

Cardfight!! Universe For LackeyCCG! New and Updated Guide

LackeyCCG Windows -> Build Date: 09-22-14

Main Menu Game: offline Deck Editor Server Plugin: CardfightUniverse Preferences

Blaster Blade
Grade 2
Power: 5000
Normal Unit
10000
Revol Bladin
Human
V-TID/004EN

Courage is the sword of light.
Shine forth, Blaster Blade!

CONT [S]: If you have four or more rear-guards, this unit gets ★+1.
AUTO [S] / [C]: When placed, [B] [C] [BLAND 1] & [C] [BLAND 1], choose one of your opponent's rear-guards in the front row, and retire it.

Draw Stand All Next Turn Trigger Check Drop From Deck Soul Blast Soul Charge Bind Top Card Flip Coin Dice Roll Add Power Counter

IceshadeCometsX
LeftRGPower:0
VanguardPower:0
RightRGPower:0
H5 D33 D0 S1 B0 I11 S1 G16 G0 E0

Test Dummy
LeftRGPower:0
VanguardPower:0
RightRGPower:0
H0 D39 D1 S0 B0 I8 S1 G0 G0 E0

Log
/shuffl /draw 5 /r d2 /r d20 Iceshad /r d4 /r d3 Guard Standu Final Tu Seek th /clear gg Soul Ch Soul Bla Lock Unlock Delete Legion stan

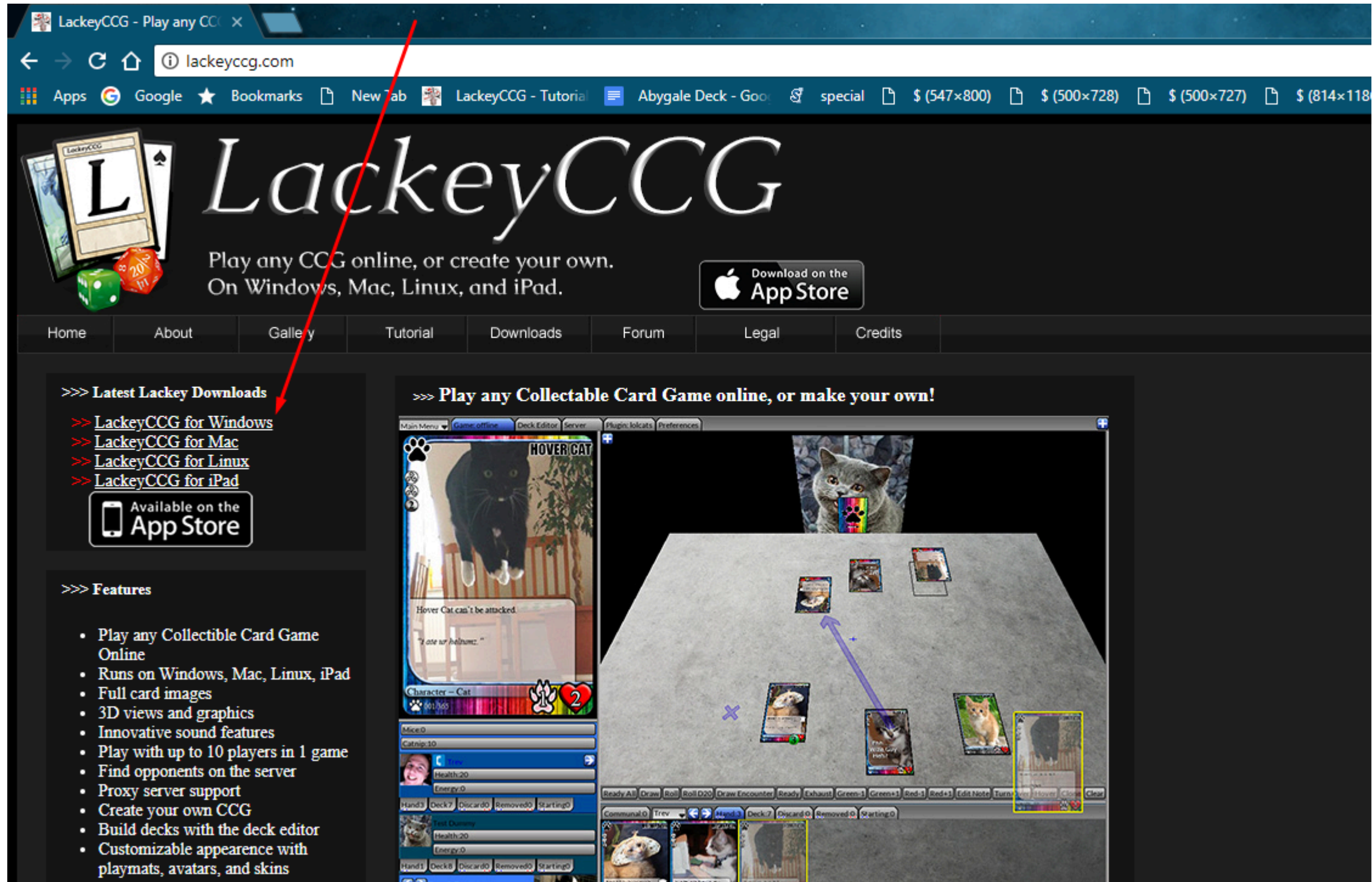
IceshadeCometsX makes **Berserk Dragon (V Series)** face down.
IceshadeCometsX makes **Dragonic Overlord(A) (V Series)** face down.

Come Join the Cardfight!! Universe Discord Server if you are looking for people to fight/new updates: <https://discord.gg/4y8tbTF>

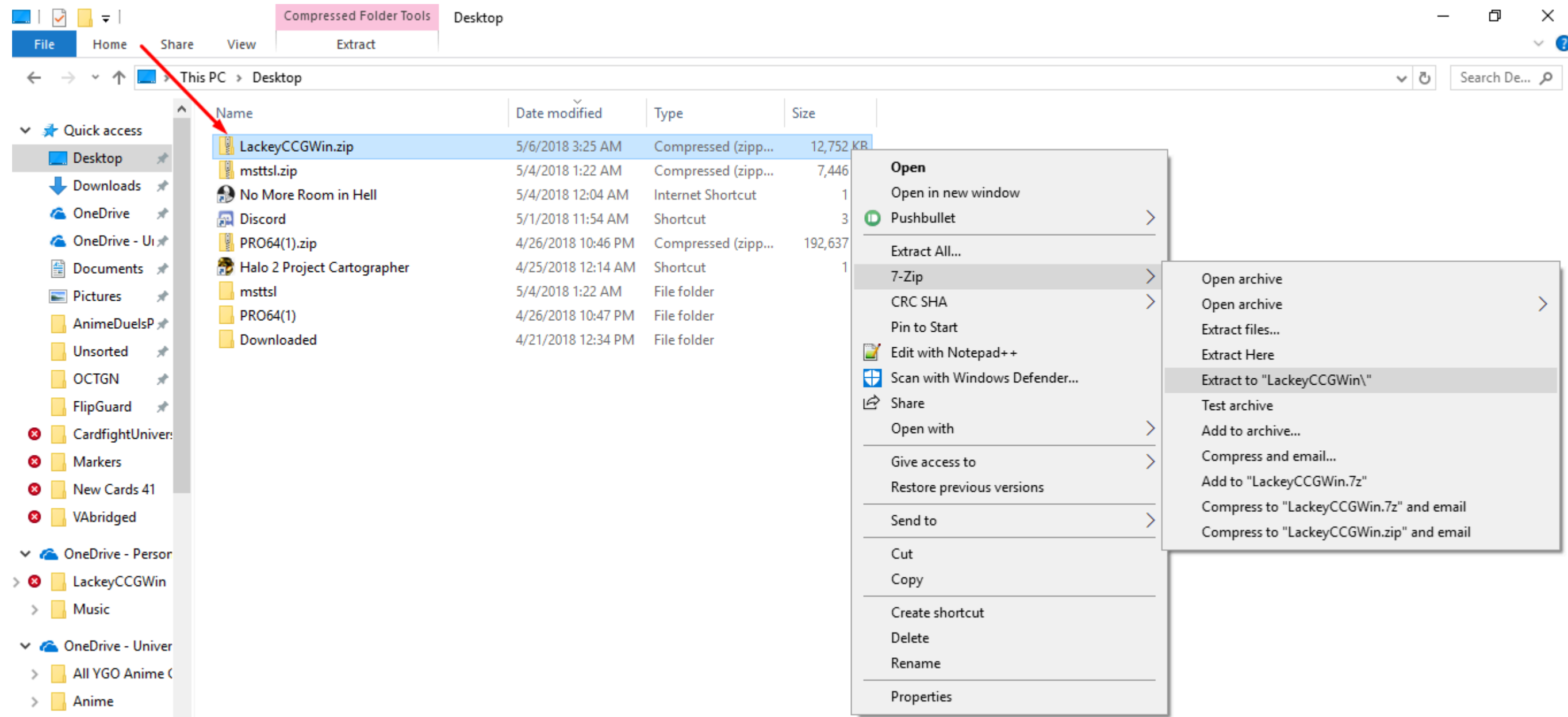
Here's the Autoupdate Url for Those Who Want It: <http://iceshadeonline.s3.amazonaws.com/updatelist.txt>

Installation Guide

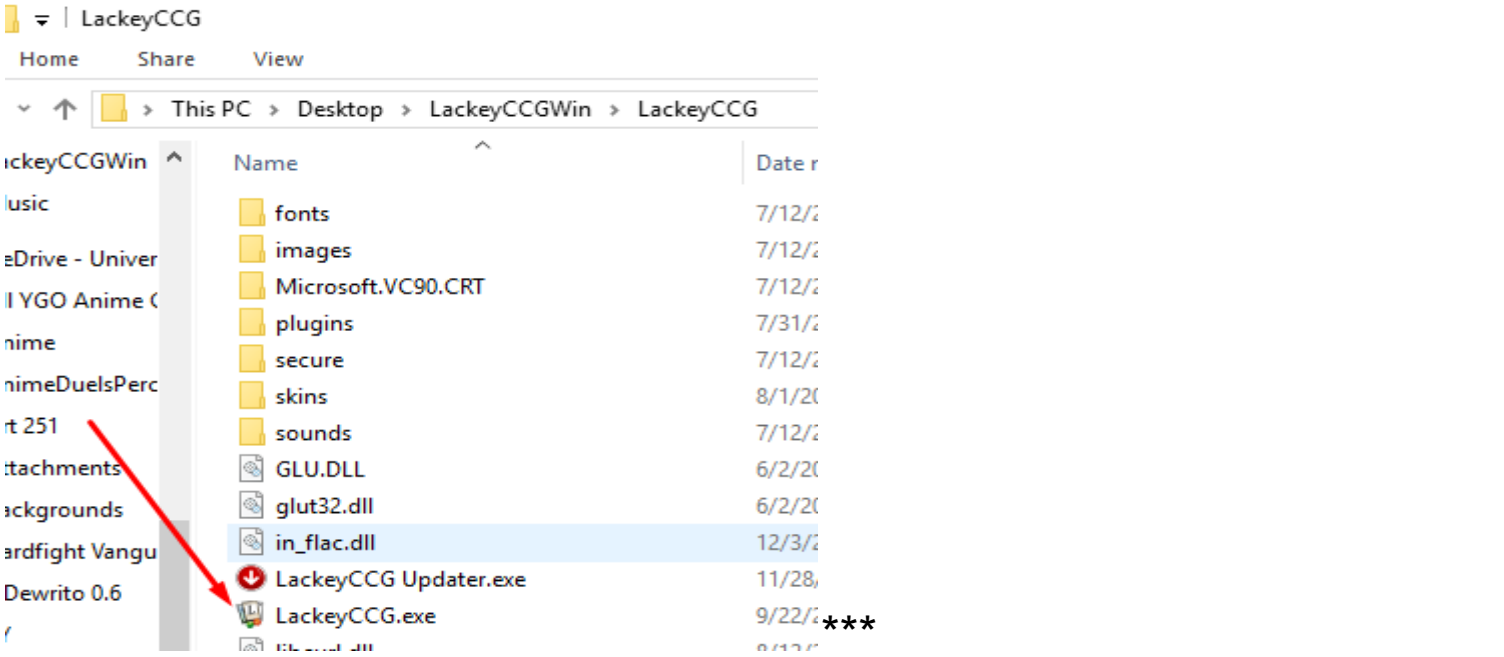
Step 1: Go to <http://lackeyccg.com/> and Download it Either for Mac,Windows,Linux or IPad.



