

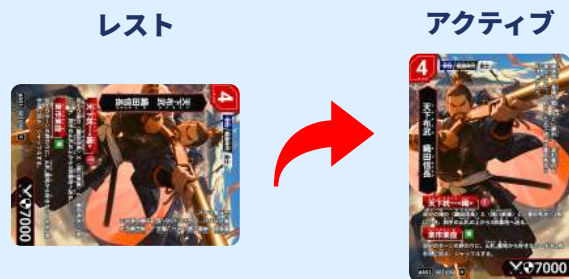
Turn Structure

The first player begins the turn, following the order below.

1. Draw & Refresh Phase

※*The first player skips this phase on their first turn.*

1. Draw up to 2 cards from the top of your deck. You may choose not to draw.
2. Turn all of your Rested (sideways) cards on your field to Active (upright).



2. Summon Phase

- Summon (play) any number of Rank 0 cards from your hand onto your field.
- You may choose not to summon any Rank 0 cards.



- Turn all face-down cards on your field face up.

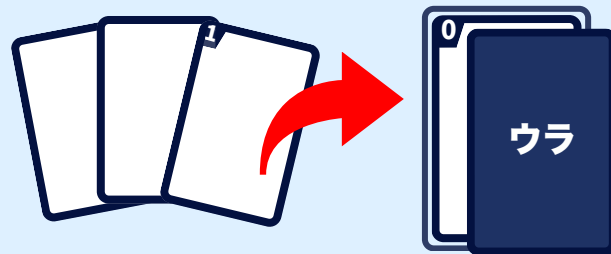
3. Effect Phase

You can activate Character card effects or activate an Event from your hand.

4. Set Phase

Both players skip this phase on their first turn.

You may Set (stack face down) 1 card with a Rank exactly 1 higher onto a face-up card on your field. You may Set as many times as you like, as long as you have a face-up card on your field. You may choose not to Set at all.



5. Attack Phase

Both players skip this phase on their first turn.

During the Attack Phase, you can attack by Resting 1 face-up, Active card on your field that has the sword icon. You may attack as many times as you like, as long as you have a card that can attack. You may target either your opponent's deck or a face-up, Rested card on your opponent's field.

What happens depends on what you attack.

Attacking the Opponent's Deck

For every 1000 Power the attacking card has, send 1 card from the top of your opponent's deck to their Graveyard.

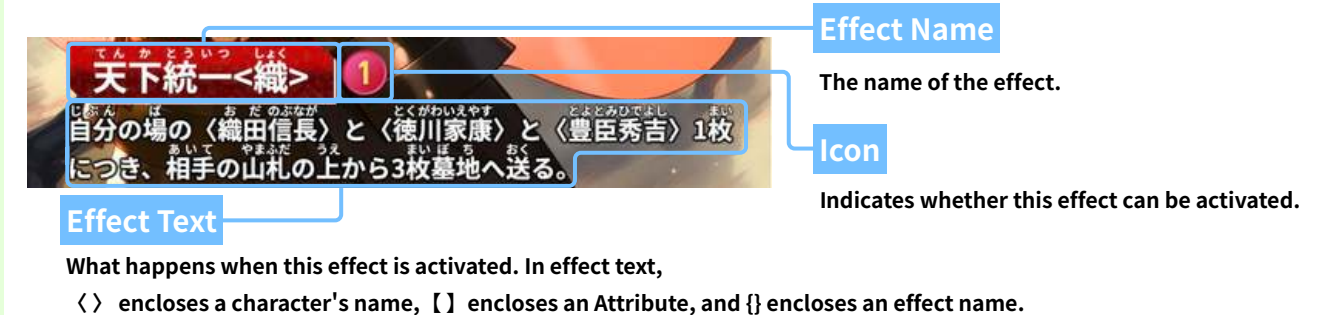
Attacking a Rested Card

Compare the Power of the attacking card and the Power of the card being attacked; the one with lower Power is sent to its owner's Graveyard. If the Power is equal, both cards are sent to their respective Graveyards.

What You Can Do During the Effect Phase

Activating Effects

You can activate the effects of your face-up cards on the field. You may activate any number of effects in a turn, but each individual card can activate only one effect per turn.



Activating an Event

You can activate an Event from your hand if its Level is equal to or lower than the highest Rank among the cards on either player's field. After you used an Event's effect, send it to the Graveyard. You may activate only 1 Event per turn.

What Does "Summon Without Setting" Mean?

When an effect text says "summon without Setting", choose 1 card on the field and place a card with a Rank exactly 1 higher face up on top of it (instead of face down, as a normal Set).

If it says "summon without Setting on top of [card name]," place the card face up on top of the specified card.

If it says "summon without Setting on top of any card," you may place it on any card you choose, regardless of Rank order.

However, you cannot summon without Setting onto a card that was itself summoned without Setting earlier in the same turn.

What You Can Do When Your Opponent Attacks You

When your opponent attacks, the defending player may play one of the following: Block, Substitute, or use an Event.

Block

You may Block by Resting 1 face-up, Active card on your field that has the shield icon.

If you Block, compare the Power of the attacking card and the blocking card; the one with lower Power is sent to its owner's Graveyard.

If the Power is equal, both cards are sent to their respective Graveyards.

If the attack was targeting your deck, after blocking, subtract the blocking card's Power from the attacking card's Power. For every 1000 Power remaining, send 1 card from the top of your deck to the Graveyard.

Substitute

By discarding 1 card with {Substitute} from your hand, you can reduce the attacking card's Power by 3000 for that attack.



Event

You can activate an Event card from your hand if it states "This card can also be activated when your opponent attacks."

Even on your opponent's turn, you may activate only 1 Event per turn.

