

The background features a blue digital theme with a central sphere of white lines, resembling a globe or a data network. Above and below the sphere are circular platforms with glowing blue lines and patterns. The title 'デジモンカードゲーム' is written in a large, stylized, blue and white font with a black outline. Below it, 'DIGIMON CARD GAME' is written in a smaller, white, sans-serif font with a black outline.

# デジモンカードゲーム

## DIGIMON CARD GAME

オフィシャル・ルールマニュアル  
Ver.1.0

CRÉDITS : CREATION : VINCENT REKTHAN / TRANSLATION : JASON SNOJAX  
CREATED WITH LOVE FOR ALL THE DIGIMON CARD GAME COMMUNITY

## GLOSSARY

<b>What kind of game ?</b> .....	03
<b>About the cards</b>	
Digimon Card / Digitama Card .....	03
Tamer card .....	04
Option card .....	04
<b>About the field</b> .....	05
<b>About the deck</b> .....	06
<b>Game preparation</b> .....	06
How to pay the cost .....	07
Active State & Rest State .....	07
<b>Game flow</b> .....	08
<b>Main Phase</b>	
A. Play a Digimon .....	09
B. Evolve of Digimon .....	09
C. Play a Tamer card .....	09
D. Play an Option card .....	09
E. Attack .....	10
If Digimon's Dp becomes 0 .....	10
When checking more than one security in one attack .....	11
If the security is 0 .....	11
Blocking with <Bloker> .....	11
About to pass your turn .....	11
End of turn .....	11
The end of the game .....	11
Digimon Card Game Glossary 1 .....	12
Digimon Card Game Glossary 2 .....	13
Digimon Card Game Glossary 3 .....	14
Digimon Card Game Glossary 4 .....	15
Digimon Card Game Glossary 5 .....	16

## WHAT KIND OF GAME ?

Digimon card game is a competitive trading card game ! Each player has Digimon who appear in the battle area to battle each others.

Digimons become stronger and gain new power when they digivolve !  
The victory is your if you can break all the security that protect your opponent and give him the final blow !

## ABOUT THE CARDS

### DIGIMON CARD / DIGITAMA CARD



Blue back : normal card



White back : digitama



#### Entry Cost

The cost required to bring Digimon from your hand to the Battle Area.

#### DP

During battle the one with the higher DP wins the battle, card will be discarded if effects reduce it to 0.

#### Evolution requirement

Evolution requirement (color, level, cost)

**Effect** Special effect of the Digimon.

**Level** Digimon Level. When it evolves, evolves to the next higher Lv. Digimon.

**Name**

**Card code number**

**Rarity**

**Stage / Attribute / Type** A summary of the characteristics of the Digimon

**Effect retained after evolution**

After it evolves, the effects that it will retain.

## TAMER CARD



### Entry Cost

The cost required to bring Tamer from your hand to the Battle Area.

### Effect

Special effect of the Tamer.

### Name

### Card code number

### Rarity

### Security Effect

When this card is flipped from security, activate this effect.

## OPTION CARD



### Entry Cost

The cost required to bring Option card from your hand to the Battle Area.

### Effect

Special effect of the Option card.

### Name

### Card code number

### Rarity

### Security Effect

When this card is flipped from security, activate this effect.

## ABOUT THE FIELD

During the game, place the cards in the arrangement like the figure below.

### ● Security

- Acts as a barrier, when all security is depleted, the opponent can attack the player directly and win.
- Security can be added with effects, with no limit to the number of securities.

### ● Memory Gauge

- Number of memory you can spend during your turn.
- Starts at 0 during the first turn.
- Your turn ends when you cross into your opponents side of the Memory Gauge (1 or more).

Player 2 Area



Player 1 Area

### ● Deck



Battle Area

### ● Digitama Deck



### ● Trash

- Under the deck.
- Cards that are discarded go here.



### ● Raising Area

- Where you put your Digitama Deck.
- Can only raise 1 Digimon at a time.
- If a Digimon raised in that area has an effect, it will only be applied to the raising area, not the whole field.
- It does not receive any effects of the others cards.





## ABOUT THE DECK

**Digimon Deck** : A total of exactly 50 cards (Digimon, Tamer et and option cards).

**Digitama Deck** : Optional, this deck can contains 0-5 Digitama cards.

**You can use up to 4 copies of the same card with the same card number.**

A Memory gauge card and a counter. This is a gauge that displays the memory for each player. You need 2 memory gauges for 1 player that you stick next to each other to form a complete gauge.