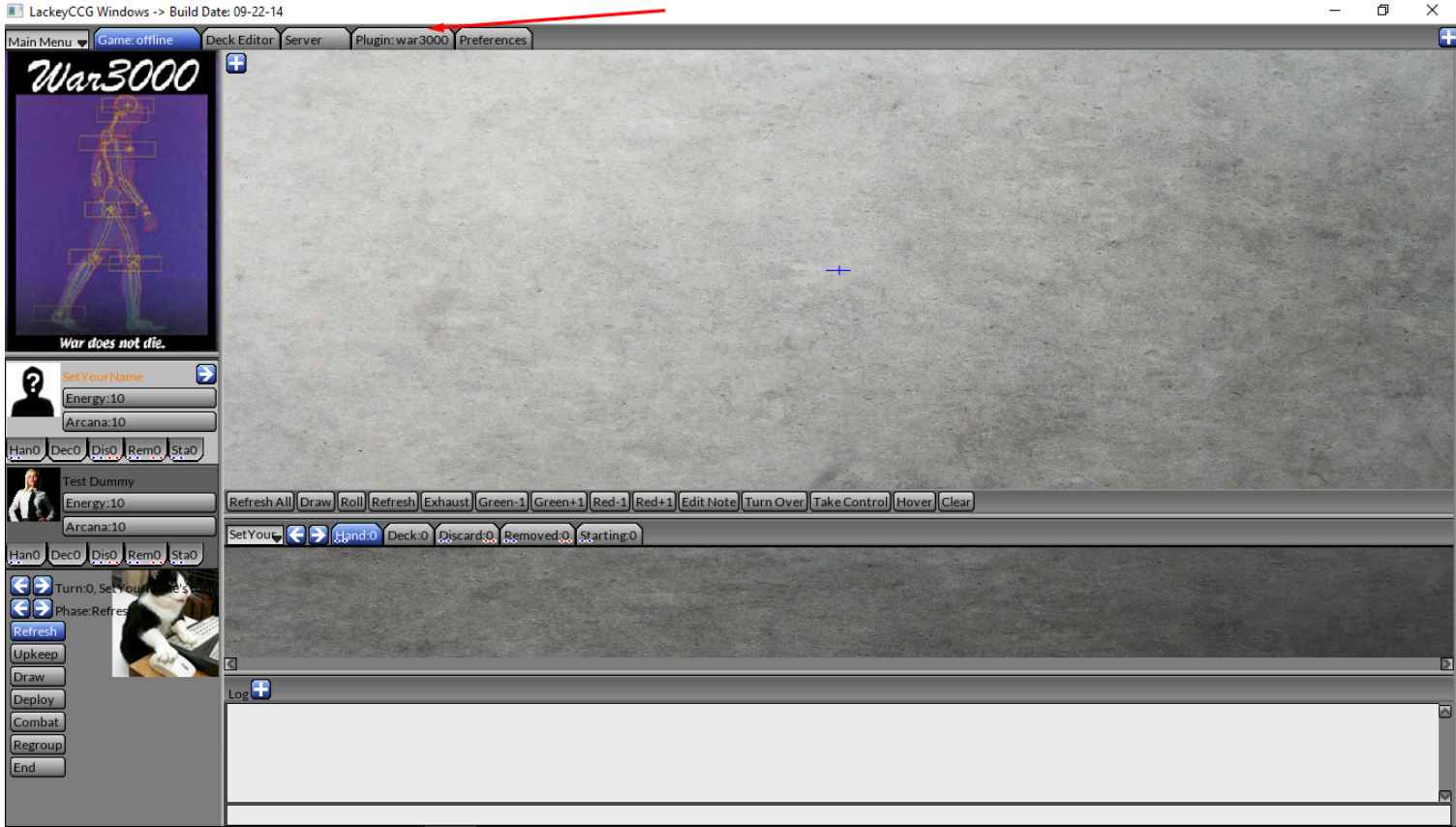
Step 2: Unzip LackeyCCG after you have downloaded it, I recommended 7ZIP or Winrar if you don't have a program.



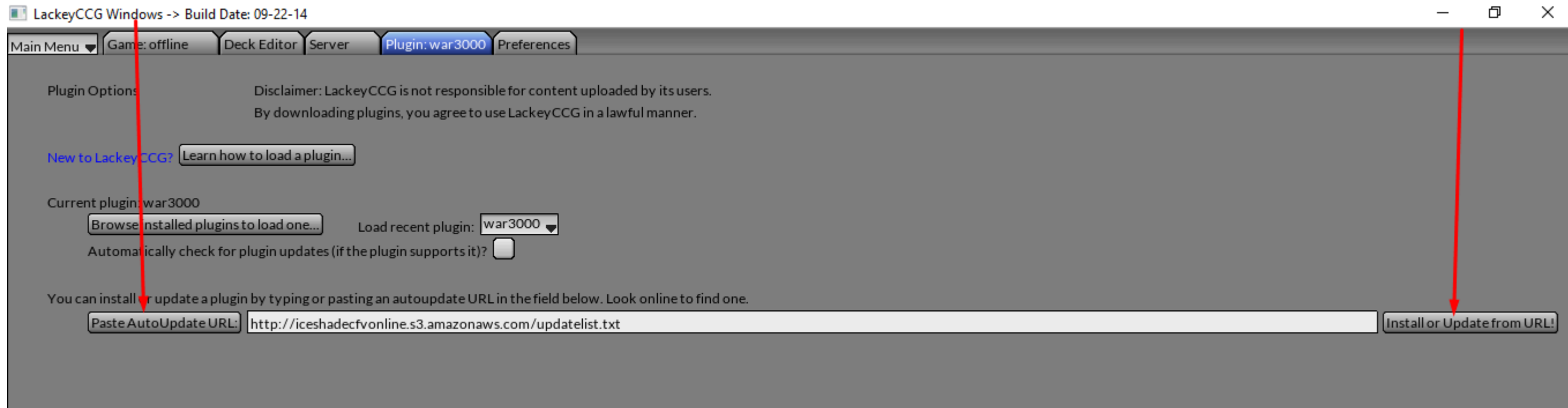
Step 3: Open up LackeyCCG.exe in the LackeyCCG Folder



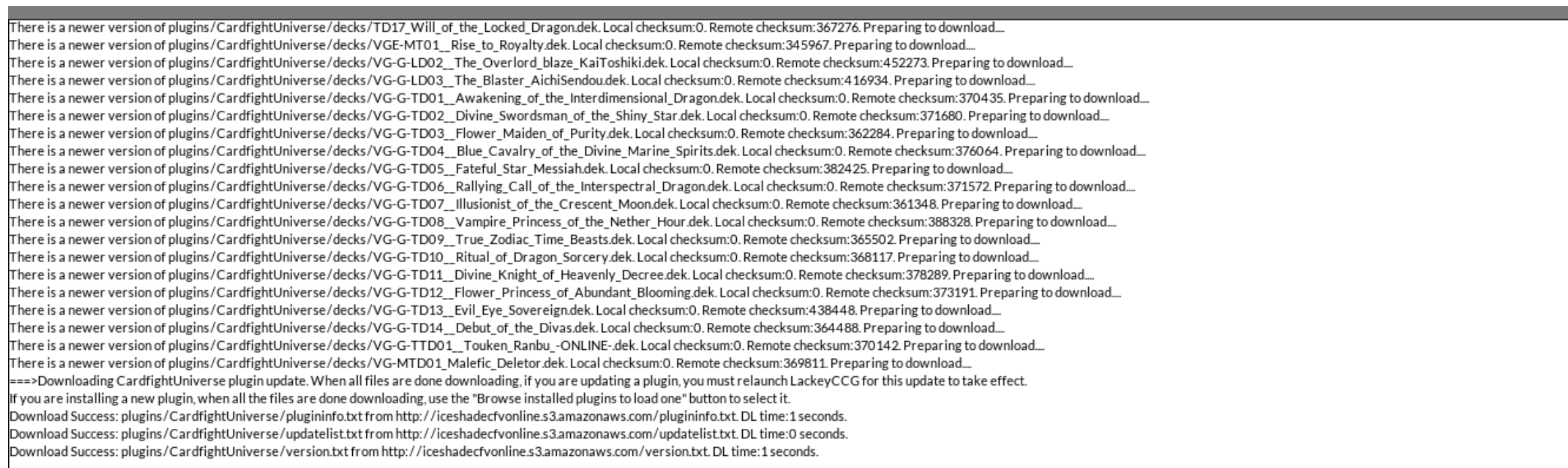
Step 4: Head Over to the Plugin Tab When you open up LackeyCCG.



Step 5: Copy the AutoUpdate Url for CardfightUniverse: <http://iceshadecfvonline.s3.amazonaws.com/updatelist.txt>
Then Click the Paste AutoUpdate Url Button, After that press Install or Update from URL!



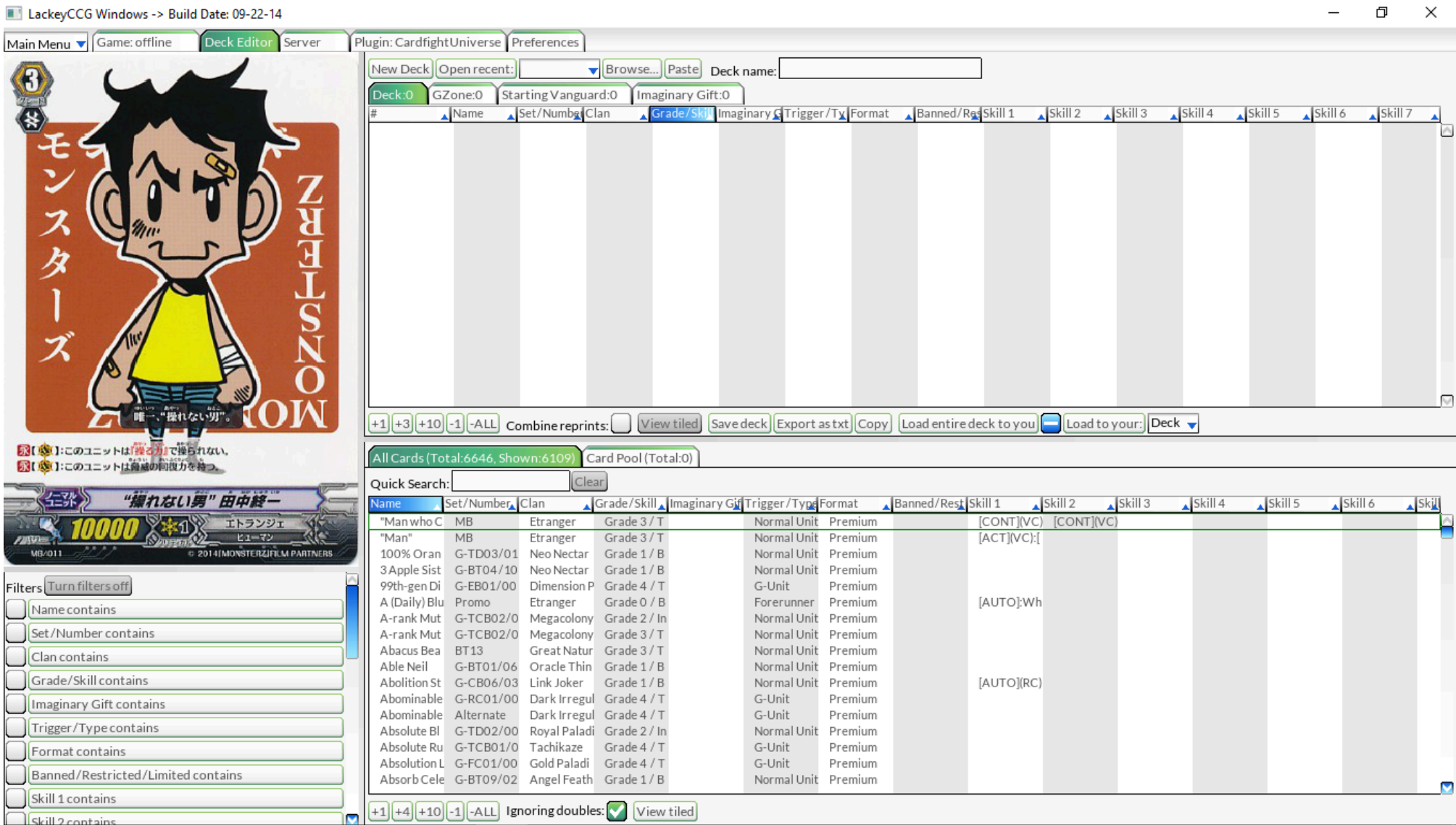
After that it should Start Installing CardfightUniverse, it has a lot of files so it might take a while, if it freezes its actually still updating so let it be.
Once it's done, the Plugin is Installed and Ready to Go!



