: When the Spirit/Ultimate has less than the required cores to maintain it at the lowest Lv, it will be sent to the trash.

Destroy: To place Spirit, Ultimate, Brave, and Nexus into the trash from the field.

Draw: To add the top card of your deck to your hand.

Effect: Text written within the cards that can be activated during games.

Exhaust: To turn a card sideways. Spirit and Ultimate cannot attack or block when exhausted.

Family: The Family the Spirit or Brave belongs to. Some Nexus or Magic do not belong to any Family.

Field: Where players place their cards.

Flash: An effect that can be used at both main and flash timing.

GranWalker Nexus: A special Nexus with a Family:

[GranWalker] and a special God Symbol.

Guard: Ultimate Trigger failed to activate

Hit: To successfully trigger an Ultimate Trigger.

Heavy Exhaust: When a card is turned upside down, it is treated as being in the Exhausted State. When refreshed once, it becomes Exhausted (turned sideways).

Imagine Brave: A Brave that can be braved to 2 Spirits.

Leave from Field: The Spirit(s) or other card(s) which on the field, leaves from the field to other place by depleted or destroyed, return back to hand or move to the deck, banish from the game.

Manifestation: A special summon that can activate effects upon use.

Magic: Cards with use-and-dispose effects.

Main: Effects that can be activated during the Main Step.

Mirage: A card placed face up in the Burst Area.

Mirage Effect: An effect activated by a set Mirage card.

Nexus: A Nexus Card on the field.

Opened Zone: A Zone which previously Opened Cards is placed. It can be used as if it was on your hand.

Opponent: Opponent Player.

Radiant Descent: Stacking the Card from your hand onto a Spirit/Ultimate which fulfills the condition.

Overcount: When your Count exceeds this, BP is boosted regardless of level and effect(s) are added.

Rebirth card: The card has effects printed on both sides. There are Rebirth Spirit and Rebirth Nexus.

Reduction Symbol: Indicates how much the cost to be paid when a card is used (summoned or placed) can be reduced.

Refresh: Card is in an upright position. Spirit or Ultimate in this position can be used for attacking or blocking.

Reserve: Where players place their unused cores.

Rush: Effects that chain when the conditions are fulfilled.

Rebirth card: The card has effects printed on both sides. There are Rebirth Spirit and Rebirth Nexus.

Saga Brave: The Brave which can be braved to GranWalker Nexus.

Seal: To place your Soul Core in your life.

Self: The turn player.

Separate: To split a braved Spirit or Ultimate into a Spirit/Ultimate and a Spirit-state Brave.

Set: Placing a card with a [Burst Effect] or [Mirage Effect] in your Burst Area.

Soul Core: Special core you can only have 1 per game.

Soul State: Contract Cards that are placed on the field after being removed from the field by your opponent.

Spirit: A Spirit Card on the field.

Summoning Condition: The condition to summon Ultimate to the field.

Symbol: The number of your opponent's life(s) to reduce and the number of cost it can reduce for playing a card.

Trash: The place where you put your discarded cards and used cores.

Trigger Counter: An effect that can prevent Ultimate

Trigger effects that trigger upon hits.

Turn: Each player's turn to play the game.

Ultimate: Ultimate that is summoned on the field

Ultimate Trigger: A powerful effect will activate when hits.

Void: Where players place cores they are not using in the current game (outside of the play sheet).



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※Actual colors, designs and product specifications may vary.

What is Battle Spirits?

Welcome to the world of Battle Spirits!

Battle Spirits is a trading card game which allows 2 players to duel against each other.

And supporting the foundation of the game is [Core].
 Summoning of Spirits for battle, using Magic to turn the situation around and leveling up the Spirits, all are made possible using cores! During your turn, by using your cores you are able to change the game infinitely!

By using the combination of [Card + Cores] you can experience a heated battle unlike other card games!

**Victory
Condition**

Whichever player fulfills the condition, that player will be declared the victor and the game ends.

- When your opponent's life reaches 0.
- When your opponent has 0 cards in their deck during the Start Step.

Chapter 1 Game Preparation and Flow

1 Things you need for the game

Before you start playing Battle Spirits, you need a Deck and some Cores.

■ Deck

In Battle Spirits we call the assembling of cards a Deck. Player is allowed to form any kind of deck as long as they follow the following rules.

- A minimum of 40 cards is required to form a deck (There is no maximum limit)
- A maximum of 3 copies are allowed for cards with the same name (This includes cards with alternate illustrations. Different serial numbers are treated the same as long as the card name remains the same.)
- Decks can only include one kind of Contract Card. (Up to 3 copies.)
 * Card(s) with different designation number, or different name on the one side of the card, will be treated as another card.



● Deck



● Core



● Soul Core

■ Core

During the game it is best to prepare at least 30 cores for each player. As for Soul Core prepare 1 core (eg. different color) to differentiate from the normal core.

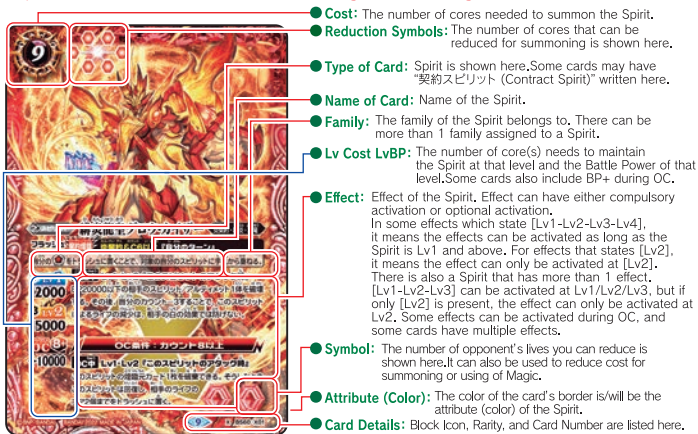
* In the case where cores are insufficient, substitute items can be used to represent cores.
 Any item can be used to represent cores.

Type of Cards

In Battle Spirits there are 5 different types of cards. By combining these cards with Cores, player can experience different kinds of battles.

Spirit Card

Monsters or Mechas that are used to battle against your opponent are called [Spirit]. Spirit is the basis of battles for both attacking and defending.



* For more details on Contract Spirits and OC, see page 32

In Battle Spirits there are 6 different attributes(colors).
By learning each of their special traits you can build a deck that suits your playstyle.

Red Attribute Mainly consists of Dragons. Boast in superior attacking effects such as destroying opposing Spirits or drawing cards.

Purple Attribute Mainly consists of Skeleton and Demonkins. Specialize in effects such as removing opposing Cores and reviving from the trash.

Green Attribute Mainly consists of Insects and Beasts. Specialize in Core boosting and exhausting opposing Spirits/Ultimate to gain an advantage in battle.

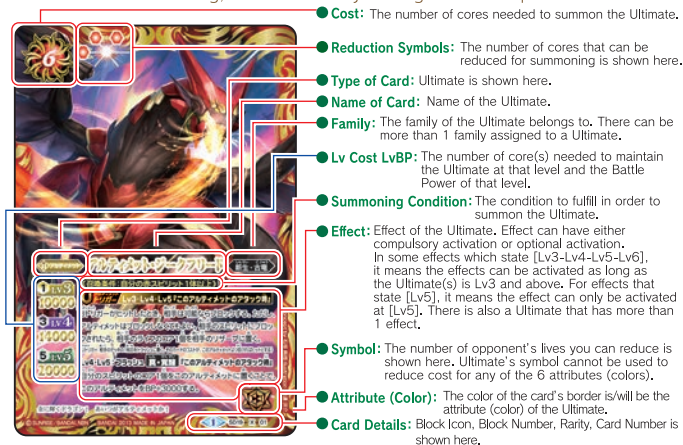
White Attribute Mainly consists of Mechas. Boast in superior defensive effects and the ability to return opposing cards back to the hand.