● Digimon Deck



● Digitama Deck



● Memory Gauge for 1 player

## Preparations to start a game

**Contradiction between rule, manual and card effects, card effects take priority**

- 1 Shuffle your deck and put it in the Deck area
- 2 Shuffle your Digitama deck and put it in your Digitama area
- 3 Put the top 5 cards of your deck to your security without looking at the cards
- 4 Decide who starts first by rock-papers-scissors. The winner starts first automatically
- 5 Draw 5 cards from your deck in your hand.
- 6 Put the memory gauge at 0 and start the game !

## HOW TO PAY THE COST

Every action you do in Digimon has a cost. The cost will be deducted on your memory gauge. The game begins at 0 memory.

Below are some situations to illustrate how the memory system works:

1. If you have 4 memory, and an action required 3 costs, you move the marker down 3 spaces to 1. You can still make another action this turn as your turn only ends when the memory marker goes into your opponent's side.

2. If you have 3 memory, the most you can play is a 13 cost card. This will bring the memory marker all the way to 10 at your opponent's side.

3. There is a limit to how much memory you can use. You are not allowed to exceed more than 10 of your opponent's memory. If you have only 2 memory, you will not be able to make a 13 cost action, as there are not enough memory on both your side and your opponent's side for you to finish that action.

When you are unable to make anymore actions have not used up all available memory, you may pass your turn. In this case, your opponent starts from 3 memory.

### PLAYING A 3 COST CARD



### PLAYING A 13 COST CARD



### PLAYING A 13 COST CARD



## ACTIVE STATE AND REST STATE

All Digimon that appear on the Battle Area or on the Raising Area come vertically oriented: this is the active state.

When you perform an action such as attack or block, the Digimons are placed horizontally: this is the rest state.

«Active» is to return the rested card to the active state. Resting an active card is called «Rest».



アクティブ状態  
Active Mode



レスト状態  
Rest Mode

レスト状態  
Rest Mode

## Flow of the game

The game plays the following 4 phases from the 1st player side.

### 1 ACTIVE PHASE

#### ACTIVE PHASE

Put all your cards that are in Rest to Active.

### 2 DRAW PHASE

#### DRAW PHASE

Draw 1 card from your deck to your hand.

At this point of time, if you are unable to draw any cards (deck out), you lose the game. Only on the 1st turn of the 1st player, no draw is performed during the draw phase.

### 3 RAISING PHASE

#### RAISING PHASE

- **Choose 1 of the following actions:**

- "Hatch a Digitama / Put a Digimon from the Raising Area to the field / Do nothing"

- **Hatching**

When you have no Digimon in your Raising Area, flip 1 card from the top of your Digitama deck into your Raising Area.

- **Putting Digimon to the field**

If there is a Lv.3 or higher Digimon in you Raising area, you can put it out into your Battle Area. Lv.2 and below Digimons are not able to be put into your Battle Area. Digimons that are moved into the Raising Area to the field are not "Played" so they do not activate their "When played" effects. Digimons that are moved into the Battle Area from Raising Area are allowed to attack on the same turn

- **Do nothing**

Do nothing and go to the next phase

### 4 MAIN PHASE

#### MAIN PHASE

At any time during the main phase, you are allowed to perform the following actions in any order:

**A. Play a Digimon**

**B. Evolve a Digimon**

**C. Play a Tamer**

**D. Play an Option card**

**E. Attack.**

*(More details on Main phase in next page)*

### END TURN

When the memory gauge goes to 1 or above to your opponent's side whenever you pay the costs to perform an action, your turn ends immediately. And your opponent starts their turn.

IF a player declares to pass their turn with memory still remaining, the opponent starts their turn with 3 Memory



## Main phase details A, B, C, D

### A. Playing Digimons

Play Digimons by putting them from your hand to the Battle Area in Active state, then pay the cost to play them.

On the turn a Digimon is played, that Digimon cannot attack.

There is no limit to how many Digimons you can play in your Battle Area.



### B. Evolving Digimons

You may evolve your Digimons in your Raising Area or Battle Area.

See the evolution conditions for Digimon cards in your hand. There, from the specified Digimon's own Digimon, you can evolve into a Digimon card in your hand. If the card has multiple evolution condition, one of them evolution is possible if the two match.

This Evolution conditions in the figure on the right are «Evolution from a Lv.3 red Digimon at evolution cost 2».



When a Digimon matches the evolutionary conditions, Put the Digimon card from your hand to the Digimon you want to evolve. Finally, pay the evolution cost to complete the evolution. Once you have evolved, draw 1 card from your deck as Evolution Bonus and add it to your hand.