BTW, If you want to update the plugin, just repeat Step 5 and we're good!

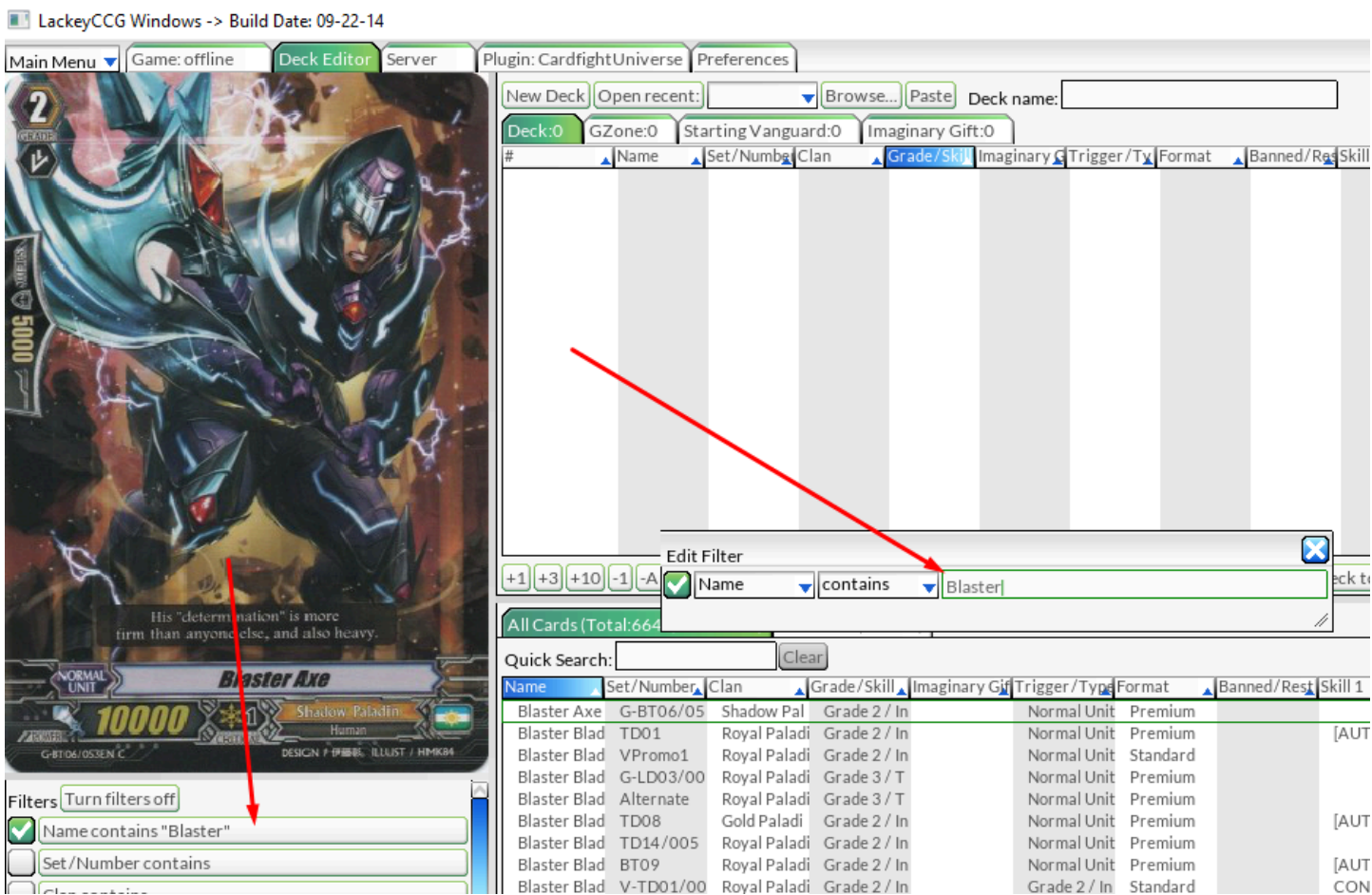
The Deck Editor

Head Over to the Deck Editor Tab on the Top



The Deck Editor is Massive in LackeyCCG and has multiple ways of sorting cards out, the main way is to use the quick search, but that would require the exact name of a card you are looking for.

If you want to look for a card with just a part of the name or a certain trait such as Clan for example look under the image and you'll see a bunch of filters! Just click on one and you can see it can filter to every card with the name "Blaster" in it, you can have multiple filters on at a time. Also you can sort cards by Formats between Standard and Premium Standard not to confuse the two.



There are 4 Separate Sections to a Deck

Deck: Your Main Deck of Cards

GZone: Your G-Unit cards go here

Starting Vanguard: Put your deck's starter in here

Imaginary Gift: Put whatever Imaginary Gifts you want in here.

Sort them out accordingly to what your deck has.

To Save a Deck, Give a name for the deck and then press Save Deck which will save the deck.

LackeyCCG Windows -> Build Date: 09-22-14

Main Menu Game: offline Deck Editor Server Plugin: CardfightUniverse Preferences

New Deck Open recent: TD2_Dragon Browse... Paste Deck name: SuperOverlord

Deck:49 GZone:15 Starting Vanguard:1 Imaginary Gift:0

#	Name	Set/No	Clan	Grade/Skill	Imaginary Gift	Trigger/Type	Format	Banned/Rest	Skill 1	Skill 2	Skill 3	Skill 4	Skill 5	Skill 6	Skill 7
4	Demonic Dragon Mage, TD0	Kagero	Grade 0 / Boost	Critical	Premiu	[AUTO](RC): During your main phase, wh									
4	Dragon Dancer, Monica TD0	Kagero	Grade 0 / Boost	Draw	Premiu										
4	Dragon Monk, Genjo TD0	Kagero	Grade 0 / Boost	Heal	Premiu										
4	Lizard Soldier, Ganlu TD0	Kagero	Grade 0 / Boost	Stand	Premiu										
2	Demonic Dragon Mado TD0	Kagero	Grade 1 / Boost	Normal U	Premiu	[AUTO](RC): During your main phase, wh									
2	Dragon Monk, Gojo TD0	Kagero	Grade 1 / Boost	Normal U	Premiu										
2	Wyvern Strike, Jarran TD0	Kagero	Grade 1 / Boost	Normal U	Premiu										
4	Embodiment of Armor, TD0	Kagero	Grade 1 / Boost	Normal U	Premiu										
4	Flame of Hope, Aermo TD0	Kagero	Grade 1 / Boost	Normal U	Premiu	[AUTO](RC): [Choose a card from your ha									
4	Berserk Dragon TD0	Kagero	Grade 2 / Interce	Normal U	Premiu	[AUTO]:[Counter Blast (2)] When this unit									
4	Dragon Knight, Nehale TD0	Kagero	Grade 2 / Interce	Normal U	Premiu										
4	Wyvern Strike, Tejas TD0	Kagero	Grade 2 / Interce	Normal U	Premiu										
1	Dragon Monk, Goku TD0	Kagero	Grade 3 / Twin D	Normal U	Premiu										
2	Dragonic Overlord TD0	Kagero	Grade 3 / Twin D	Normal U	Premiu										
4	Demonic Dragon Berse TD0	Kagero	Grade 3 / Twin D	Normal U	Premiu										

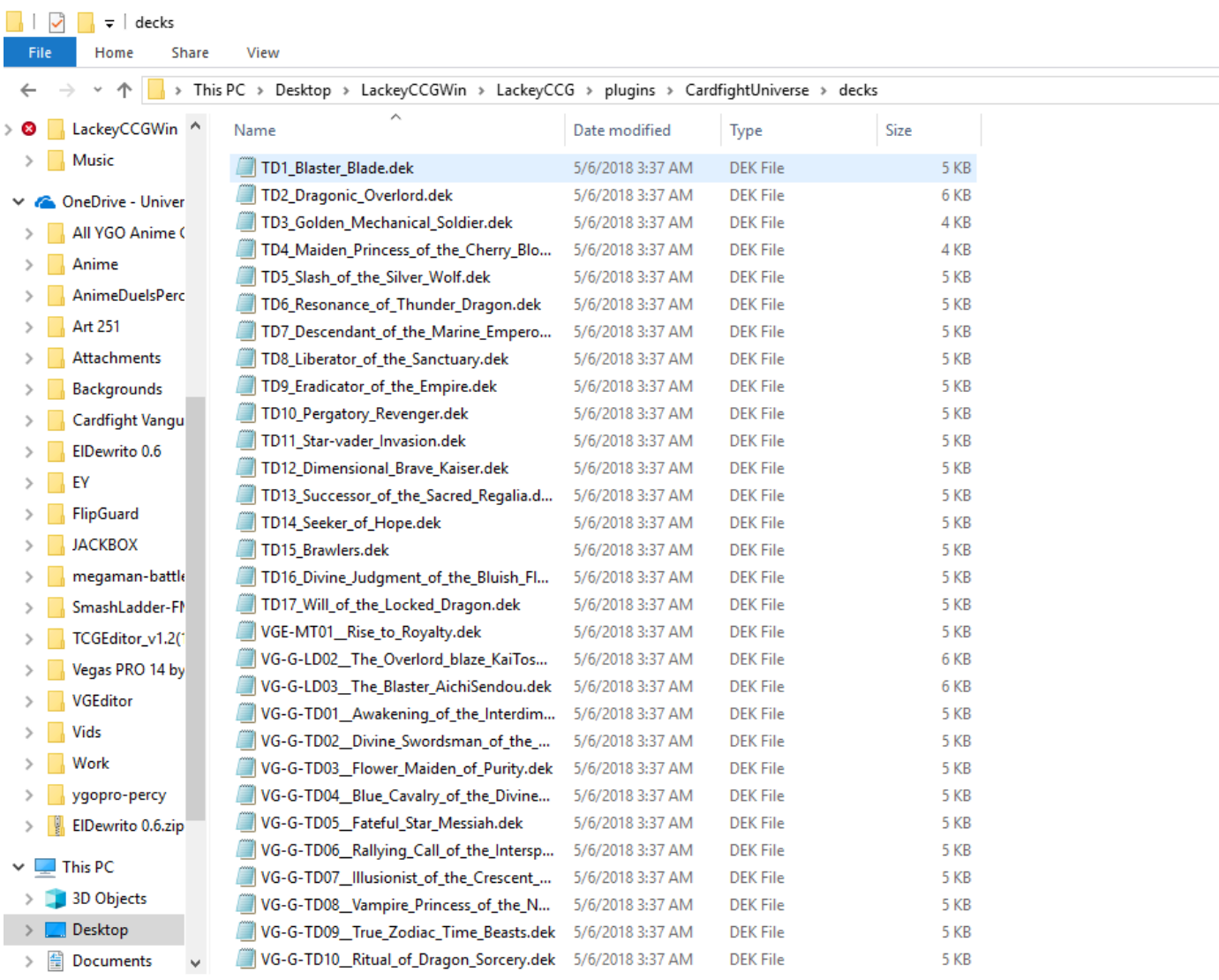
+1 +3 +10 -1 -ALL Combine reprints: View tiled Save deck Export as txt Copy Load entire deck to you Load to your: Deck

All Cards (Total:6646, Shown:0) Card Pool (Total:0)

Quick Search: Clear

Name	Set/Number	Clan	Grade/Skill	Imaginary Gift	Trigger/Type	Format	Banned/Rest	Skill 1	Skill 2	Skill 3	Skill 4	Skill 5	Skill 6	Skill 7
------	------------	------	-------------	----------------	--------------	--------	-------------	---------	---------	---------	---------	---------	---------	---------