Yellow Attribute Mainly consists of Angels and Mystical Beings. Using Magic to gain the upper hand in battle and creating a tricky situation for your opponent.

Blue Attribute Mainly consists of Giants and Golems. Well known for their deck destruction effects, hindering opponent's strategy.

Ultimate Card

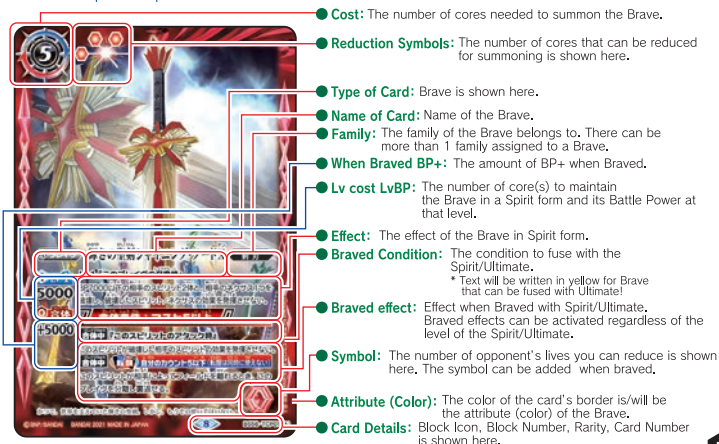
Ultimate is a type of Spirit that was once sealed. However there are conditions to be fulfilled before summoning, but in return they boast greater battle power and effect.



* For more details on [Ultimate(s)] go to page 23

Brave Card

Card that can be braved(combined) with Spirit/Ultimate is called [Brave]. There is special Spirit/Ultimate that allows more than 1 to be braved with it.



* For more details on [Brave] go to page 17

Nexus Card

In Battle Spirits we call support cards [Nexus]. It cannot attack or block but GranWalker Nexus has some very unique features.

- **Cost:** The number of cores required to deploy the Nexus.
- **Reduction Symbols:** The number of cores that can be reduced for deploying a Nexus is shown here.
- **Type of Card:** Nexus is shown here.
- **Name of Card:** Name of the Nexus.
- **Lv cost:** The number of core(s) needed to maintain the nexus at a certain level. Even if there are no cores on a Nexus, it will be treated as Lv 1.
- **Family:** The family of the Nexus belongs to. There can be non-family assigned to a Nexus.
- **Effect:** Effect of the Nexus. Even without cores on the Nexus, [Lv1] effect can be activated. If the Nexus is at Lv2, [Lv2] effect will be activated simultaneously with [Lv1] effect.
- **Symbol:** To use for reduction.
- **Attribute (Color):** The color of the card's border is/will be the attribute (color) of the Nexus.
- **Card Details:** Block Icon, Block Number, Rarity, Card Number is shown here.

*For more details on GranWalker/GranStone Nexus, see page 26.

Magic Card

Cards that you can use directly from your hand are called [Magic]. Magic can only activate their effect once but has strong effect(s) to turn the table around.

- **Cost:** The number of cores required to play the Magic.
- **Reduction Symbols:** The number of cores that can be reduced for playing a Magic card is shown here.
- **Type of Card:** Magic is shown here.
- **Name of Card:** Name of the Magic.
- **Family:** The family the magic belongs to. There can be non-family assigned to a Magic.
- **Effect:** Magic effect can only be activated once. There are 3 types of Magic effect (Main), (Flash) and (Burst).
- **Attribute (Color):** The color of the card's border is/will be the attribute (color) of the Magic.
- **Card Details:** Block Icon, Block Number, Rarity, Card Number is shown here.

* For more details on [Burst] go to page 21
* For more details on [Mirage] go to page 23

3 Game Procedure

Prepare the game by using the following procedures.

- 1 Decide a location outside of the play sheet for the [Void] Zone and place all the cores into the [Void].
- 2 Shuffle your own deck and thereafter hand it to your opponent for him/her to shuffle.
- 3 Decide a place for the "Counter Area" outside the playing area.
- 4 On the play sheet, place 5 cores to the Life Zone from the [Void].
- 5 On the play sheet, place 3 cores and 1 Soul Core to the Reserve Zone.
- 6 Draw 4 cards from the deck and add it to your hand.
- 7 Devise a way to decide which player starts first (eg. Rock, Paper, Scissors or Dice Roll). The victor will get to decide to go first or second.

* In the case there is no Soul Core, use a replacement item/core to identify as the Soul Core and place it into the Reserve Zone (Total 4 cores).
* When adding a Contract Card to your starting hand, before shuffling your deck in (2), place 1 Contract Card from your deck face down, and before drawing 4 cards in (6), draw 3 cards, then reveal the Contract Card you set aside earlier to your opponent and add it to your hand.

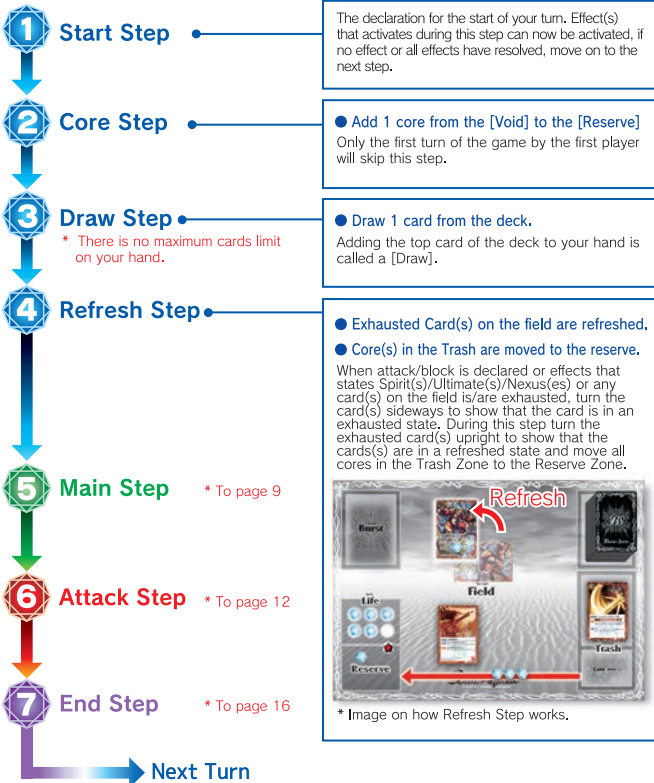
What is Soul Core?

Soul Core () is like a normal core, and is used to pay for cost or used to maintain the level on a Spirit/Ultimate/Nexus. Soul Core will still be affected by effects that targets cores, however Soul Core cannot be move still to the Life Zone or Void except from the Seal () effect.

4 Game Flow

The first player will begin the turn from the [Start Step] to the [End Step] before declaring [Turn End] for the next player to begin his/her turn. In the game when a player declares [Turn End], it will be the next player's turn to start his [Turn]. Thereafter the exchange of turns will carry on. In 1 turn there are 7 steps, even if there is nothing for the player to do in the step, the step cannot be skipped or disregarded unless stated by effect(s).

Turn Sequence



5 Main Step

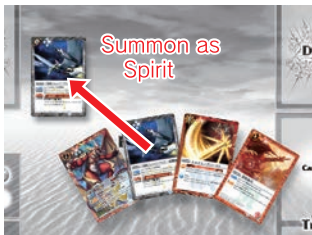
- Summoning Spirit/Ultimate/Brave
- Braving/Separating/Switching Brave
- Deploying Nexus
- Using Magic
- Setting Mirage (Once per turn)
- Using Flash effects
- Moving of Cores
- Setting Burst(Once per turn)

5-1 Summoning of Spirit/Ultimate/Brave

Spirit/Ultimate/Brave card in your hand or Opened Zone can be placed onto the field after paying the cost, and this is called a [Summon]. As long as the player is able to pay for the cost, there is no limit to the number of summons a player can do. The card must be summoned and at the very least, maintained at its lowest level (Spirit/Brave at Lv1, Ultimate at Lv3). However the player can place more cores on the Spirit/Ultimate/brave to summon and maintain it at a higher level.

