

Deck Building

- Must have 50 or more cards with no more than 4 cards with the same title in your deck.
- All your cards must be of the same alliance or Free alliance. Cards of the <Free> alliance may go in any deck. (In wild formats you may use cards regardless of their alliance.)

Starting the Game

- Before the game begins each player must choose a fighter from their deck with no cost or conditions for its call and place it face-down as their <Lead>.
 1. Both Players Shuffle their decks.
 2. Both Players choose who will go first randomly. (i.e. using a coin flip, die roll, or rock-paper-scissors)
 3. Both Players draw 5 cards and place the top 5 cards of their deck face-down into their hand.
 4. Both Players flip their first fighters face-up and start the game. (This counts as calling a fighter)

The Flow of a Turn

- Start Phase :
 1. Execute abilities that trigger at the start of the turn.
 2. Draw Step: Draw a card
 3. Charge Step: You may charge a hand card. If you do, draw a card.
 4. Rise all your fighters.
 5. If you have no fighters in <Lead> and have a fighter in your <Back-Up>, move a fighter from your <Back-Up> into your <Lead>.
- Main Phase:
 1. You may do multiple things here
 - Call fighters
 - You may not call a fighter to Lead unless your Lead is empty.
 - You may only have up to 4 fighters on the field. (3 in back, and 1 in lead)
 - If your Lead is empty, fighters you call are automatically put in your <Lead>.
 - If you have 4 fighters on your field, you may not call any fighters.
 - Use Support cards.
 - Evolve any fighters that have been on the field for more than one turn with a fighter from your hand that has the same name and is 1 Level higher. (damage of the previous fighter is not transferred to the evolution, evolving is not a call. Evolving by a card's effect lets you do so regardless if a fighter has been on the field for more than one turn or not. Fighters can only evolve into fighters of 1 level higher that share the same name.)
 - Equip item cards to your fighters by placing it into their stock (under the card).

- Use a fighter's Skill. Each fighter can use each of its skills once per turn. (Skills must be activated during the main phase while abilities are automatic)
 - Swap your Lead out with a Back-Up fighter. You may do this once per turn.
2. Declare Action Phase
- Action Phase:
- NOTE: If it is the first turn of the first player you skip your action phase.
2. Start Action Phase
 - If the opponent has no fighters on the field they take 1 Heartbreak.
 - If you have no fighters on the field take 1 Heartbreak.
 3. Declare an action from your non-rested fighter in the <Lead> by resting it, choosing an action, and paying the [Act Cost] if listed.
 - If the Action has a number next to it, it is also an attack.
 - If the action is an attack it needs a target. If your fighter has the "Bypass" keyword ability it can choose any fighter on the opponent's field as its target. Otherwise it can only target the opponent's <Lead>.
 - You cannot use attack actions unless you can target a fighter.
 4. Execute the action
 - First execute the action's effects. Then, if the action is an attack, then the target(s) takes attack damage.
 - If the target has [Armor X] the attack damage is reduced by X.
 - After the action, if your <Lead> has an [X Strike] ability and has acted x-1 or less times this turn, rise the fighter that acted.
 - After the attack, if the target has [Counter X], the attacker takes effect damage equal to X.
 5. If you have a standing <Lead> you may go ahead and act again!(Go back to step 2) or end the action phase and go to the climax phase.
 - NOTE: If you are able to change fighters via evolution or swapping during action phase that new fighter may also act!(go to step 2)
 - NOTE: All attacks are actions but not all actions are attacks. Actions with numbers next to them are attacks.
 - NOTE: If any of the opponent's fighters are KO'd their heart is broken equal to the fighter's level.
 - NOTE: Any broken face down heart cards go to their player's hand while those that are face-up are discarded
 - NOTE: Once the opponent has no heart cards and their heart is broken once more they lose the game.
 6. Declare the climax phase.
- Climax Phase
1. Play a Climax card.
 - You may only use 1 Climax Card per turn.
- End Phase
1. Execute abilities that trigger at the end of turn.

2. End the turn, start the next player's turn.

How to Win

- Break all your opponent's Heart Cards and break their empty heart.
- Your opponent starts or ends their turn with no cards in their deck.

How to Use Turbo?

- Any time the opponent plays a card, declares an action, triggers an ability, declares the use of a skill, or changes phases you may use Turbo.
- The effects of a Turbo activate before the effect or action it was used in response to.
- During your turn you can play Turbo at any time you are not resolving a phase change, or the effect of your cards, or actions.
- During a player's turn, a player can respond to the opponent's Turbo used in response to the player's plays, phase changes, skills, triggers, or actions. This means the turn player always has the final input on how turbos resolve.
 1. Turn Player does something ->
 2. Opponent responds with turbo ->
 3. Turn player responds with turbo ->
 4. No more turbos can be played and effects/actions are resolved in first in - last out order.