The cards piled up by evolution become the «Evolution source». After that, the card's evolution effect can be used.

The evolutionary card and the evolved card are all treated as 1 Digimon. If that Digimon disappears, all cards that evolved from it will be discarded.

### C. Playing a Tamer card

Place the Tamer card in your hand on the Battle area in active state.

Next, pay the entry cost of that tamer card.

You can place any number of tamers in the Battle Area. Tamers cannot attack or block.

### D. Playing an Option Cards

Activate the main effect of the Option by paying the entry cost and put it in the Battle Area.

It is necessary to have at least 1 same colored Digimon in the Battle Area or in the Raising Area or a same colored tamer to play it.

After using the effect, the Option card will be discarded and will go to the Trash.

The Security effect cannot be used from your hand.

## E. ATTACKING

### E. Attacking

Attack with a Digimon in your Battle Area.

First, rest 1 of your Digimon in the Active state you want to attack and declare the attack.

If there is an effect when attacking, the effect will be activated at this point.

Next, select the target of the attack.

You can target only 1 resting opponent Digimon by attack.

### If you attack your opponent's Digimon

It will be a battle between the attacking Digimon and the target Digimon.

#### POWER DIFFERENCE

In the Battle, the Digimon with the higher DP wins.

The defeated Digimon will disappear and will be discarded and sent to Trash.

If DP are tied, both Digimon will disappear and both Digimon will be discarded and sent to Trash of each player.



## WHEN A DIGIMON'S DP BECOMES 0 OR LOWER

Digimon's DP does not flow even if it is attacked, but it is temporarily reduced by the effect of degrading DP.

If a Digimon's DP becomes 0 due to such an effect (it does not become less than 0), that Digimon is destroyed and discarded and sent to Trash.

### When attacking the opponent player.

If attacking a Player, when your opponent has 1 or more cards in Security, flip 1 Security card.

Flipping the security card through an attack is called a "Check".

When a card with Security Skill is revealed from a Check, activate that effect. Security Effects don't require costs to be paid.

Option Cards revealed from a Check don't have to follow the color restriction. Continue to the next.

Depend on the card that came out, you can solve the following problems :



### Digimon Card

When a Digimon card comes out, it becomes a «Security Digimon» and battles with the attacking Digimon.

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

Security Digimon is not regarded as a normal Digimon and doesn't activate the effects of that one.

In addition, it doesn't activate any effect other than the security effect of Security Digimon itself.

If the attacking Digimon lost the battle, it disappears and the attack ends there.

Security Digimon will be destroyed after the battle, regardless of the outcome of the battle.

### Security Effects

### Option card, tamer card

Use the Security effect of the card.

**If the opponent's security is 0 and the attack is successful, you win the game !**

## IF YOUR ATTACK HAD MULTIPLE CHECKS (SECURITY+1 ETC)

If you want to check the security with multiple attack lie a Digimon with <Security attack +1> check them but one after one.

If the attacking Digimon disappear or it return to your hand due to the cards turned over in a check, the attack ends here.

## IF THE SECURITY HAS BECOME 0.

If the number of Security cards becomes 0 when checking the security further with effects such as <Security attack +X> even when you can, the attack ends here.

The game will continue even if the opponent has no security. In that state , if you attacking again the player succeefully, you win the game.

## BLOCKING WITH <BLOKER>

Some Digimon have the effect <Blocker>. A Digimon with <Blocker> can block the oppnent's attack and receive the attack instead.

When you block, the attack target of the opponent's Digimon will be changed to the blocked Digimon and it will become the target.

Let's prevent attacks on security or on Digimon that you don't want to be destroyed with a blocker !

## ABOUT TO PASS YOUR TURN

**Do nothing more this turn.**

If you want to do nothing or you can't do nothing more in your turn, you can declare to pass your turn.

If you pass your turn, move the counter of the memory gauge to 3 to your opponent and your turn end.



## END OF TURN.

If the memory moves to the oppoent's «1» or higher during your turn, such as paying a cost, the turn ends at that point and the opponent's turn start (If there are effects during that, solve all effects and the opponent's turn start after that).

**Example :** If you pay a cost of 5 to a memory of 1, the Memory moves to the opponent's 4 and your turn end. Your opponent start his turn with 4 Memory.

## END OF THE GAME.

You win if either of the following occurs during the game :

1. Attack to opponent player was successful when his security was 0.
2. At your opponent's Draw Phase, your opponent is unable to draw any card.