As for Brave, if there are Spirit(s) or Ultimate(s) that fulfills the condition for the Brave, player can directly brave to the Spirit/Ultimate. Effect(s) that states [When this brave is summoned] is activated when a Brave is summoned as a Spirit form, however Brave that is summoned in a Spirit form will not be treated as summoning a Spirit.

*For more details on [Paying Cost] see page 10.



5-2 Braving/Separating/Switching Brave

[Braving] is combining a [Brave] with a Spirit/Ultimate that fulfills the requirement and receiving a power-up to become a [Braved Spirit/Ultimate]. Braving does not require any cost to be paid, however a braved Spirit/Ultimate cannot be braved again unless stated by an effect.

[Separating] is splitting the Brave from the braved Spirit/Ultimate and maintaining the Brave as a Spirit form by placing the minimum number of core(s) on the Brave to maintain it at Lv1. In the event if the condition changes for the brave on the braved Spirit/Ultimate, the Brave will be forcefully separated from the braved Spirit/Ultimate when the brave condition doesn't fulfill.

[Switching] is about moving the Brave on a braved Spirit/Ultimate to other Spirit/Ultimate or exchanging Brave between 2 braved Spirit(s)/Ultimate(s). There are special Braves that allow 2 or more Spirits/Ultimates to be braved/separated/switched to.

* For more details on [Brave] go to page 17

◆ How to use the cards and pay the cost ◆

All cards in your hand or Open Zone require cost. Like for summoning Spirit/Ultimate, deploying Nexus or using Magic. All require player to pay a cost before playing the card. The requirement of paying cost is the same throughout all cards.

* There is no limit number of Spirit/Ultimate or Nexus that can be on the field.

① Check for the cost of the card.

Cost of the card is written at the top left hand corner of the card.

* Ultimate cannot be summoned unless the [Summoning Condition] is fulfilled.

This Spirit is cost 7, and this Nexus is 4.



② Check for reduction symbol(s)

The Spirit is , the Nexus is .

③ Check the number of symbols on your field.

There are 3 Red Symbol on the field.



④ Cost - Reduction Symbol = The required cores needed to pay.

The reduction symbol on the Spirit is 3 which is the same number of symbols on the field.

$$7(\text{Cost}) - 3(\text{Reduction Symbol}) = 4$$

The reduction symbol on the Nexus is 2 however there are 3 symbols on the field.

$$4(\text{Cost}) - 2(\text{Reduction Symbol}) = 2$$



* Cost reduction cannot exceed the reduction symbol shown

⑤ Moving of used cores to the Trash after paying for the Cost.

Cores in your reserve or on cards on your field, can be used to pay for the cost.



* Cores in your Life or on your GranWalker Nexus cannot be used unless stated by an effect.

⑥ After a card is used.

After summoning a Spirit or deploying Nexus, it will remain on the field after moving enough cores from your reserve or field, to maintain it at the lowest Lv. After resolving a Magic card's effect, send it to the trash.



* The Lv1 Cost of Nexus and Imagin Brave(s) is 0, hence it is alright if you do not put any core(s) on it.

◆ 5-3 Deploying Nexus

You [Deploy] a Nexus from your hand or Opened Zone to the field by paying the required cost. When you deploy, you can send the required number of cores to make it Lv2 and deploy it as Lv2. No cores can be placed on a GranWalker Nexus when it is deployed

◆ 5-4 Using Magic Card

After paying the cost to [Use] a Magic card from your hand or Opened Zone, player can activate either the [Main] or [Flash] effects. After using the Magic card, send the card to the trash. [Burst] card(s) cannot be used or activated from hand unless stated by an effect.

◆ 5-5 Using Flash effect

The turn player can activate [Main] effect(s) only during the Main Step; however [Flash] effects can be activated either during the Main Step or Attack Step.

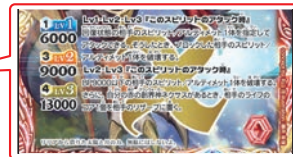
◆ 5-6 Moving of Cores

Player can freely move the cores on the field between their Spirit(s)/Ultimate(s) /other than GranWalker Nexus or even to the reserve. By moving the correct number of cores, players can level up the Spirit(s)/Ultimate(s) to gain a higher BP and even gain new effects. Player can also choose to remain the cores or soul core on the field or reserve. Of course it is possible to remove cores on card(s) but other than GranWalker Nexus, to the reserve. However, if the Spirit(s)/Ultimate(s) has lesser core(s) than the required number to maintain at their lowest level, they will lose all effects and become [Depleted].

If your level up, BP will go up!



Increase the power of your effects!



◆ 5-7 Setting Burst

Once per turn, you can set a card with a [Burst effect] face down onto your field. This action is called [Burst Set]. You cannot set a card with no [Burst effect] or set from your Opened Zone.

* For more details on [Burst] go to page 21

◆ 5-8 Setting Mirage

Once per turn, you can set a card in your hand with a [Mirage effect] face up into your Burst Area by paying its Mirage cost. If you set both a Burst and a Mirage, place the Mirage on top of the Burst.

* For more details on [Mirage], see page 23.

◆ If there are no cores on the Spirit/Ultimate, they will be treated as being [Depleted] ◆

Depleted is a scenario where the Spirit(s)/Ultimate(s) do not have enough cores to maintain it at its lowest Lv. Depleted Spirit(s)/Ultimate(s) will be sent to the trash and any remaining core (if any) will be sent to the reserve.

Effects that will be activated after depletion, Spirit(s)/Ultimate(s) that have effects which activate after depletion, will have their effects activated first before moving to the trash.

6 Attack Step

When a player wants to decrease the opponent's life using Spirit/Ultimate, the player can declare an [Attack]. When the attack is declared, the battle starts and the following process starts.

Only the first turn of the game by the first player will skip this step.

1 Attack Declaration (Start of battle)

- Select 1 refreshed Spirit or Ultimate and declare an attack.
- Once the attack is declared, the battle begins.

2 Flash Timing

- Flash effects on Magic cards can be used. (Defending player will have priority first)

3 Block Declaration

- The defending player will get to choose if he/she wants to block.
- If no blockers are declared, skip [4: Flash Timing] and proceed straight to [5: Battle Resolution].

4 Flash Timing

- Flash effects on Magic cards can be used. (Defending player will have priority first)

5 Battle Resolution

- If a blocker is declared, the battling Spirit(s) or Ultimate(s) will compare BP.
- If no blocker is declared, the number of symbol(s) on the Spirit or Ultimate will be equal to the number of opponent's lives have to decrease. If the Spirit/Ultimate is not destroyed or depleted, skip [6: Destruction of the Spirit/Ultimate] and proceed straight to [7: End of Battle].

6 Destruction of the Spirit/Ultimate

- After the battling Spirit(s)/Ultimate(s) is selected, the one with the lower BP will be destroyed. (If the BP is the same, both will be destroyed)

7 End of Battle

- If there are still refreshed Spirit(s) or Ultimate(s) on the field, the attacking player can continue with the attack step or choose to end the turn.

◆ 6-1 Attack Declaration (Start of battle)

- Select 1 refreshed Spirit or Ultimate and declare an attack.

Declare the attack, and by exhausting the attacking Spirit or Ultimate, the battle begins. All effects that activate during or after attacks are now activated.