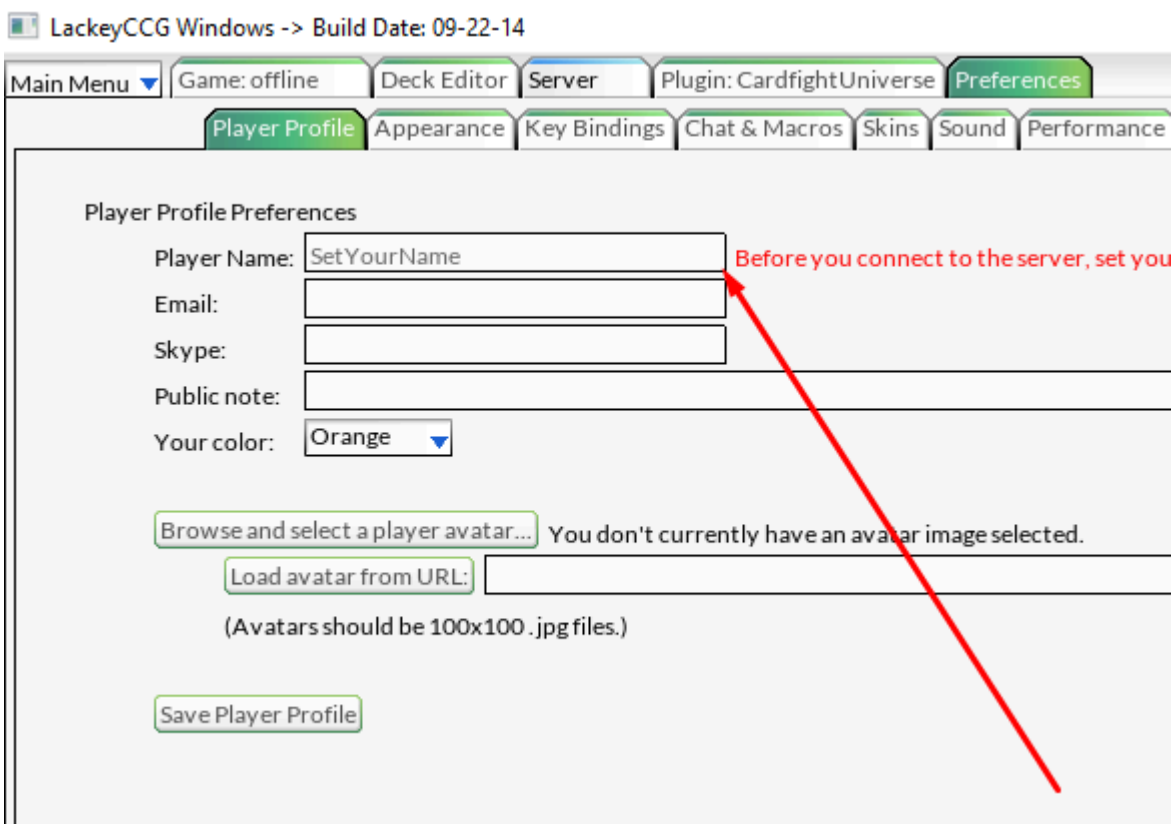
The Decks are Located Under plugins/CardfightUniverse/Decks if you want to add some more decks in or share Them to others.



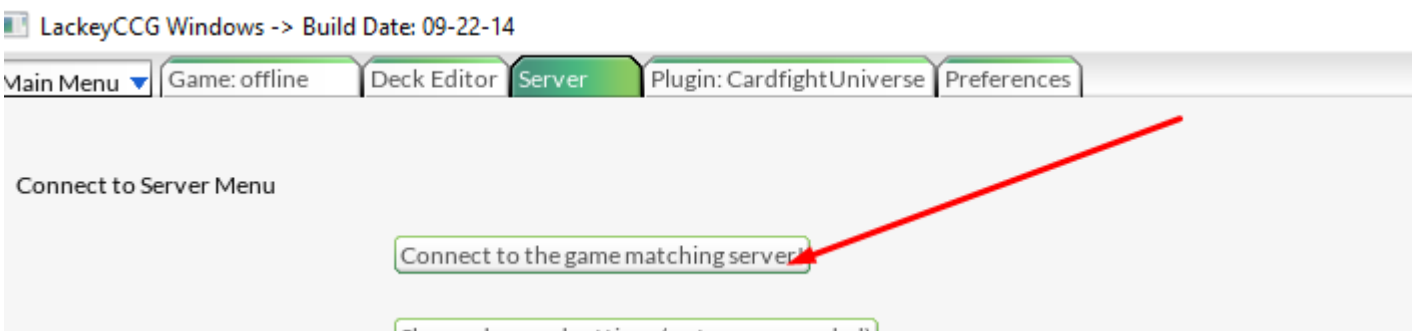
We also have the Majority of Trial Decks Premade for use, just hit Browse to Select One of the Saved Decks and load it in the deck editor!

Joining and Making Games

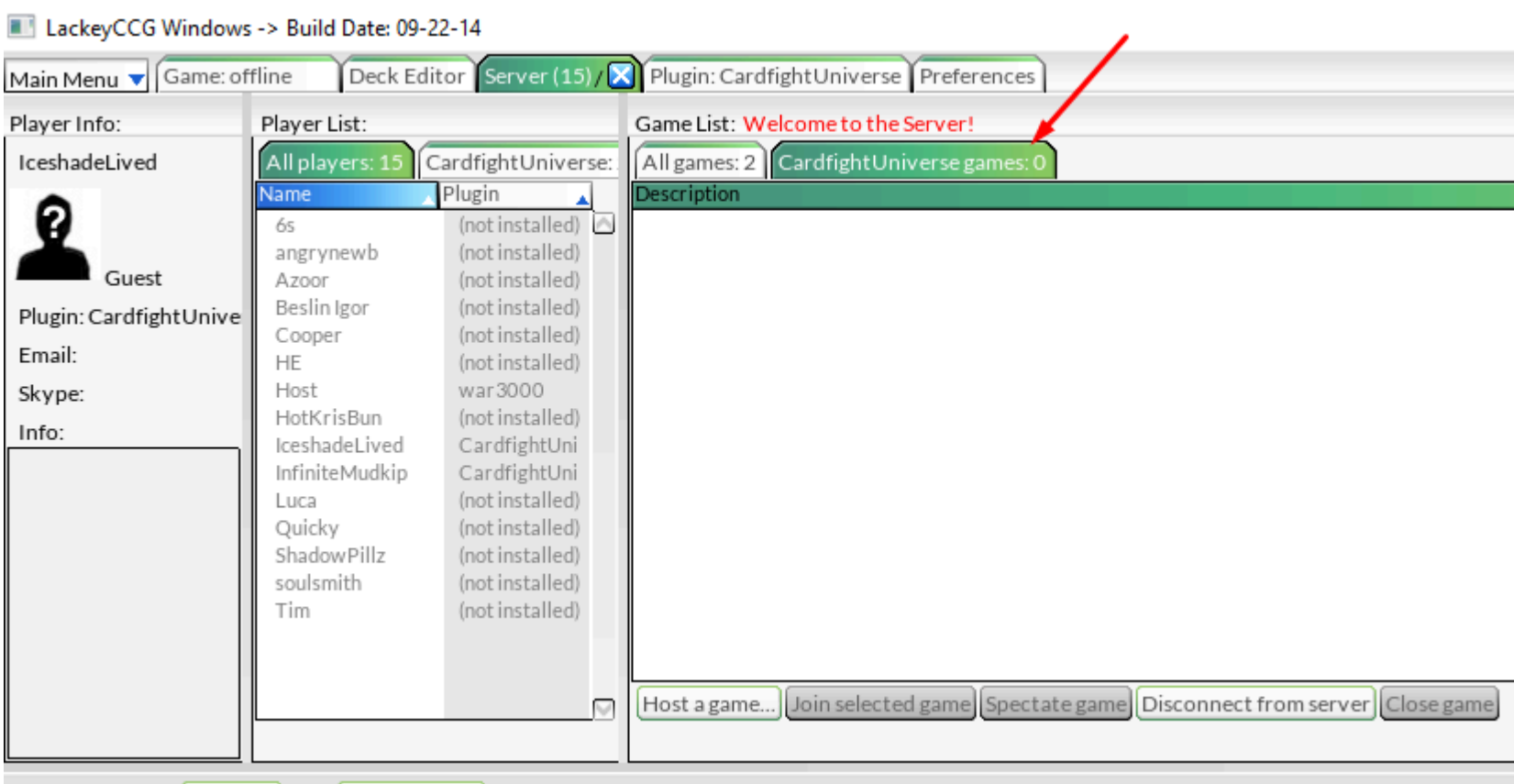
Before you can actually get on the server you have to set your name so go to the Preferences tab on the top and change your name to whatever you desire



Now Press Connect to Game Matching Server under the Server Tab



Then you will be in the LackeyCCG Server Browser



Head under the CardfightUniverse Tab to see if there are any games available, and you can either host any kind of game or join a game, if a game says you can't join, just hit spectate game and if there is an open seat just sit there!

Running CardfightUniverse Games on LackeyCCG:
After You've Joined a Game, You'll be here with your opponent.

LackeyCCG Windows -> Build Date: 09-22-14

Main Menu Game: host (2) Deck Editor Server (30) Plugin: CardfightUniverse Preferences



Blaster Blade Exceed
NORMAL UNIT
11000
CRUCIAL
Human
G-LD03/004EN
ILLUST / 伊藤彰

In the name of Savers! Shine, Blaster Blade!

AUTO [COST] 1: [COST] 1] When your G unit with "Saver" in its card name is in your hand, you may pay the cost. If you do, search your deck for up to one card with "Blaster Blade" in its card name, reveal it, put it into your hand, and shuffle your deck.

AUTO [COST] 1: [COST] 1] When this unit is placed on (COST) or (COST), you may pay the cost. If you do, choose one of your opponent's grade 1 or greater rear-guards, and retire it.

Draw Stand All Next Turn Trigger Check Drop From Deck Soul Blast Soul Charge Bind Top Card Flip Coin Dice Roll Add Power Counter

IceshadeL Hand:0 Deck:0 Drop Zone:0 Soul:0 Bind:0 Imaginary Gift:0 Starting Vanguard:0 GZone:0 GZone(Face-Up):0 Exclusion Zone:0



Log

Your WAN IP is 68.146.254.154.
Your WAN IP is 68.146.254.154.
You are hosting a proxy game, so you must remain connected to the server.
->Requesting images/avatars/5aa9d48350e836ca2d32d513a03261c8.png from wooper.