## DIGIMON CARD GAME GLOSSARY 1

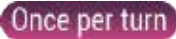
Type of cards	
<b>Digimon Card</b>	A card that is a Digimon.
<b>Digi-Egg/Digitama</b>	Child/In Training Digimons. Used in your Digi-Egg put in your Raising Area.
<b>Option Card</b>	1 Time use cards that has an effect activated from your hand.
<b>Digimon</b>	Digimon Cards played into your Battle area from hand or deck, or Raising Area.
<b>Tamer</b>	Played from your hand or deck into your Battle area Game Field names
Game field name	
<b>Battle Area</b>	The main area where your Digimon and Tamers are put. Digimons in this area can attack and block.
<b>Raising Area</b>	The place where you hatch your child Digimons into. Digimons in this area are unable to activate any skills or be targeted by any skills. Basically treated as not part of the battle area. There can only be 1 Digimon in your Raising Area LV3 or above Digimons can be moved out of this area into your Battle Area Digimons in your Battle Area can not be moved back into your Raising Area.
<b>Deck</b>	Your exactly 50 cards that is put in your Deck zone.
<b>Trash</b>	Any cards that is removed or destroyed is put in here face up.
<b>Memory Gauge</b>	A way to mark how much memory the game is at right now. When you spend 1 memory, move the marker 1 spot to the right. When the marker is at 1 or higher on your opponent's side, resolve any remaining effects and end your turn. Your opponent starts his/her turn.
<b>Security</b>	The Guardians of the players. You lose when you receive an attack while having 0 Securities.



## DIGIMON CARD GAME GLOSSARY 2

Timing	
<b>When played</b>	When your Digimon is put into your Battle Area from your Hand. "On Play" timing skills are NOT activated when evolved into, or when moved into Battle Area from your Raising Area
<b>When digivolved</b>	When you Evolve a Digimon in your field. "When Evolving" skills do NOT activate in your Raising Area
<b>When attacking</b>	When a Digimon attacks. Resolve any effects that targets an opponent's Digimon, BEFORE a Security Check happens.
<b>After attacking</b>	A skill with this timing happens when a Digimon's Attack has been resolved. During an attack if the Digimon is defeated in battle, the skill does not happen.
<b>When destroyed</b>	The skill happens when the Digimon lost a battle or is destroyed by a skill.
<b>Your turn</b>	From the start of your turn to the end of your turn.
<b>Both players turn</b>	Usually a passive skill that is in effect at any point of time.
<b>Opponent's turn</b>	From the start of your opponent's turn to the end of his/her turn.
<b>Start of your turn</b>	The point of time when you start your turn (Before Active Phase).
<b>Security</b>	When the card with this skill is revealed during a Security Check, the skill is activated without paying the cost.
<b>Main</b>	Can be activated at any time your Main Phase.
Card states	
<b>Rest / Rest State</b>	Putting a Digimon or Tamer card that is put in a horizontal position after an attack or using a skill.
<b>Active / Active State</b>	Putting a Digimon or Tamer card into upright position. A card may perform an action again if put to Active
<b>Evolution Source</b>	Cards that are stacked below a Digimon. If an Evolution Source has a Evo Source Skill, that Digimon can activate those effects
<b>Destroy</b>	The Digimon is treated as if it has lost a Battle and is put into the Trash Security Digimon – When a Digimon is revealed during a Security Check, that Digimon is a "Security Digimon". They are treated as a normal Digimon but can not use any skills it has or be targeted by any skills, outside of it's "Security Skill"

## DIGIMON CARD GAME GLOSSARY 3

Phases	
<b>Active Phase</b>	This is the first phase of the turn. All Digimons et Tamers of the turn player becomes Actives.
<b>Draw Phase</b>	This is the phase you draw a card and add it to your hand. Do not draw a card here if your are the first player to start the game. If you run out of cards in your deck and you cannot draw in this phase, you lose the game.
<b>Raising phase</b>	This is the phase to operate the Raising Area. Choose 1 of the following actions: - If there are no Digimon in the Raising Area, flip a card from the Digitama deck and put it next to your Digitama deck face up. - If there are a Lv.3 or higher Digimon in the Raising Area, you can move it to your Battle Area. - Do nothing.
<b>Main Phase</b>	In this phase, you can : Play a Digimon, play a Tamer card, play an Option card, Evolve a Digimon in your Battle Area or raising Area, Attack.
<b>End turn</b>	Your turn end when the Memory go to 1 or higher in the oppoent's gauge.
Card Status	
<b>Color</b>	The color of the card.
<b>Entry cost</b>	The cost required to bring a Digimon or Tamer directly to the Battle Area.
<b>Rarity</b>	the rarity of the card.
<b>Effects</b>	This is the effect of Digimon, tamer and option cards have.
<b>Security effect</b>	This is the effect that the flipped card shows when it is turned over by the security check.
	This is an effect that can be activated only once per turn. Even if you meet the conditions for the effect to appear multiple times in the same turn it can only be activated once. Each effect with a different content can be activated separatly per turn. In addition, the same contents (Once per turn) of the other Digimon and cards can me activated individually.