Terms

- Heart : A player's "Life" if it is broken when empty of cards the player loses.
- Break: When a player's fighter is KO's they "Break" their Heart equal to that fighter's level. Face-Down broken hearts can go to their player's hand while those that are face-up go to the discard pile.
- Stock: Cards under a fighter on the field, transferred through evolution. Face down stock cards are private and may only be seen by their owner, the effects of face down stocks are inactive.
- Charge: The act of putting a card in your charge zone.
- Discharge: Putting a card from the charge zone into your discard pile.
- Lead: Fighters who act during the action phase and exist in the front of the players field, all other fighters are <Back-Up> fighters.
- Overdrive : Flip the next face-down card in your Heart face-up.
- [Bypass]: This fighter can target the opponent's <Back-Up> fighters with its attacks instead of only fighters in the opponent's <Lead>.
- [Counter X] : After a fighter has been attacked it deals X effect damage to the attacker, unless KO'd. Multiple instances of [Counter X] on a fighter are summed up instead of triggering at separately.
- [Armor X] : When attacked the fighter takes X less attack damage. Multiple instances of [Armor X] on a fighter are summed up instead of triggering separately.

- [X Strike] : A fighter rises after acting less than X times. (Ex: [Dual Strike] : Act once, stand. [Tri Strike] Act once, rise. Act Twice, rise.)
- [Ward X] : When dealt damage by effects, reduce the damage dealt to this fighter by X. Multiple instances of [Ward X] on a fighter are summed up instead of triggering separately.
- [Baneful X] : Reduce the HP of fighters in the opponent's <Lead> by X. Remember the HP of fighters cannot be reduced below 10.
- Evolve: Call a fighter on top of a fighter with the same name and 1 level lower. Damage is not transferred to the evolution when evolving.
- Evolution: A fighter being used to evolve a fighter on the field.
- Note: All keyword abilities are considered abilities, skills are also abilities.
- KO: What happens when a fighter has damage on it equal to its HP. When entering this state the fighter is put into the discard pile, then its player takes heartbreak equal to its level.

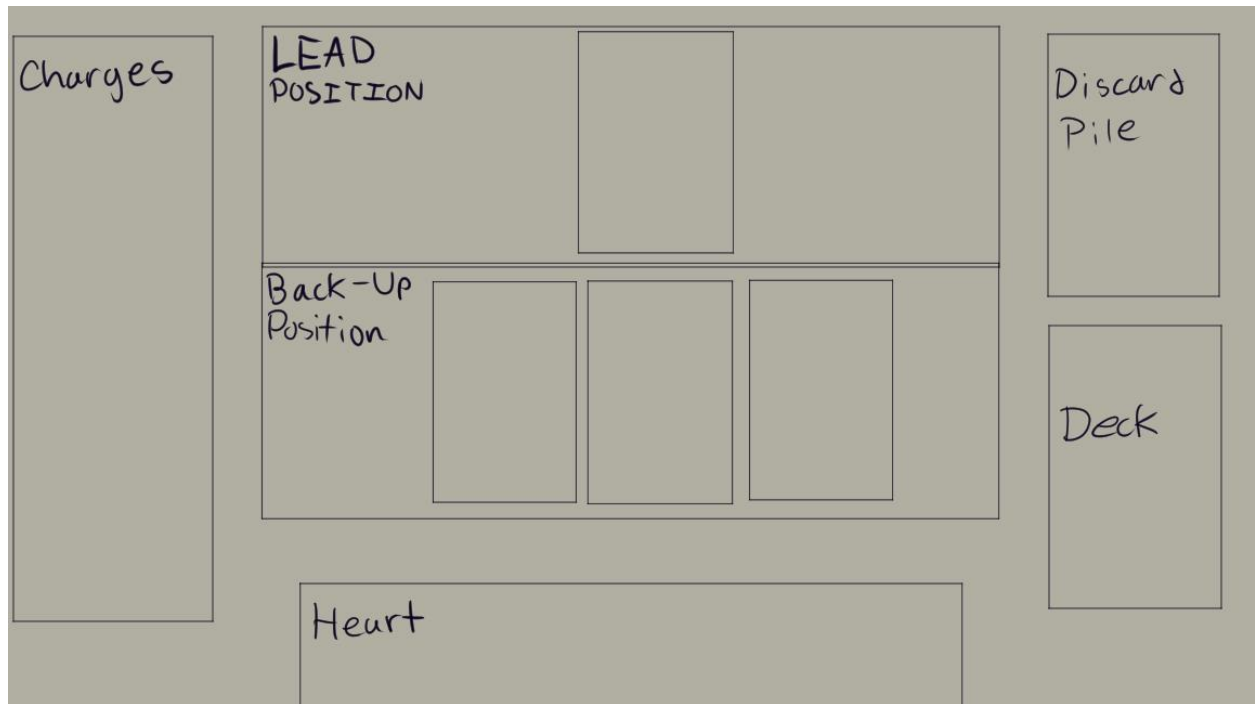
Card Types

- ❖ Fighter: These cards go onto the field and fight for you. They use skills, abilities, and actions to guide you to victory. When a fighter has damage equal to or greater than their HP on them they are KO'd, put into the discard pile and their owner's Heart is broken as many times as the level of the fighter.
- ❖ Support: These cards go to the discard pile after executing their effect. Use their effects to support your fighters.
- ❖ Item: These cards are used to enhance the abilities of your fighters. They are equipped to their stock (under the fighter).
- ❖ Climax: These cards go to the discard pile after executing their effect. They may only be used during the Climax Phase, and you may only use 1 Climax per turn.

What to do when abilities trigger at the same time?

If it is your turn, the abilities of your cards activate first. And you may choose in which order you want to use them. Then your opponent may use their triggered abilities in the order they wish to use them.

General Board Layout



Alliances