First Things First Loading in a Deck, Go to the Deck Editor and Select the Deck you want to play and press Load Entire Deck To You

LackeyCCG Windows -> Build Date: 09-22-14

Main Menu Game: host (2) Deck Editor Server (30) Plugin: CardfightUniverse Preferences

New Deck Open recent: VG-G-LD03_ Browse... Paste Deck name: VG-G-LD03_The_Blasters_AichiS

Deck: 49 GZone: 8 Starting Vanguard: 1 Imaginary Gift: 0

#	Name	Set/Num	Clan	Grade/Skill	Im	Trigger/Ty	Format	Ba	Skill 1	Skill 2	Skill 3	Skill 4	Skill 5	Skill 6	Skill 7
4	Blaster Blade Exceed	G-LD03/00	Royal Paladi	Grade 3 / Twin Dr		Normal U	Premiu								
4	Blazing Twin Blades,	G-LD03/00	Royal Paladi	Grade 3 / Twin Dr		Normal U	Premiu								
2	Champion of Silence,	G-LD03/00	Royal Paladi	Grade 2 / Interce		Normal U	Premiu								
4	Knight of Virtue, Bedi	G-LD03/00	Royal Paladi	Grade 2 / Interce		Normal U	Premiu								
4	Star Hope Trumpeter	G-LD03/00	Royal Paladi	Grade 2 / Interce		Normal U	Premiu								
1	Blaster Blade	G-LD03/00	Royal Paladi	Grade 2 / Interce		Normal U	Premiu								
4	Wingal Youth	G-LD03/01	Royal Paladi	Grade 1 / Boost		Normal U	Premiu								
3	Knight of Benevolenc	G-LD03/01	Royal Paladi	Grade 1 / Boost		Normal U	Premiu								
3	Little Tactician, Marr	G-LD03/01	Royal Paladi	Grade 1 / Boost		Normal U	Premiu								
4	Bringer of Divine Grac	G-LD03/01	Royal Paladi	Grade 1 / Boost		Normal U	Premiu								
4	Nova Knight, Llew	G-LD03/01	Royal Paladi	Grade 0 / Boost		Critical	Premiu								
4	Pink Comet, Flogal	G-LD03/01	Royal Paladi	Grade 0 / Boost		Critical	Premiu								
4	Yggdrasil Inheritor, El	G-LD03/01	Royal Paladi	Grade 0 / Boost		Heal	Premiu								
4	Margal	BT02	Royal Paladi	Grade 0 / Boost		Draw	Premiu		[ACT](RC						

+1 +3 +10 -1 -ALL Combine reprints: View tiled Save deck Export as txt Copy Load entire deck to you Load to your: Deck

All Cards (Total: 6646, Shown: 6109) Card Pool (Total: 0)

Quick Search: Clear

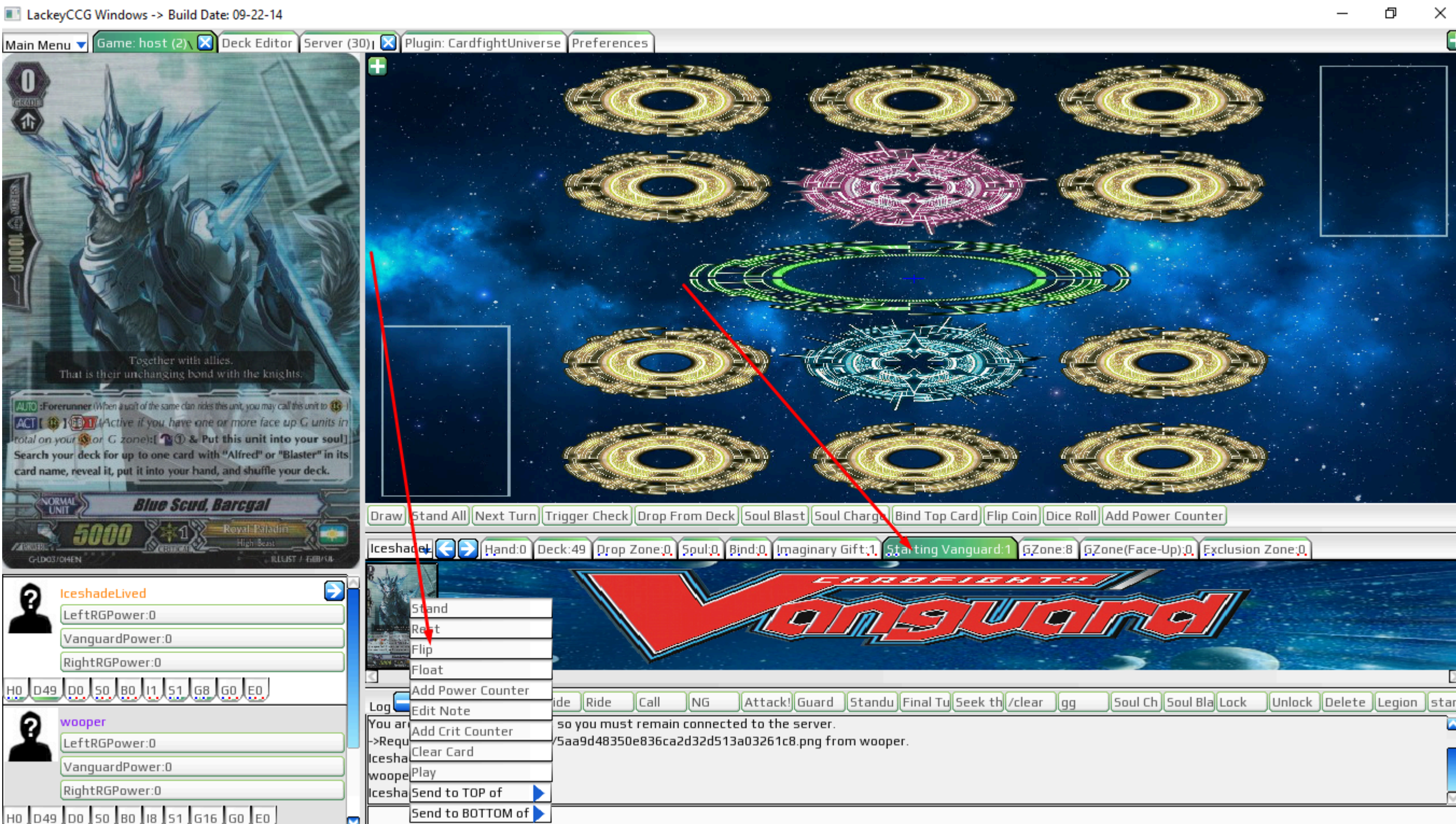
Name	Set/Num	Clan	Grade/Skill	Imaginary	Trigger/Ty	Format	Banned/Res	Skill 1	Skill 2	Skill 3	Skill 4	Skill 5	Skill 6	Skill 7
"Man who	MB	Etranger	Grade 3 /		Normal Un	Premium		[CONT](VC	[CONT](VC					
"Man"	MB	Etranger	Grade 3 /		Normal Un	Premium		[ACT](VC):						
100% Ora	G-TD03/01	Neo Necta	Grade 1 /		Normal Un	Premium								

Now your deck should be loaded in the game:

Icshade Hand: 0 Deck: 49 Drop Zone: 0 Soul: 0 Bind: 0 Imaginary Gift: 1 Starting Vanguard: 1 GZone: 8 GZone(Face-Up): 0 Exclusion Zone: 0

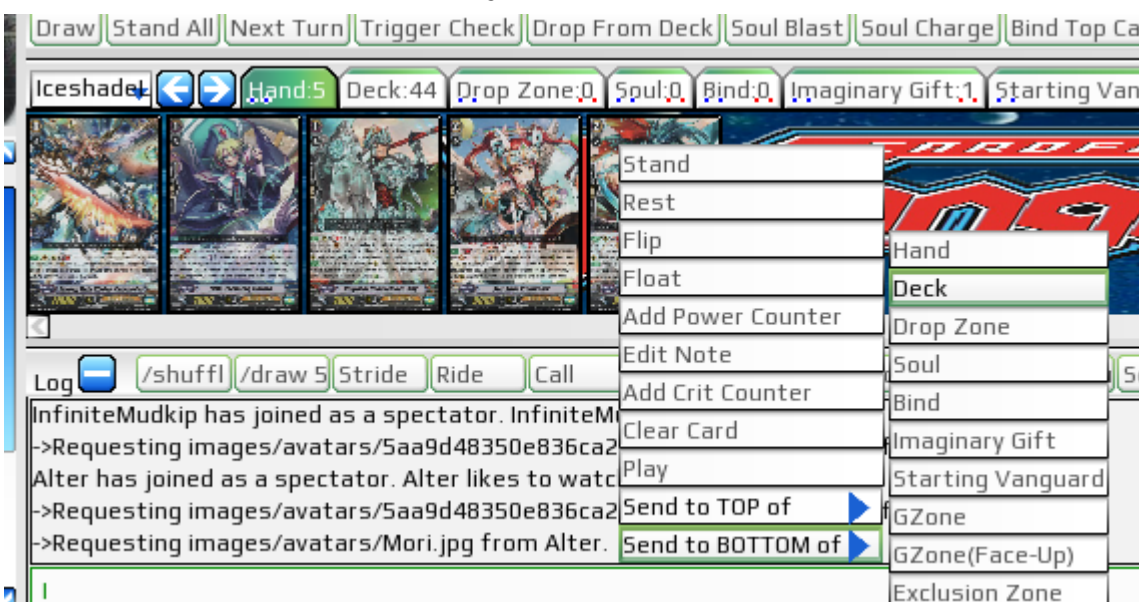
Learning The Interface

First Flip Your Starting Vanguard

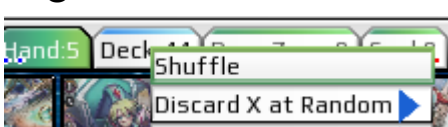


Then you can drag and drop the Starter onto the Vanguard Circle

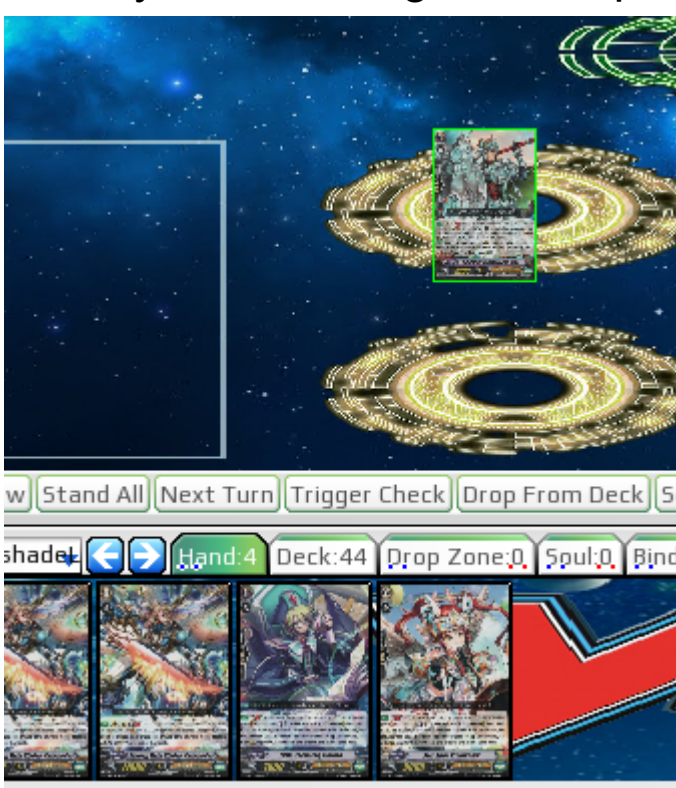
Now just Draw 5 using the draw button on the top
Send Whatever Cards you don't want to the bottom of your deck.



Right Click Deck and press Shuffle in order to Shuffle



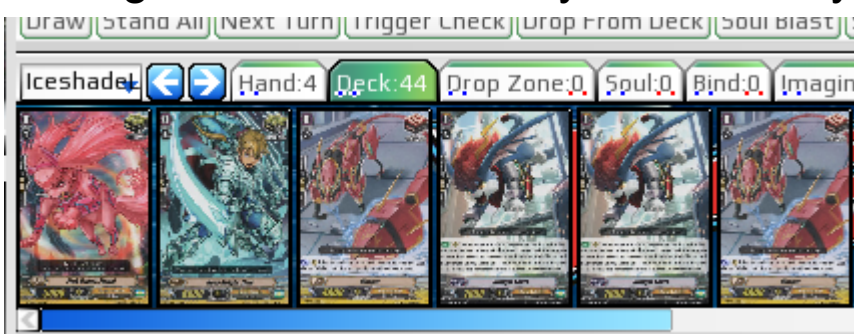
To Play Cards, Drag and Drop them from wherever onto the field