## DIGIMON CARD GAME GLOSSARY 4

Card status - Digimon card	
<b>Evolution cost</b>	The cost required to evolve a Digimon.
<b>DP (Digimon Power)</b>	The attack power of Digimon. Compare the DP in battle and the one with the lower one will defeated and disappear.
<b>Evolution requirement</b>	It is the requirement written on a Digimon card to evolve into that Digimon. It is made up of 3 parts : Color, Level and evolution cost.
<b>Evolutionary effect</b>	The effect that will be activated when the Digimon has completed evolution. It doesn't work as a normal Digimon when it is in the Battle Area.
<b>Lv. (Level)</b>	A value that indicate the degree of evolution of a Digimon. By evolving, you can get a higher level Digimon.
<b>Type</b>	One of the characteristics of a Digimon.
<b>Attribute</b>	One of the characteristics of a Digimon. There are mainly vaccine types, data types, virus types and free types.
<b>In-training</b>	Indicate the degree of evolution of Digimon. It is the equivalent to Lv.2 Digimon.
<b>Rookie</b>	Indicate the degree of evolution of Digimon. It is equivalent of a Lv.3 Digimon.
<b>Champion</b>	Indicate the degree of evolution of Digimon. It is equivalent of a Lv.4 Digimon.
<b>Ultimate</b>	Indicate the degree of evolution of Digimon. It is equivalent of a Lv.5 Digimon.
<b>Mega</b>	Indicate the degree of evolution of Digimon. It is equivalent of a Lv.6 or higher Digimon.
Action	
<b>Attack</b>	It's an attack with your Digimon against the opponent's player or the opponent's resting Digimon.
<b>Block</b>	Refer to using the <Blocker> effect to receive the attack of the other Digimon or a direct attack as a substitute.
<b>Battle</b>	Depending of the attack. It means that Digimon DP are compared with each other Digimon or Security Digimon to win.
<b>Appearance</b>	It is to place a Digimon or a tamer from your hand directly into the Battle Area with paying the cost.
<b>Raising</b>	Flip face up a card from the Digitama deck to the Raising Area during the Raising Phase.
<b>Evolution</b>	It is to transform a Digimon into an higher Digimon. Evolve a Digimon card on top of the Digimon that meet the straightening conditions to reduce the evolution cost. It will do it by paying the evolution cost. As you evolve, you'll draw 1 card from your deck as an evolution bonus.
<b>Discard</b>	It is a discard.
<b>Pass</b>	An action that voluntarily passes a turn to the opponent during the main phase. When you do a pass, no matter how much memory you have, the memory will move to your opponent's 3rd Memory.
<b>Check</b>	It is to flip face up a security card by attacking the player.

## DIGIMON CARD GAME GLOSSARY 5

Keyword effect	
<b>Blocker</b>	When an opponent's Digimon attack, put this Digimon from Active to Rest and direct that attack to this Digimon instead.
<b>Security Attack +X</b>	The number of Security this Digimon Checks is increased by X amount (Security Checks are done 1 by 1. If the attacker Digimon is destroyed or returned to hand during a check, that attack ends there.)
<b>Security Attack -X</b>	The number of Security this Digimon Checks is decreased by X amount. (It can go to 0. If a direct attack with 0 Security Check is dealt to players with 0 Security, you are unable to deal the finishing blow)
<b>Recovery +X&lt;Deck&gt;</b>	Put X amount of cards from the top of your deck to your Security. (No looking! There is no upper limit to how many Security you can have)
<b>Pierce</b>	When an opponent's Digimon that is attacked by this Digimon is destroyed by battling, perform the Security Check for this Digimon. (Killing blockers count too. BUT this effect does not affect Security Digimon battles)
<b>X Draw</b>	Draw X Amount of cards. There is no upper limit to how many hand you can have.
<b>Jamming</b>	This Digimon cannot be destroyed in a battle with Security Digimons (Since this Digimon doesn't die even if you lose a battle against a Security Digimon, if this Digimon has Security Attack +X, continue performing the remaining Checks)