There is no summoning sickness in this game hence Spirit(s)/Ultimate(s) that is summoned on the same turn can declare an attack on that turn.

If the attacking Spirit is removed from the Field during this timing, proceed to [6-2 Flash Timing]. If no attack is declared, the attack step ends at this point.



◆ 6-2, 6-4 Flash Timing

- Flash effects on Magic or other cards can be used during this timing.

* For more details on [Flash Timing] go to page 14

◆ 6-3 Block Declaration

- The defending player has the option to choose whether to block the attack or not.

You can block an opponent's Spirit or Ultimate by declaring a block and exhausting 1 of your refreshed Spirits or Ultimates. All effects that activate during or after a block are now activated.

If a blocker is declared, proceed to [6-4 Flash Timing].

If no blocker is declared, skip the next flash timing and proceed to [6-5 Battle Resolution], in that case the battle ends and the defending player will decrease their life according to the number of symbol(s) on the attacking Spirit or Ultimate.

■ Successful Blocking

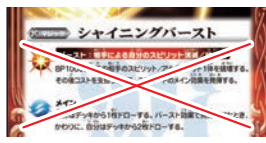
As long as a block is declared on the opposing Spirit or Ultimate, it will not matter if the blocking Spirit or Ultimate is destroyed or depleted, the defending player will not decrease the life unless an effect states otherwise.

Using Flash Timing for attacking/defending!

● The only effects that can be used during Flash Timing are flash effect(s).

Magic card(s) on your hand cannot activate their burst or main effects during this timing. However if the burst condition is fulfilled, players can activate the set burst on the field.

* For more details on [Burst] go to page 21



● The defending player will have priority to play card's with flash effect(s) first.

Even during an opponent's turn, defending players can use their flash effects.

● All activated flash effects will resolve regardless of scenario.

Only after the first flash effect has resolved, can the next flash effect be played or activated. If your opponent activates an effect to destroy 3000BP or less Spirit, you cannot use a flash effect to increase your Spirit's BP to 4000BP or higher to defend against the opposing effect as the opposing effect will have to be resolved first before you can use a flash effect.

● Until both players passed their flash timings, both players can use as many flash effects during the flash timing.

If you declare you have no flash effect to play and your opponent also declares he/she does not have any flash effect to play, the flash timing ends at that moment. However if you declared you have no flash effect but your opponent plays a flash effect, the flash timing is passed back to you and you can choose to play or to pass your flash timing.

If after you play a flash effect and your opponent passes his/her flash timing, you can play any number of flash effect cards during this flash timing.

Even if the attacking Spirit is removed from the field during this timing, the battle continues and moves to the next timing.

■ When Spirit or Ultimate is destroyed

After all (When destroyed) effects are resolved, all destroyed Spirit(s) or Ultimate(s) will be moved to the trash and Core(s) will be moved to the Reserve.

◆ 6-5 Battle Resolution

● If no blocker is declared.

After all attacking effect(s) has resolved, the opponent will move the same number of lives to the reserve equal to the number of symbol(s) on the attacking Spirit or Ultimate.

At that point, the opponent can choose to activate [When your life is decreased] effect(s) or Burst effect(s) such as **Burst: When your life is decreased**. After that, skip [6-6 Destruction of Spirit or Ultimate] and proceed to [6-7 End of battle]



● If blocker is declared.

After all blocking/attacking effect(s) has resolved, compare BP between the attacking and the blocking Spirit or Ultimate.



BP Comparison!

Defeat!! **BP:3000** Reserve

Trash

1 Lv1 3000

Battle

3 Lv2 6000

Deck

Victory!!

BP:6000

◆ 6-6 Destruction of the Spirit/Ultimate

- After comparing BP, the Spirit or Ultimate with the lower BP will be destroyed. Effect that activates when destroyed by comparing BP or Burst effect such as **your Spirit(s) is destroyed by your opponent** can now be activated. If the BP is equal for both the attacking and blocking Spirit/Ultimate, both will be destroyed after comparing BP.

◆ 6-7 End of Battle

- Effects that activate during the end of the Battle. Effects that activate during the end of the battle will still activate, even if there are effects that ends the battle prematurely.
- All effects active during the battle will cease now. After all effects that activate during the end of battle resolves, all attacking, blocking and battling effects will now cease their effects and the battle will end. However if there are still refreshed Spirits or Ultimates, you can choose to attack again. If you choose to attack again, start from attack declaration again and follow the same procedure in [Page12: Attack Step Progression].

◆ End of Attack Step

- You can declare to end the attack step even if there are still refreshed Spirit(s) or Ultimate(s) on your field.
- After the end of the battle, if no more new attackers are chosen, the attack step ends.

7 End Step

- End step effects are now activated.
- Any effect that is active during the turn will all cease now.
- The turn player now ends his/her turn and it will passed on to the next player.

■ Activation of multiple effects at the same time

If there are 2 or more effects activation at the same time, resolve the effects step by "on the game", "in the turn", "in the step". Then resolve the effects with continuing and with conditions. If a new effect is triggered by previously resolved effects, the newly triggered effect is resolved first.

1 About Brave



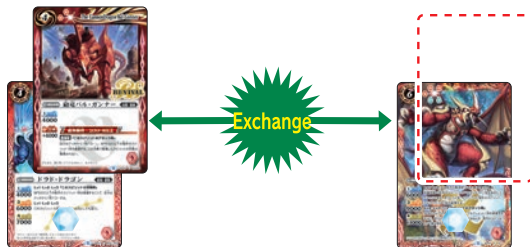
Brave is a type of card that can be braved (combined) with Spirit or Ultimate as long as the braved condition is fulfilled.

Brave will have their [Cost], [When braved BP+], [When braved effect(s)], [Symbol(s)], [Color attribute], [Core(s)] added to the Spirit or Ultimate that it braved to, and it will be treated as 1 braved Spirit or 1 braved Ultimate. [Name], [Family], [Lv cost], [Reduction Symbol] will not be added and shall remain unchanged as per written on the Spirit or Ultimate. Before braving, if either the Spirit/Ultimate or brave is exhausted, the braved Spirit/Ultimate will be exhausted after braving. Braved Spirit is still treated as a Spirit, hence braved Spirit can still be targeted by effect(s) that target Spirit(s). Braved Ultimate(s) are the same as braved Spirit(s) and will be treated as [1 Ultimate].



[Switching] Brave(s) does not make the Brave become a Spirit form, it is [Separating] and [Braving] at the same time. [Switching] Braves cannot be used on Spirit(s) or Ultimate(s) that has effects like [cannot be braved] or if the brave condition is not fulfilled.

If the case of exchanging the braved Spirit(s) or <<Radiant Descent>>, that the Brave cannot fulfill the brave condition, the Brave should be separated from Spirit(s) or Ultimate(s)



When a Brave Spirit or braved Ultimate is destroyed, proceed with the following procedures.

- 1 Like any other Spirit(s), it will be destroyed as 1 Spirit.
- 2 After resolving all [when destroyed] effects, move all cores that were on the braved Spirit/Ultimate to the reserve and send the destroyed Spirit/Ultimate to the trash.
- 3 When moving the braved Spirit to the trash, by sending enough core(s) from the field or the reserve to maintain the Brave at Lv1, the Brave can remain on the field in a Spirit form. If no core(s) are sent to maintain the Brave on the field, send the Brave to the trash.

* If the braved Spirit/Ultimate is not destroyed but instead it is depleted or returned back to the hand or deck, procedure ③ changes from sending the brave to the trash to sending it to where the braved Spirit/Ultimate is sent to. The Brave can still remain on the field regardless as long as there are core(s) to maintain the Brave as a Spirit form.