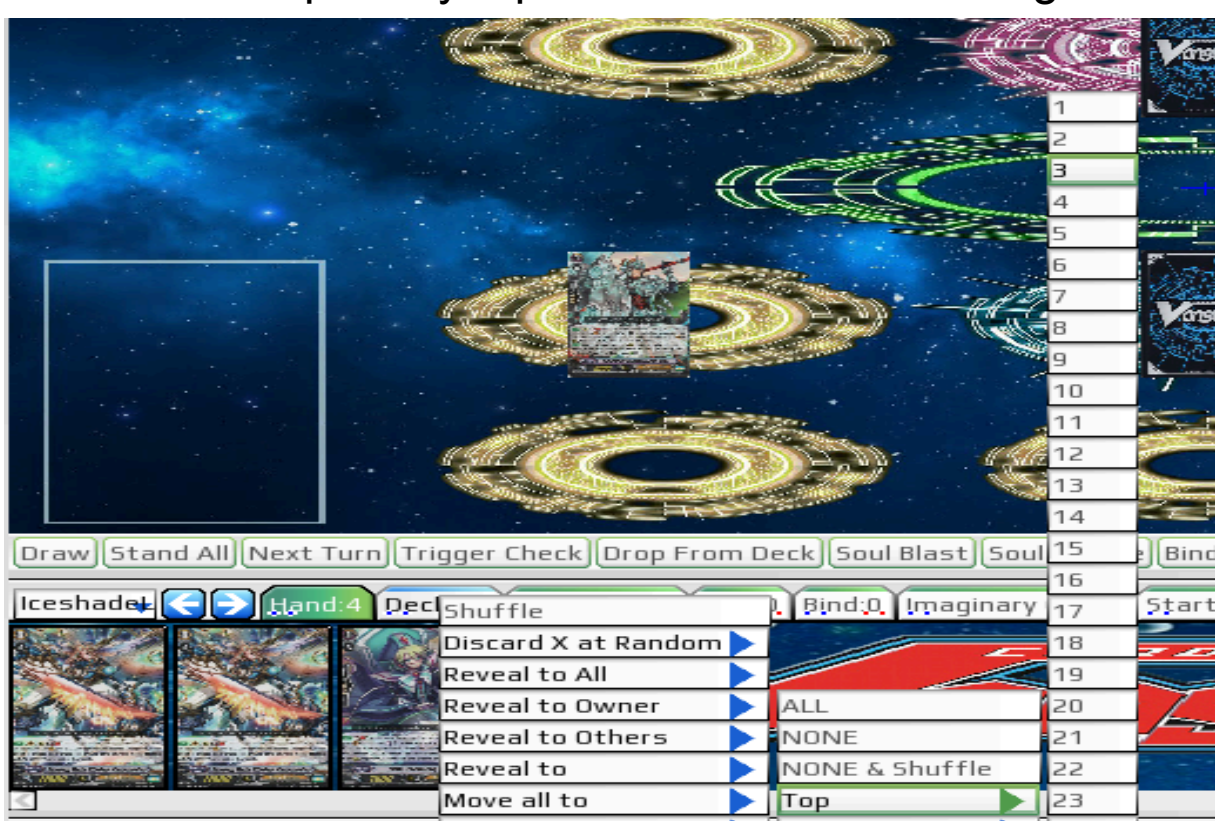
To Look at your deck, right click deck reveal to owner all



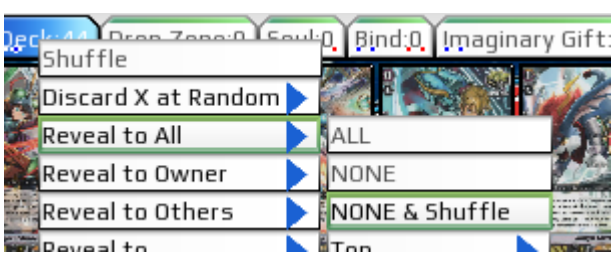
Then go the deck tab and you can see your deck and do what you want with it



To look at like per say top 3 cards of the deck. Right click deck, reveal to owner top 3



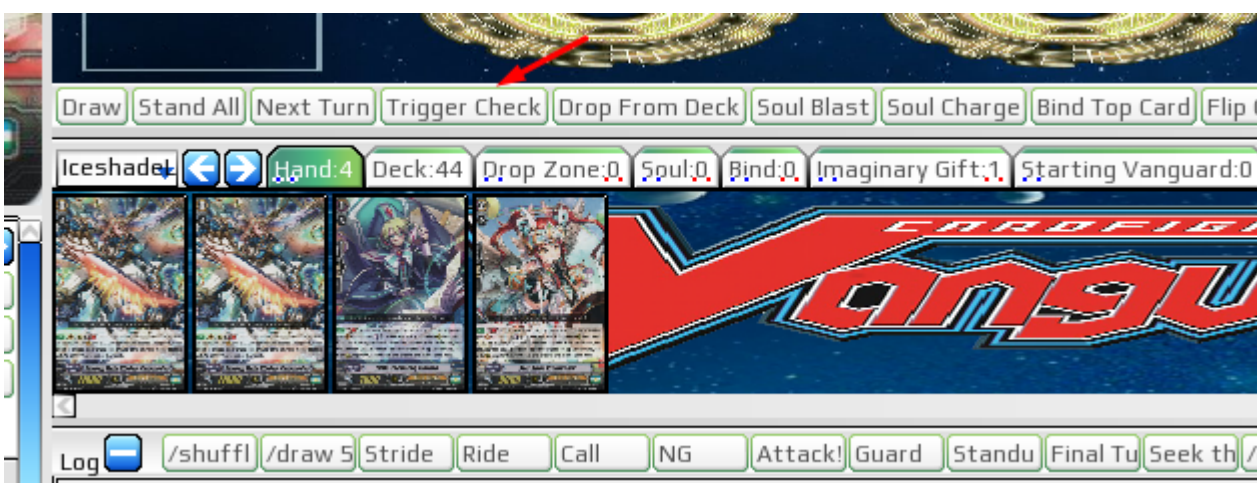
To stop revealing your deck right click deck reveal to owner, none & shuffle.



There are separate slots dedicated to your deck, drop, soul, bind, gzone, imaginary gift and more put the appropriate cards in these slots so that the board looks clean while playing :D



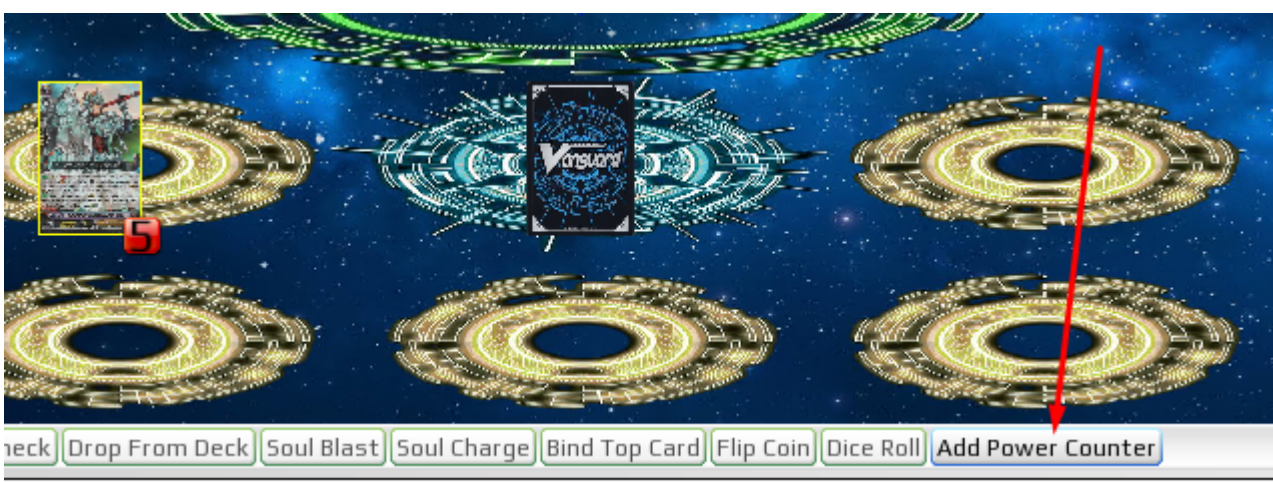
To do a Trigger Check, press the Trigger Check Button and it plays the top card of your deck onto the field.



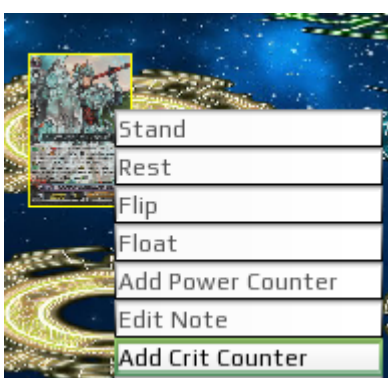
The damage zone is on the field itself



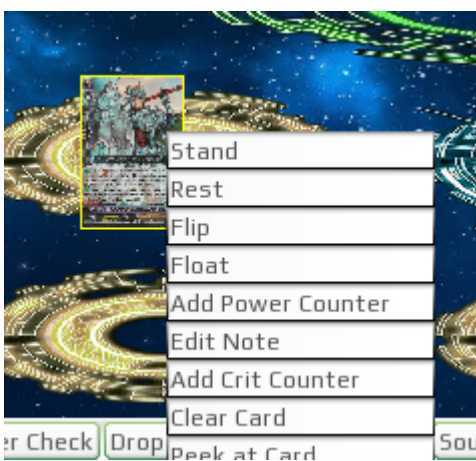
Let's say you get a Critical Trigger and want to add power to a unit, click on the card and it will highlight yellow, now press the add power counter button until there is enough for your unit.



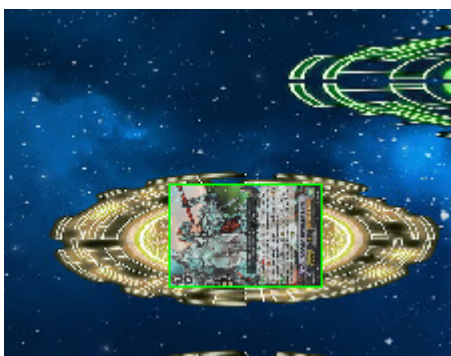
To add a Critical to a card right click the card and press add crit counter.



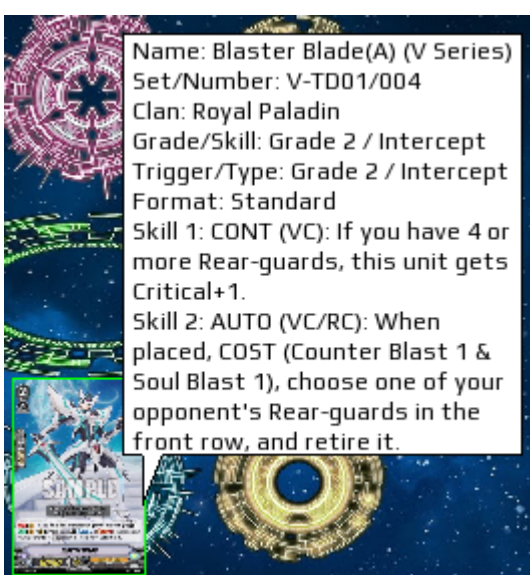
You can clear a card by right clicking the card and pressing clear.



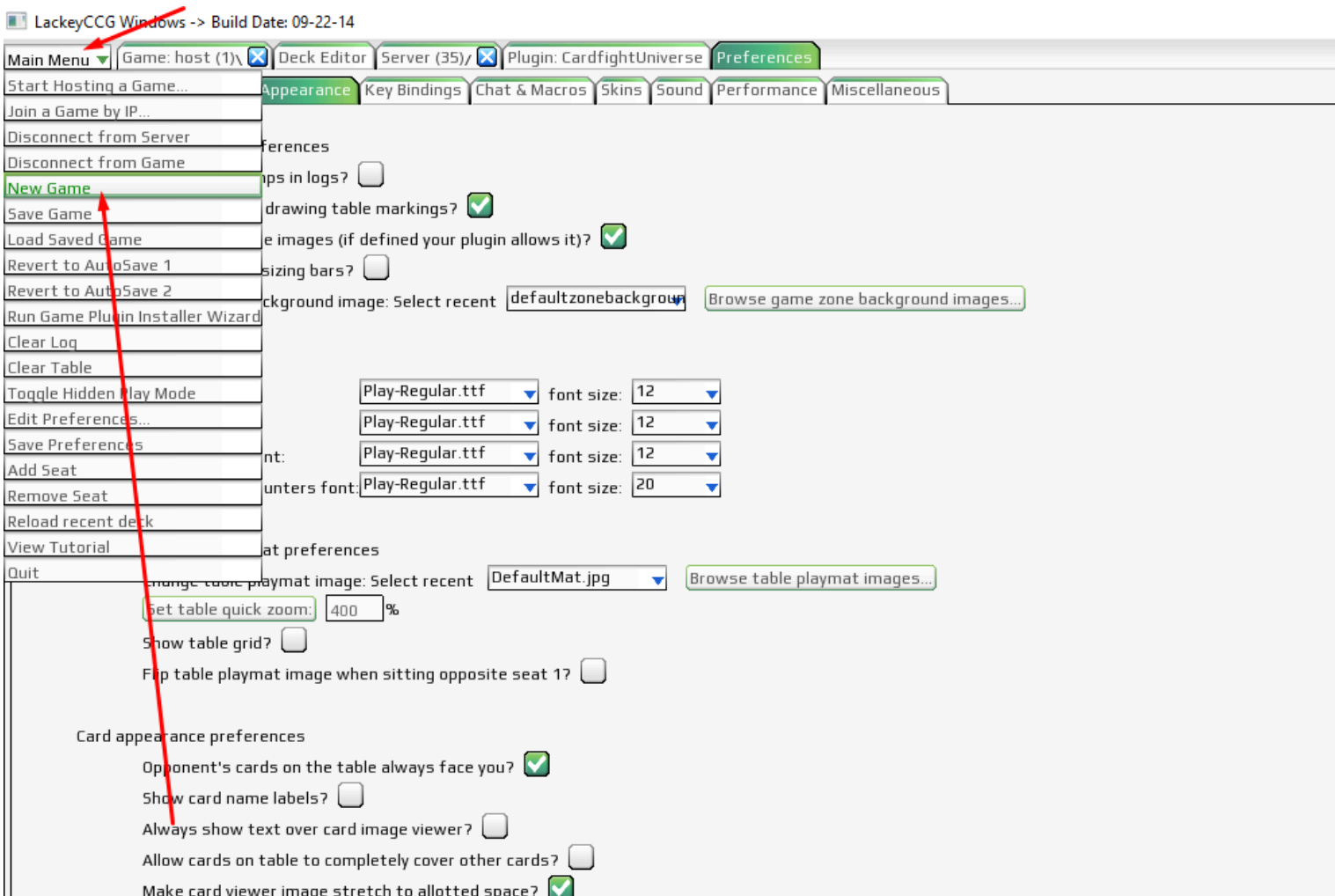
To rest a card, just double click, its that simple, you can also stand a card this way as well.