Braving 2 Spirits with Imagine Brave

Imagine brave(s) refers to brave(s) belonging to the [Family: Imagine] that can brave with 2 Spirits. It cannot be exhausted by any effect and cannot attack nor block in the Spirit form. Other than that, it is treated like other Brave(s) in terms of summoning or braving.

When Imagine brave braves with 2 Spirits, it will be treated as 2 braved Spirits instead of 1. As it is treated as 2 braved Spirits, the BP, color and the effect is treated individually. **When braved on the left** means only the Spirit on the left will get the effect. While **When braved on the right** means only the Spirit on the right will get the effect.

When attacking, exhaust the attacking Spirit(s) instead of the brave.



Mushaceratops

Color: Red/Purple
 Cost: 9
 Family: Terra Dragon
 Lv2 BP10000 + 4000
 [When this Spirit attacks]
 Exhaust 1 opposing Spirit and draw 1 card from the deck.
 Symbol(s):

Death Claw Dragon

Color: Purple
 Cost: 9
 Family: Death Dragon
 Lv1 BP7000 + 4000
 [When this Spirit attacks]
 Destroy 1 exhausted opposing Spirit and add 1 core from the void to this Spirit.
 Symbol(s):

* Place the core(s) for the braved Spirit(s) on the individual Spirit instead of braved Imagine Brave.

Saga Brave braves with GranWalker!

Saga Brave(s) have not just brave with Spirit and/or Ultimate, also it can brave with GranWalker.

Like a normal Brave, it can attack and block while in Spirit form.

If it is braved to a Spirit or Ultimate, the Saga Brave's color, cost, BP+, symbol and

[When braved with Spirit/Ultimate]

effect(s) will be given to the braved Spirit/Ultimate.

If it is braved to a GranWalker Nexus, the Saga Brave's color, cost, symbol and

[When braved with Nexus] will be given to

the braved GranWalker Nexus.



Unique Point of Saga Brave

- There are 2 Brave conditions, as long as either 1 of the condition is fulfilled, it can brave.
- When a Saga Brave is summoned and braved directly to a GranWalker Nexus, no core(s) from your Field or Reserve can be moved to that Saga Brave.
- When a Saga Brave in Spirit form braves to a GranWalker Nexus, send all the core(s) on the Saga Brave to the Reserve first, then brave it together with the GranWalker Nexus.
- When a Saga Brave separates from a GranWalker Nexus, all the cores remain on the GranWalker Nexus, you can send core(s) from your field or Reserve other than core(s) from your GranWalker Nexus to it and maintain it as a Spirit form.
- When a Saga Brave is direct braved to a GranWalker Nexus, it will be treated like the GranWalker Nexus and can only be targeted by effect(s) that specifically target GranWalker Nexus, [Destroy 1 opposing Brave] effects cannot destroy it and when you direct braved to a GranWalker Nexus and activate [When this Brave is summoned] effect(s), even if there is [[When this Brave is summoned] effect cannot be activated], you can activate it's effect.

2 About Burst

Once per turn, you can [Set] a [Burst] card from your hand onto the Burst Area. However cards without [Burst] effect(s) cannot be set. In the event that a card without a [Burst] effect is set, the player loses the game and the game ends at that point. If the set Burst moves to your hand or your deck by effect(s), and after the game ends, player(s) need(s) to open the set Burst card (if any) to ensure that it was a [Burst] effect card that was set on the field.



You can only set 1 [Burst] card on the Burst Area. In the event if a [Burst] card is already set on the field, once per turn you can destroy the set burst and set a new [Burst] card on the field.



Burst card cannot be return back to your hand nor can you set a new [Burst] card without destroying the current set [Burst]. Additionally, core(s) cannot be placed on the set [Burst] card.

If the set [Burst] card fulfills the [Burst Condition] (In this case, [When your life is decreased]), you can activate the burst effect by first declaring [Activating Burst] and next without paying the cost activate the [Burst effect].

[Burst effect] activates right after declaring the [Activation] of the burst, any other effect after the activation will only resolve after [Burst Effect] has resolved. If an effect causes multiple [Burst] to activate, the order of resolving will depend on the order of activation of the [Burst] card.

【バースト：自分のライフ減少】
ポイドからコア1個を自分のライフに置く。その後コストを支払うことで、このカードのフラッシュ効果を発揮する。

フラッシュ
このバトルが終了したとき、アタックステップを終了する。

Some [Burst effect] have additional effect that allows player(s) to activate the [Main] or [Flash] effect after paying the cost required. After the [Main] or [Flash] effect resolves, send the [Burst] card to the trash.

After a [Burst] in the Burst Area activates, the card will change to [Burst State]. Cards in [Burst State] cannot be targeted except by cards that specifically target [Burst] cards. In addition, the effects of cards in [Burst State] can be prevented by effects such as **Heavy Armor** / **Ultra Armor**.

【バースト：自分のライフ減少】
ポイドからコア1個を自分のライフに置く。その後コストを支払うことで、このカードのフラッシュ効果を発揮する。

フラッシュ
このバトルが終了したとき、アタックステップを終了する。

3 About Mirage

Mirage cards can be set face up in your Burst Area from your hand once per turn, during your Main Step. You can't set them from the Removed Zone.

To set a Mirage card, reveal the card, ① pay the Mirage Cost, and ② set the Mirage card in your Burst Area face up. If you have both a Burst card and Mirage card to set at the same time, stack the Mirage card on top of the Burst card and then set.

Once a Mirage card is set, its [During Set] effects activate.

Additionally, set Mirage cards are only affected by their own effects and effects that reference Mirage cards and set cards.

Set Mirage cards are still guarded by effects such as **Heavy Armor** / **Ultra Armor**.

セット中【自分のアタックステップ】
相手のコアがリザーブに置かれたとき、カード名に「竜騎士」/「龍騎士」/「龍騎兵」を含むコスト6以上の自分のスピリット1体を回復できる。この効果はターンに1回しか使えない。

Only 1 Mirage card can be set in your Burst Area at a time. If a Mirage card is already set and you want to play a new one, you can do so by revealing the Mirage card you want to play, ① paying its Mirage cost ② and swapping it in with the currently set Mirage card, face up. Swapped cards return to your hand. The swap does not cause effects like [An opponent's cards in hand increased], [Burst: After an opponent's cards in hand increase due to an opponent's effect], etc. to activate.

You can't discard Mirage cards or return them to your hand without setting a new one. You also can't place Cores on Mirage cards.

4 About Ultimate

Card(s) with Golden borders around the corner are known as [Ultimate]. Ultimate(s), like Spirit(s), can be used to attack or block.

In order to summon Ultimate, player has to pay the cost and must fulfill the summoning condition.

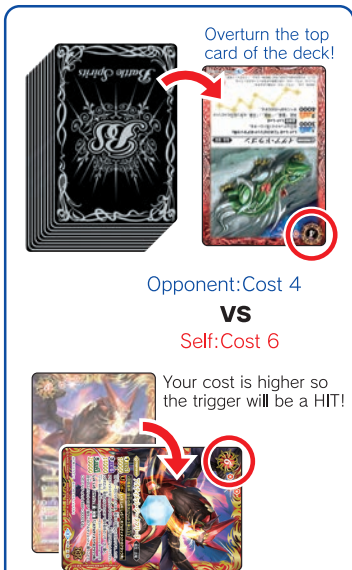
Example: "SD19-X01 Ultimate Siegfried" cannot be summoned unless you have 1 red Spirit on your field.

Ultimate(s) are a new entity by themselves, hence Ultimate(s) cannot be affected by effects that target Spirit(s), and Ultimate(s) will only be affected by cards that affect Ultimate(s).

Because of this, even the strongest opponent effect that targets Spirit(s) will be useless against Ultimate(s). But be aware that this would also mean that your own Magic or Nexus support that can help Spirit(s) will be unable to support your Ultimate(s).

However there are weaknesses to Ultimate(s), Ultimate symbols cannot be used as reduction symbols for the 6 color attributes and only specific Brave(s) can be braved to Ultimate(s). To account for the weakness, Ultimate are given a killer ability,

 and **Soul Drive**.




Overturn the top card of the deck!

Opponent: Cost 4
VS
Self: Cost 6


Your cost is higher so the trigger will be a HIT!

Ultimate Trigger !

When  is activated, send the top card of your opponent's deck to the trash. Compare the cost of the sent card to the cost of the Ultimate. If the Ultimate cost is higher, the trigger effect can be activated, if the Ultimate cost is equal or less than the sent card, the trigger effect cannot be activated.

5 About



<<Radiant Descent>>  is an effect which activates when you use your Soul Core at the designated timing. If the Base Spirit/Ultimate card has its condition fulfilled, you can stack it on that card without paying the cost.

Spirit or Ultimate with the effect





<<Radiant Descent>>  can be summoned normally.



<<Radiant Descent>>  is not a [Summon].



Stack the card on the targeted Spirit/Ultimate. If a card has a [契約降臨元 (Contract Descent)] effect, you may stack the card to ensure this is visible to others.

Procedure for <<Radiant Decent>>

- 1) Declare the card in which you wish to perform <<Radiant Descent>> .
- 2) Check the card's Descent Condition (The cost or family is written next to <<Radiant Descent>> ) , then target the Spirit that you wish to descend on. You can descend the card onto the Spirit as long as the Descent Condition is fulfilled.
- 3) Resolve any effects that activates during the stacking of the card with <<Radiant Descent>> , then send your Soul Core to the designated location.
- 4) Stack the card on the targeted Spirit/Ultimate. No cores can be moved.
- 5) <<Radiant Descent>>  is complete, [When this Spirit Descends] effects are activated.

When a Spirit is descended on, it becomes a Base card, any effect that affected it when it was a Spirit will be brought forward. Any effect that was activated while it was a Spirit will no longer be active. When <<Radiant Descent>>  on a battling Spirit, the Descended Spirit will continue the Battle. In the event if you <<Radiant Descent>>  onto a Brave Spirit, the brave condition is not fulfilled, the Brave will be separated immediately.

But if the brave condition is not fulfilled, the Brave will be separated immediately.

Descension is an effect which can only be activated if that Spirit or Ultimate has a face-up Base card. When it loses its Base card, it will be unable to activate a

Descension effect. When a descended spirit leaves the field, move the Base card(s) to the same place.

Using **GranForce** (GranForce) to attack by GranWalker!

[GranForce] is a new effect given to some GranWalker Nexus. GranWalker Nexus which activates its [GranForce], will be treated as both a GranWalker Nexus and Spirit at the same time. During [GranForce], it will have BP and can attack or block. During [GranForce], since GranWalker cannot be destroyed except by another GranWalker, even if the opposing blocked Spirit has a higher BP than the GranWalker, that GranWalker will not be destroyed. During [GranForce], since GranWalker Nexus can only be affected by effect(s) which specifically target GranWalker(s), effect(s) which do not include GranWalker as a target like, [Refresh 1 of your Spirit] or [Destroy 1 opposing Spirit], [Destroy 1 opposing Brave], those effect which specifically target Spirit(s) or brave Braved cannot affect it.



Power up your Saga Brave!

During [GranForce], the Saga Brave's color, cost, BP+, symbol and [When braved with Spirit] effect and [When braved with Nexus] effect will be given. During [GranForce], the braved Saga Brave effect(s) that specifies [with this Spirit] and [with this Nexus] will be activated if braved target is a GranWalker Nexus after activating [GranForce]. However, be careful that, the effect(s) which target of the [your Spirit] cannot activate by yourself.

Summon Spirits with 《Manifestation》!

《Manifestation》 is an effect that uses GranWalker Nexus cores to summon a card with 《Manifestation》 from your hand. You can summon this card at the designated timing by placing a Soul Core from your Life, Field, or Reserve in your Trash, paying 1 Summon Cost (placing 1 core in the Trash) from the cores designated in the GranWalker Nexus conditions, and placing as many cores as you like from the Field or Reserve to summon it as you would with a normal summon. At this time, in addition to any effects that activate when summoned, the effect [When this Spirit uses Manifestation] can also be activated.

Introducing Contract GranWalker Nexus!

A Nexus that belongs to the family GranWalker and has [Contract Nexus] written in its card type is called a [Contract GranWalker Nexus]. In addition to being a GranWalker Nexus, a Contract GranWalker Nexus also has the traits of a Contract Card. This means you can only have one kind in your deck, but you can add one copy to your starting hand, and can be deployed in Soul State when it is removed from the field by your opponent.

* For more details on [Contract Cards], see page 32.



What Makes Contract GranWalker Nexus Unique

- Lv2 Cost refers to your Count, not the number of cores above.
- It possesses a God symbol with a color. [The FlameWheelContractor Apollon] possesses a red God symbol, so it can reduce the cost of reduction symbol: red or God.
- <Neo-Core Charge> is an effect which adds cores from the Void, and is also treated as <Core Charge>. It cannot be activated when the target for the Core Charge's requirement uses <<Radiant Descent>>. Instead, even if there is a Contract GranWalker Nexus with the same card name, once per turn, you can send 3 cards from the top of your deck to your trash and add as many cores from the Void as the number of cards that fulfill the Core Charge's requirement.
- It possesses special effects such as [Contract Skill], [Contract Field], [Revive], etc. [Contract Skill] is an effect that can be activated by moving a specified number of cores to the Void, and [Contract Field] is an effect that can be activated at the specified timing, as long as the Lv requirement is met. [Revive] is an effect that allows you to deploy a Contract GranWalker Nexus card in Soul State by paying its cost.

7 About card

[Rebirth] card is different from normal cards, as it is a card with effects printed on both sides.

Categorized as [Rebirth] Spirit and [Rebirth] Nexus, the front (A side) being similar to normal card with cost printed at the top left corner is known as


pre-rebirth, the back (B side) with cost printed at top right corner is known as post-rebirth.

A pre-rebirth card in your hand/deck will be flipped and turn into post-rebirth card due to effect happening on the field. Some cards will change card type at this point of time.



※可能會出現由Nexus變成Spirit的情況

Steps for

- ① When the counter and flip condition for [Rebirth] is fulfilled, choose 1 card's flip effect. Even if the condition satisfies multiple cards, you cannot flip multiple cards at once.
- ② Move the cores onto the post-rebirth card if there are any effects that involves core movement during a flip. Cores cannot be moved from the card if there are not relevant effects.
- ③ If the cores on the card is unable to maintain the lowest cost requirement after flipping, the [Rebirth] procedure will cease here and Step ④ onwards will not be resolved.
- ④ Move cores from the void to the [Counter Area] as designated on the card, if the card is in a state of leaving the field, it can stay on the field. If the brave condition is not met, the brave will be separated.
- ⑤ Completion of [Rebirth]. If the card is being flipped due to effects outside , it is also treated as [Rebirth]. The activation of [When this spirit rebirths] can be activated as this point.

Effects of a [Rebirth] card can only activate from the visible side, the reverse side cannot be targeted or taken for reference. Also, when the [Post-rebirth] card leaves the field or becomes a base card for <Radiant Descent>, it will return to [Pre-rebirth] state. Effects that affect a [Pre-rebirth] card, unless condition is no longer fulfilled, will still affect the card in [Post-rebirth] state. When a spirit that is battling flips over, if the [Post-rebirth] spirit can battle, the battle continues. During a game, you can check the reverse side of your [Rebirth] card that is on the field. Similarly, you can also verify the contents of your opponent's [Post-rebirth] cards that are on the field.