OH ONE MORE IMPORTANT THING, YOU CAN PRESS ~ THE TILDE KEY(TO THE LEFT OF 1 and ABOVE TAB) TO HAVE AN ENGLISH TRANSLATION OF JAPANESE CARDS AT ANY TIME.



After you fight is done to start a new game, just press main menu on the top left and press New Game

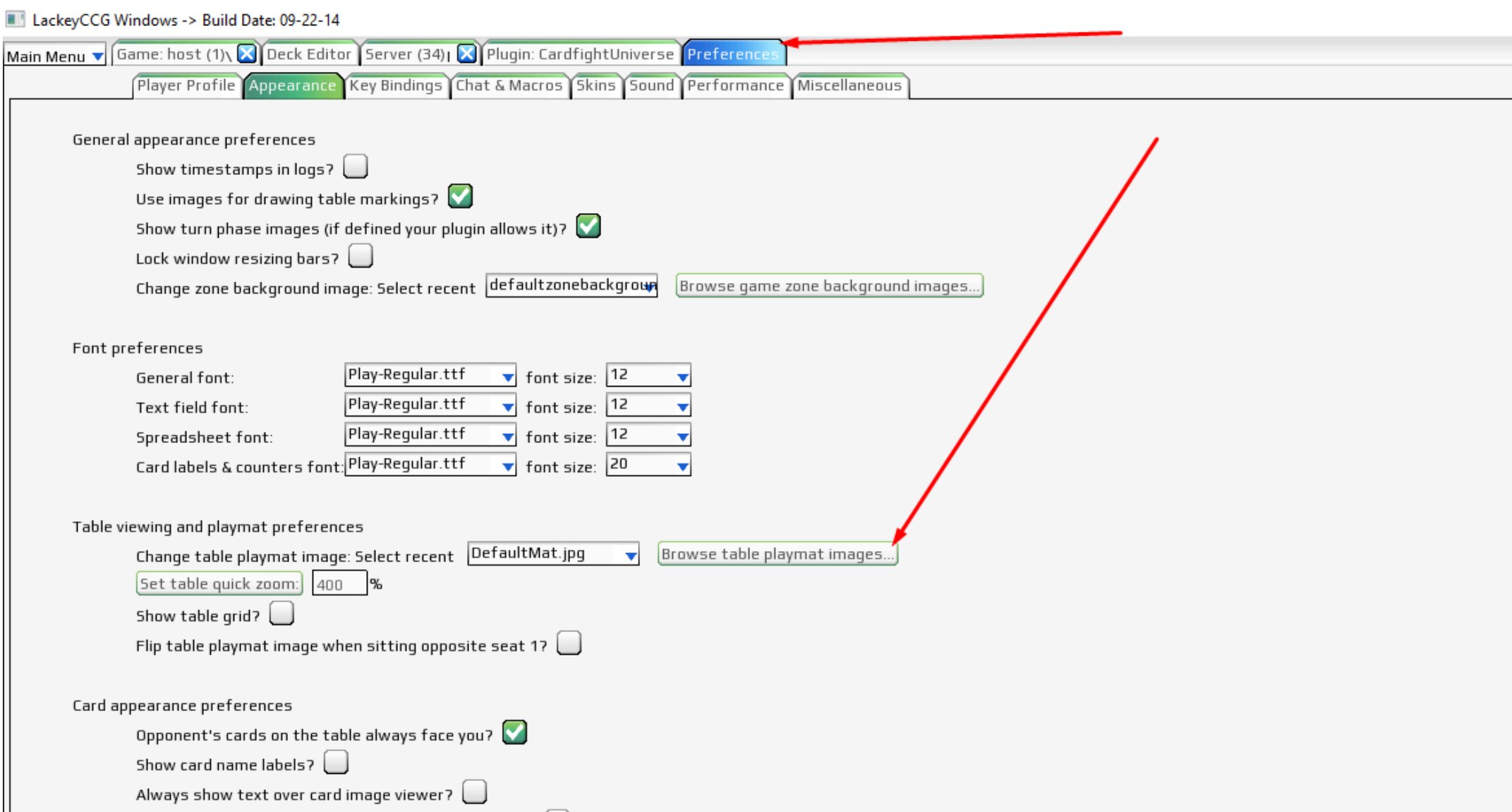


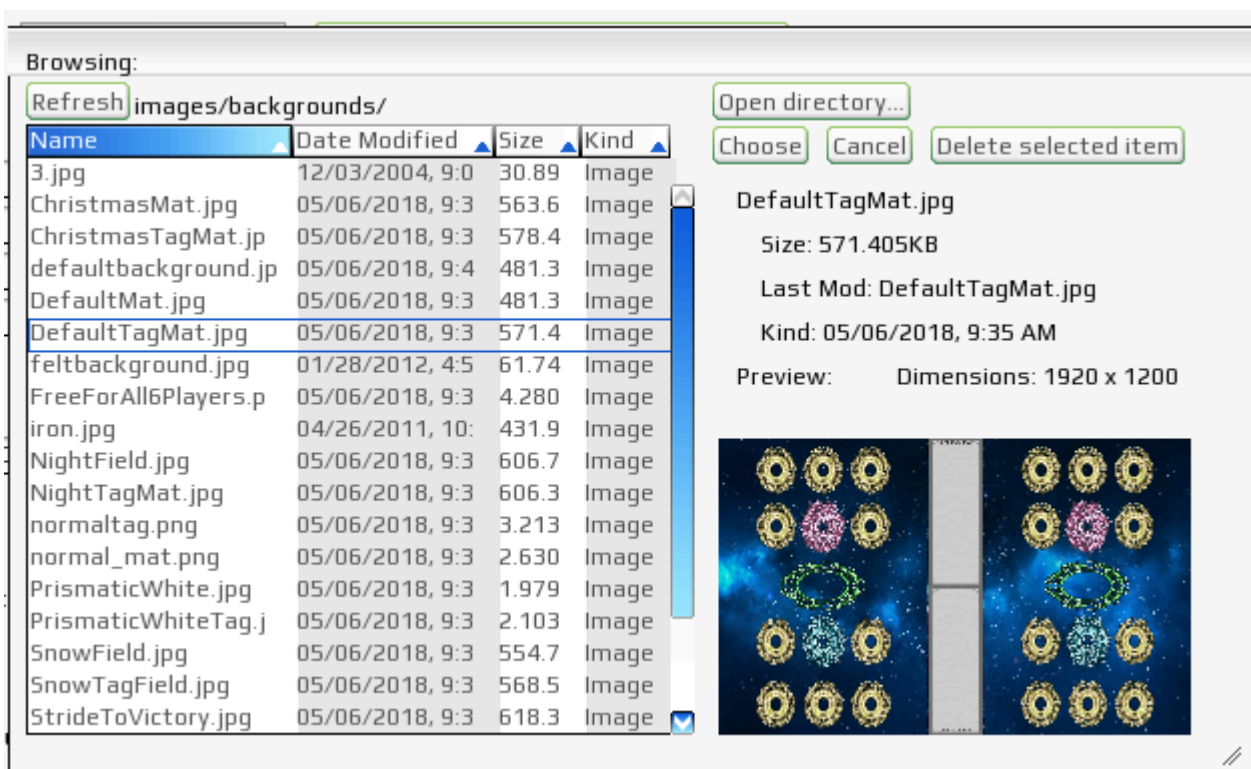
Tag Fights

Here's a quick guide on how to do Tag Fights on LackeyCCG

-Host a Game with 4 Seats

-Go to Preferences > Browse Table Playmat Images and Change it to DefaultTagMat.jpg





-Basic Rules-

- First team to 9 Damage loses
- The turn order is in a zig-zag pattern
- First person that can attack first is the person who goes last
- Partners can guard and pay counterblast for their partner but cannot attack during the other member's turn.
- Cannot use intercepts when guarding for partner
- Unit skills only affect the player and his or her opponent (for example, Silent Tom can be blocked by a Grade 0 from your opponent's partner). This also affects perfect guard and g-guardian units
- Skills that apply to all fighters, like [Eradicator](#), [Tempest Bolt Dragon](#) and [Dark Cat](#) can affect only your opponent.
- However since the Damage Zone is Shared, skills such as Battle Cupid Nociel, allows you to take and use your teammate's cards from the Damage Zone. After the card is sent out of the field, it goes to your teammate's Drop Zone.

Your Opponent is a person across from you not zig-zag from you, this means that if just you and your opponent are at grade 3 you can stride while the other two are at grade 1 per say.

Additional Rulings:

Supreme Heavenly Emperor Dragon, Dragonic Overlord "The Purge" - Drive Checks are Capped at 5

Death Star-Vader "Omega Fall" Glendios - Skill is capped to 5 cards in Damage Zone.

This is the Tag Board, Seats 1 & 3 are Team1 and Seats 2 & 4 are Team2

LackeyCCG Windows -> Build Date: 09-22-14

Main MenuGame: offlineDeck EditorServer

Plugin: CardfightUniversePreferences



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?