Putting card into the deck

During the construction of a deck, both the [Pre-rebirth] and [Post-rebirth] cards need to fulfill the same condition. As such, if one of the sides are of different name, 3 pieces of each card can be included in the deck.

When using [Rebirth] cards in a deck, be it be a checklist card with the same back design as a normal card or the actual [Rebirth] card, the [Pre-rebirth] side must be seen clearly and placed in an opaque sleeve together with the other cards in the deck. If the [Post-rebirth] side of the card is seen during a game due to a player forgetting to flip it back, please flip it back to [Pre-rebirth] side immediately.



How to use the Checklist Card

To substitute the [Rebirth] card in a deck, use a number checklist cards equal to the number of [Rebirth] cards, that has the desired card imprinted and marked out. Please make sure that the checklist does not have multiple boxes checked as it would be against the rules. Even though [Rebirth] card and checklist card can be in the deck simultaneously, one same card should be either [Rebirth] card or Checklist card only.

The actual cards, where a checklist card is being used as substitute, must be placed somewhere near the deck where the opponent can see. You can also place the [Rebirth] cards in a deck box where opponent cannot see the contents. However, the number of [Rebirth] cards must be the same as the number of checklist cards in a deck.

When you summon/deploy/play a checklist card from hand, or activating effect from opened zone or trash, switch the original [Rebirth] card out to resolve. When opened from deck, placed in areas outside the field like opened zone or trash, if any information not printed on the checklist card is not being referenced or targeted by effects, the original [Rebirth] card cannot be switched out. If a [Rebirth] card is to be moved to the hand or deck where the opponent cannot verify the card details, the checklist should be switched back as quickly as possible.

Important points of [Rebirth] card

When a [Rebirth] card is flipped over when you attack or when your life is reduced, even if the [Post-rebirth] side has an immediate effect that activates at the same time, the effect cannot be activated.

● Effect(s) in general

Q1: What if there is a discrepancy between card effects and the rules.

A1: Card effects will take precedence over the rules.

Q2: Is there a difference between [can] and [must]?

A2: Yes, there is. A player can choose whether or not to activate a [can] effect. A [must] effect must be activated (if possible).

Q3: What happens when a [do A] effect and a [cannot do A] effect are active at the same time?

A3: The [cannot do A] effect is prioritized. Effects are prioritized in the following order: [cannot do A] > [must do A] > [do A], [may do A].

Q4: What happens to effects that read [cannot activate effects] and [unaffected by effects] when a [cannot be prevented] effect is in effect at the same time?

A4: Effects are prioritized in the following order: [cannot be prevented] > [unaffected] > [cannot activate]. However, effects that are instantaneous, such as upon-summon effects including [cannot be prevented] effects and [unaffected] effects, can't be activated if the effect itself is being affected by an effect that prevents activation.

Q5: Can I use an effect described [do X X by doing O O] without fulfilling the O O part?

A5: No, the player must fulfill the O O part to use the effect. The player can choose whether or not to carry out the O O part. The player also may not use the effect and do O O when X X is not possible.

Q6: Can you activate effects that read [you can <A>, When you've done so, <do B>] when you can't do B?

A6: Yes, you can. After doing A, do as much of B as is possible.

Q7: What are the differences between [Also.], [Then.], and [After this effect resolves.]?

A7: [Also] is an effect that occurs at the same timing as what preceded it, [Then] is an effect that resolves after resolving the effects that preceded it without interrupting other effects, [After this effect resolves] is an effect that resolves after the previous effect, but before resolving any other effects that resulted from it.

Q8: I activated an effect on a Field Spirit etc. that reads [During this turn]. Is the effect negated if the Spirit leaves the Field?

A8: No, it doesn't. Effects that last for a specific length of time, like [During this turn] and [During this battle], persist once they're activated.

Q9: What's the difference between effects that read [Once per turn] and effects that read [can only be used once per turn] and [Once per turn: Same name]?

A9: If you have three copies of a Spirit in play with an effect that can be used [Once per turn], you can use the effect on all three copies once a turn, for a total of three uses. If an effect [can only be used once per turn] or [Once per turn: Same name], even if you have multiple copies of a Spirit in play, you can only use the effect on one of those copies per turn. If multiple cards have the same [can only be used once per turn] effect, but the cards all have different names, the game considers each effect to be unique, allowing you to use each effect once per turn.

Q10: If you have a card placed face down in your Field or Removed Zone, can you look at it?

A10: Yes, you can.

Q11: If a Spirit is being affected by a [can't be returned to hand] effect, can you replace it with an effect?

A11: No, you can't.

Q12: If you use an effect to swap a Spirit card in your Field with one from your hand, does it count as the cards in your hand increasing?

A12: No, it doesn't. As such, you can swap cards even when you're being affected by a [the opponent can't add cards to their Hand] effect, and your opponent can't activate Bursts with [After your opponent increases their hand due to their effects] in response to it.

Q13: Can a 6-color card be used to fulfill requirements for effects that specify cards like "red only" or "red/white 2-color"?

A13: No, it can't. In the case of "red only" and "red/white 2-color," cards with colors other than the ones specified aren't considered valid by the effect.

Q14: If an effect reads, "Place 1 core from 1 of your opponent's Spirits in their Reserve," can I place one of my opponent's cores in my Reserve?

A14: No, you can't.

● About Soul Core

Q1: If a Spirit/Ultimate has only 1 Soul Core and another Spirit/Ultimate has only 1 core, is it possible to switch the cores between them?

A1: Yes, you can, during your main step [Moving of cores], you can switch the cores without the Spirit/Ultimate getting depleted.

Q2: What will happen if my opponent activates an effect that [remove 2 core from my Spirit] and my Spirit has only 1 Soul core and 1 core on it?

A2: Since Soul core cannot be sent to the void, only the 1 core will be sent to the void and the Spirit will not be depleted.




Q3: If my opponent activates an effect that [Remove 1 core from Spirit(s)] on a Spirit that has 1 Soul Core and 1 core, do my opponent choose which to move to the trash?

A3: No, you choose which core to move. Even if it is your opponent's effect, you choose which core to move to the trash.

Q4: If a Spirit only has a Soul Core on it, can you activate an effect that activates by moving the Soul Core from that Spirit if the Spirit is being depleted?

A4: No, if a Spirit with an effect that activates by placing the Soul Core in your trash or life is depleted, the effect can't be activated.

● About Paying Costs

Q1: If there is only 2 red Spirits on my field and when I summon a cost 6 (3   ), I need to pay a total cost of 4, however if I deplete the Spirit(s) on the field to pay for the cost, does the cost for the summoning change?

A1: No it doesn't. Once the summoning cost is calculated, even if the Spirit is depleted to pay for the cost for the summon, the summoning cost does not change.

Q2: What will happen if when playing a card, you do not have enough core(s) to play the card?

A2: When you declare the card you wish to play, even if you have to deplete your Spirit to play the card, the cost must be paid if possible. However in the event if there is absolutely not enough cores to pay for the cost from the field or reserve, return that card back to your hand and revert the field back to when before that card was played.

Q3: If a card has an effect that states [Summon this card/Spirit/Ultimate], may I need to pay for the cost to summon?

A3: Yes, if the card did not have an effect that states [Summon without paying the cost], you will still need to pay the cost for the summon.

● About Spirit and Ultimate Conditionals

Q1: When a spirit is depleted/destroyed or targeted by a [return to hand/deck] effect, how is the situation resolved?

A1: Spirits in such a situation are referred to as [pending]. If a card is pending when it's going to be destroyed, it can be referenced/targeted by normal effects, but if a card is pending when it's going to be depleted or returned to hand or deck, it can't be referenced/targeted by effects unrelated to depletion or returning to hand/deck. [When this card would leave the Field] effects can all be activated during pending. If there are no [remains on the Field] effects, and all effects that occurred after the card entered pending are resolved, the card is moved to the specified location.

Q2: A refreshed Spirit is destroyed, but activates a [remain on the Field, exhausted] effect, do [when <card> is exhausted] effects activate?

A2: No. The spirit isn't considered to have become exhausted, and [when <card> is exhausted] effects don't activate. Along the same lines, if an exhausted Spirit is destroyed but remains on the Field refreshed, it isn't considered to have become refreshed.

Q3: How do [Heavily exhausted] effects work?

A3: If a refreshed or exhausted Spirit is affected by a [heavily exhaust <card>] effect, it becomes heavily exhausted, and it is placed in the opposite position as a refreshed card. However, if an exhausted Spirit is affected by an [exhaust <card>] effect, it doesn't become heavily exhausted. If a heavily exhausted Spirit is affected by a recovery effect, it becomes exhausted. Additionally, heavily exhausted cards are also considered to be exhausted.

● About Brave

Q1: Can Brave in Spirit form be braved with other Braves?

A1: No, they cannot.

Q2: If I summon a Brave in Spirit form do the effect that states [When this Brave is summoned] change to [When this Spirit is summoned]?

A2: No, Even if it is summoned as a Spirit, it will still be consider as [When this Brave is summoned] and will still be considered as a Brave effect.

Q3: If the attacking braved Spirit/Ultimate is destroyed and only the Brave remains on the field, does the attack continue with just the Brave?

A3: Yes, that is right. However if the Brave is the Imagine Brave, the attack cannot continue.

Q4: When a Imagine Brave is braved to 2 Spirits and the side that the attacking Spirit is destroyed, does it change to the Spirit on the other side attacking?

A4: No, it does not change to the other Spirit attacking.

Chapter 2: Q&A

Q5: If there are 2 Spirits that can be braved with a Imagine Brave, can it be braved to the 2 Spirits together at the same time?

A5: No, it cannot. It has to be braved 1 Spirit at a time.

Q6: During my main step, if there is a Imagine Brave Spirit on the field and other Spirits that fulfill the condition for the exchange of the Imagine Brave, can the Imagine Brave exchange Spirits without becoming a Spirit form first and be braved straight to the left and right Spirit?

A6: Yes, it is possible.

Q7: If you activate an effect that swaps a Brave Spirit with a card in hand, what happens to the Brave?

A7: It doesn't return to hand, and instead combines with the swapped card in hand to become a Brave Spirit. At this time, if the combination conditions aren't met, the cards separate.

● About Burst

Q1: Can I check my own set burst?

A1: Yes, you can. However be careful not to let your opponent see the set burst.

Q2: If the condition to activate the set burst is fulfill, must I activate the burst?

A2: No, you no need to activate. You can choose to activate the burst at other time when the condition is fulfilled again.

Q3: What happen if I mistook the burst condition, and open the set burst card?

A3: If the burst effect cannot be activated, set it back face down to the field.

Q4: If you set a Burst while resolving an effect, can you activate it immediately if the effect is a condition that allows the Burst to be activated?

A4: No. If you don't meet the activation conditions after you set it, you can't activate the Burst.


● About <<Radiant Descent>>

Q1: Can I <<Radiant Descent>>  a Spirit without a Soul Core?

A1: No, you cannot.

Q2: Can I <<Radiant Descent>>  on a Brave or Nexus that is treated as a Spirit?

A2: No, you cannot.

Q3: Can cards below a Spirit with <<Radiant Descent>>  that are placed faced down via the effect **Poison Blade** be treated as Base cards?


A3: No, you cannot. Even if you stack a card on the faced down card, it will not be treated as a Spirit with **Descension**.

Q4: When I send my Soul Core from my Life to my Trash for <<Radiant Descent>> , can I activate burst with the condition [When your Life is reduced]?

A4: Yes, you can.

Q5: Can I <<Radiant Descent>>  another Spirit onto a Spirit which already has been descended on with <<Radiant Descent>>?

A5: Yes, you can <<Radiant Descent>> . In that case that Spirit becomes a Base card.

Q6: If you replace a Spirit that's currently in the middle of a <<Radiant Descent>>  with a Spirit in your hand, what happens to the Base card?

A6: The Base card also returns to your hand. The number of cards in your hand increases, but since it's a swap, it doesn't count as a hand size increase.

Q7: Are <God Descent>, <Ultra Descent>, and <Contract Descent> treated as <Radiant Descent>?

A7: Yes, they are. If you Radiant Descent with any of them, effects that care about using Radiant Descent can be activated. Additionally, they are also treated as cards with <Radiant Descent>.

● About Contract Cards

Q1: I make a 40-card deck, and include 3 Contract Cards. Can I have an extra Contract Card to include in my starting hand, separate from the cards in my deck?

A1: No, you can't. The Contract Card you add to your starting hand is also a card in your deck, so it has to be included in the 3 Contract Cards you include in your deck, with your deck including at least 40 cards.

Q2: If a Contract Card is discarded from my hand or deck by my opponent, can I place it in the field in Soul State?

A2: No, you can't. Cards can only be placed in Soul State when they're removed from the field by your opponent.

Q3: After using a Spirit to activate an effect that reads "[Soul State][Contract Descent]/[Spirit]," the Spirit enters Soul State or becomes a Base card. If that effect can only be used [Once per turn], can I activate it again during the same turn?

A3: No, you can't. Effects that can be activated by Spirits, Soul States, and Contract Descents are still restricted per turn unless they leave the field, or are replayed, re-summoned, or re-set.

● About Text Changes

Q1: What do effects that read [When Battles] mean?

A1: They have the same meaning as [When Attacks/When Blocks]. The wording is currently ruled to mean the same thing as [When Attacks/Blocks].

Q2: Is there a difference between [During Brave] and [When Braved]?

A2: There is not. They're currently considered to be interchangeable.

Q3: [Change] effects no longer have [If the Spirit is currently battling, continue the battle.] Do Spirits I swap in with [Change] no longer continue battling?

A3: Not quite. [If the Spirit is currently battling, continue the battle] is no longer included in [Change] and similar swap effects for the sake of brevity, but swapped in Spirits are still able to continue battling.

Q4: [Draw X cards from your deck. Then, discard Y cards from your hand] effects have been changed to read, [Draw X cards, then discard Y cards from your hand.] If I'm currently being affected by a [can't draw] effect, can I skip discarding, too?

A4: No. The wording of the effect has changed, but the ruling on how the effect works remains the same. Even if you can't draw, you still have to discard as many cards as you can.

Q5: Nexus Card and Magic Card families are no longer written as effects, but in the family column. Are cards that haven't been reprinted still considered to have families in their effects?

A5: No. Nexus Cards and Magic Cards, which have families without conditions, will be considered to have their original families instead of effects even if they haven't been reprinted.

Q6: Is there any difference between <X> being included in a card name, as opposed to a card name that consists solely of <X>?

A6: There's no difference. It's currently written as just <X>. However, some cards specify an entire card name with text such as "Card name: <X>".

Q7: Is there any difference between effects that read [can only be used once per turn] and [Once per turn: Same name]?

A7: There's no difference. Currently, [can only be used once per turn] is being written as [Once per turn: Same name]. "Once per game" is similar. Additionally, "this effect does not stack" is written as "unstackable".

◆ About Official rules

● Rule Revision / Renewal

Battle Spirits may adjust game balance in order to continue providing a fun game. An announcement will be made on such occasions, so please check our official web site.

● Tournament Rules

Battle Spirits may have different rules for different formats in official tournaments. Please check before hand on our official web site if you wish to participate the official tournaments.