IceshadeCometsX

LeftRGPower:0

VanguardPower:0

RightRGPower:0

Ha0De0Dr0So0Bi0Im0St0GZ0GZ0Ex0



Test Dummy

LeftRGPower:0

VanguardPower:0

RightRGPower:0

Ha0De0Dr0So0Bi0Im0St0GZ0GZ0Ex0

DrawStand AllNext TurnTrigger CheckDrop From DeckSoul BlastSoul ChargeBind Top CardFlip CoinDice RollAdd Power Counter

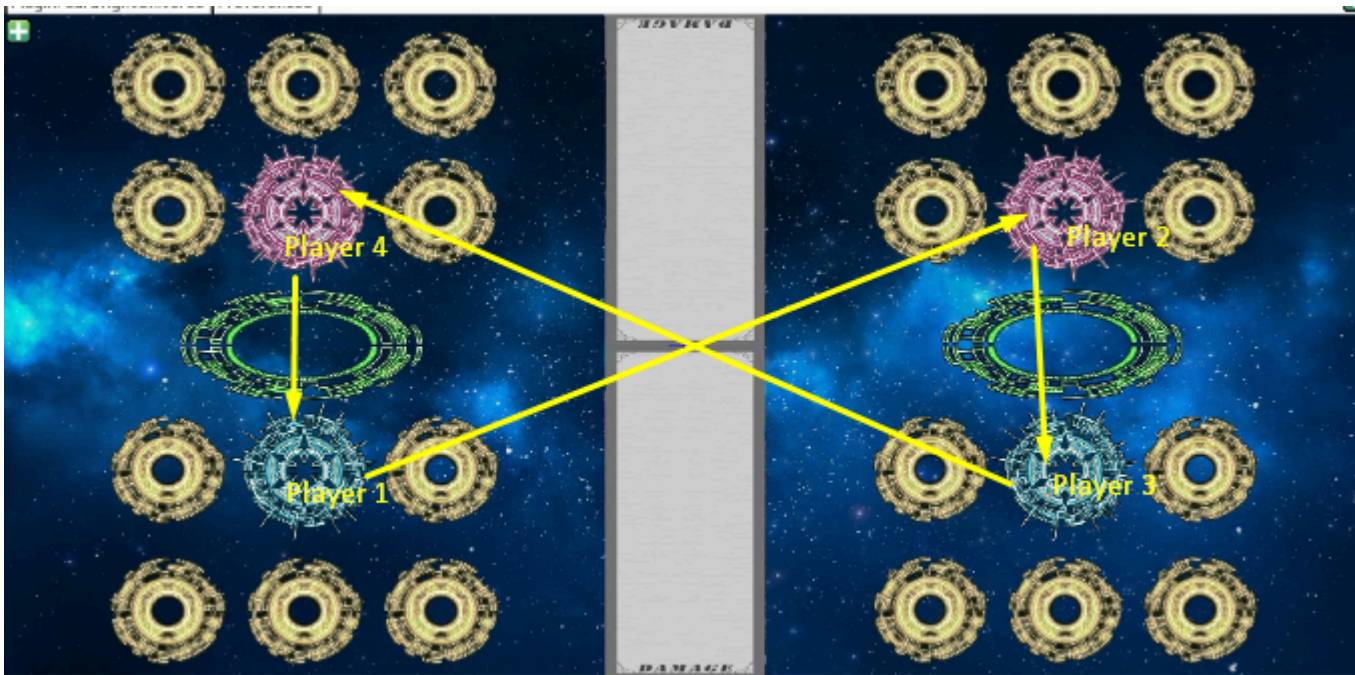
IceshadeHand:0Deck:0Drop Zone:0Spul:0Bind:0Imaginary Gift:0Starting Vanguard:0GZone:0GZone(Face-Up):0Exclusion Zone:0



Log

/shuffle /draw 5 /r d2 /r d20 Iceshad /r d4 /r d3 Guard Standu Final Tu Seek th /clear gg Soul Ch Soul Bla Lock Unlock Delete Legion stan

The best way to decide tag fight order is to roll a die and the highest goes first, then have the order go like this



It should be criss cross from player 1 to 2, and not across to keep game balance at its highest.

Reasonings if its done across initially:

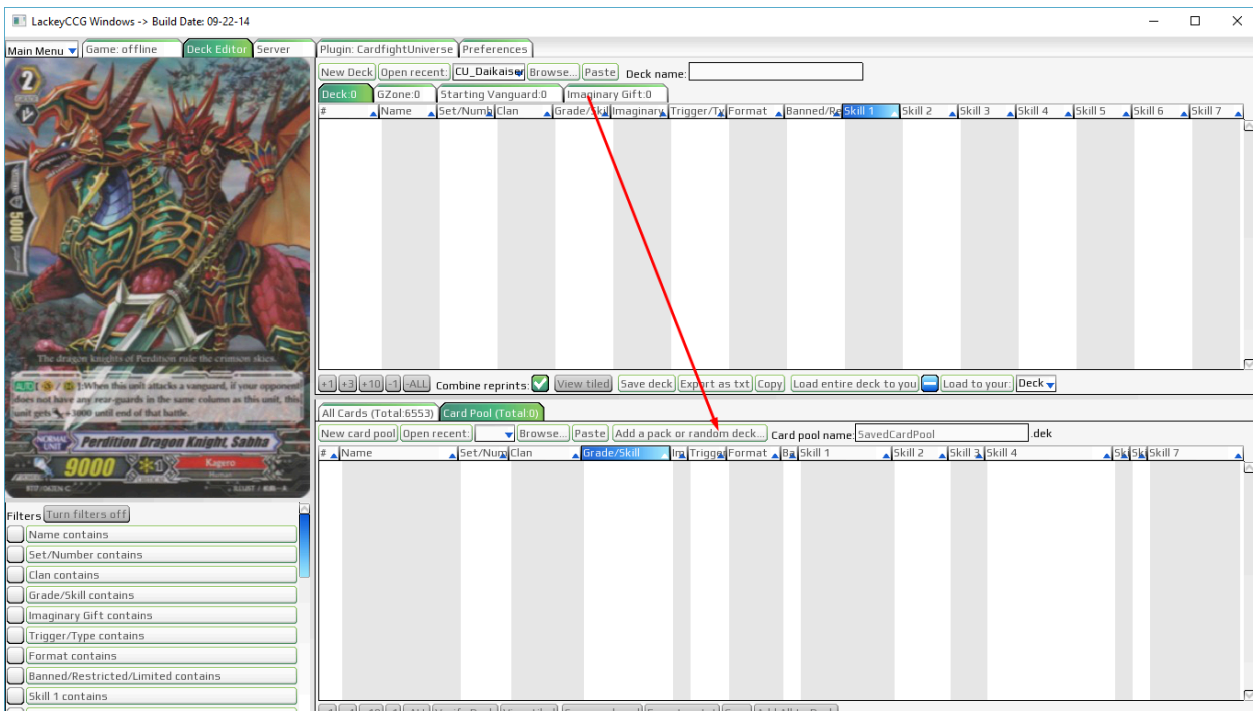
1st Stride goes to entirely to the team going second both player 2 & 4 who are on the same team.

When first stride could be players 3 & 4 who are on opposite teams and the order would be completely balanced out this way.

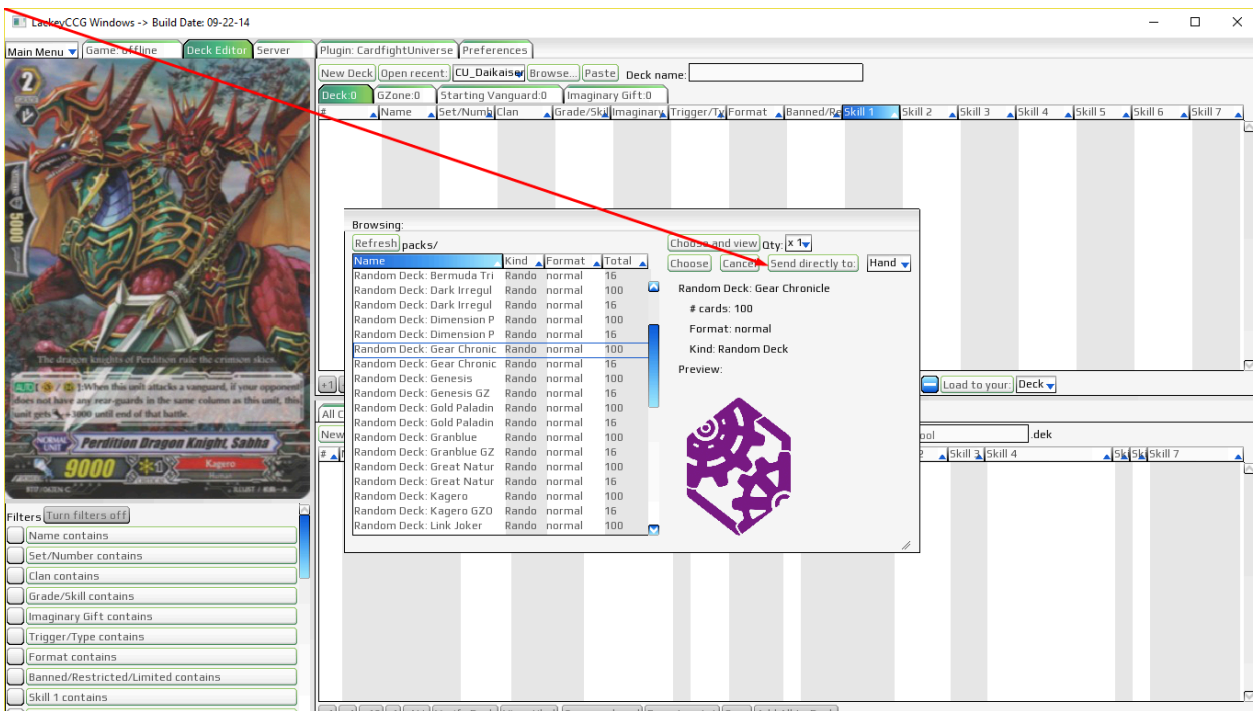
Random Deck Format

Leyo, LackeyCCG actually has a Random Deck Generator, Here's a Rundown on Random Decks.

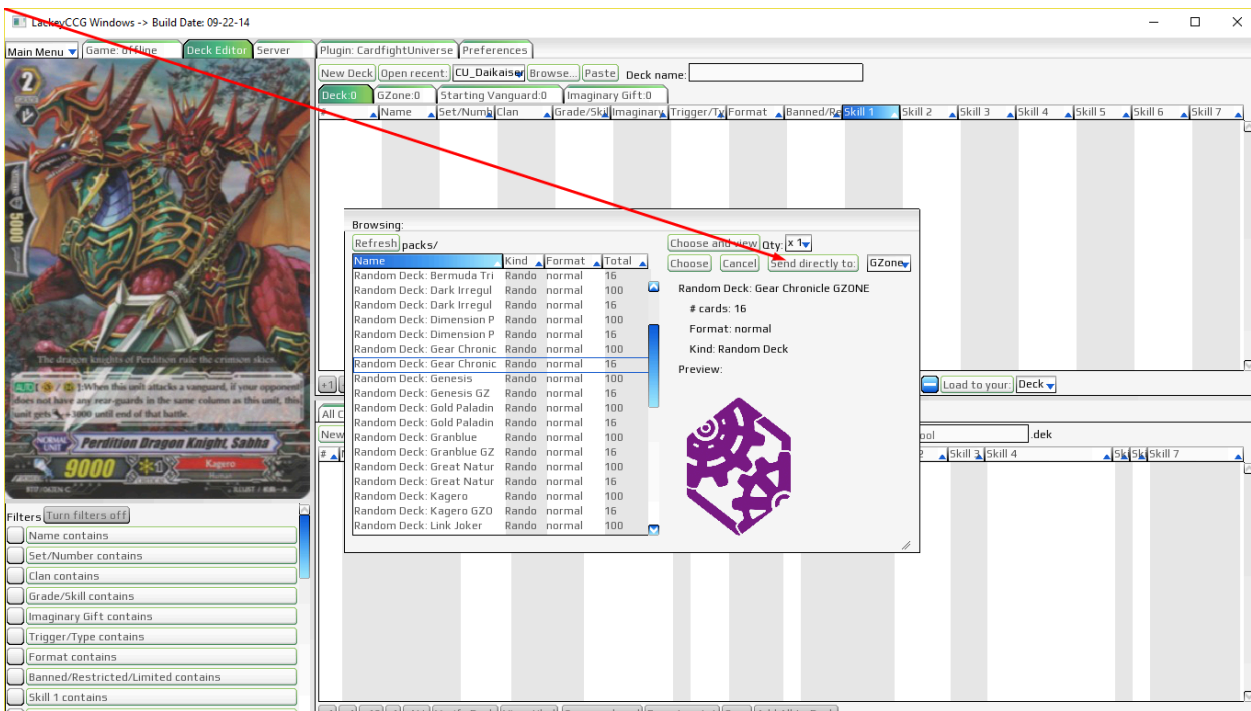
1. Go to the Deck Editor and Go to Card Pool, then Click Add a Pack or RandomDeck.



Here Click the Clan you want to play and click on the regular deck counterpart and press send directly to hand.



Do the Same this time except click the clan counterpart for the GZONE and send directly to GZONE.



Random Deck Format Rules:

- All Units have all of the Clans, Nations, Keywords, Families, & Archetypes
 - If a Unit Would Call a Royal Paladin Card, you could call a Kagero card because it would be a Royal Paladin card.
 - If Blaster Blade Exceed would Search for a card for Blaster Blade in it's name, you could search for any card as every card would be regarded as the blaster blade archetype.
 - If Dragfall Luard calls a Unit, any unit that he called is considered to have the ritual ability and you could retire an opponent's unit.
 - Floral Paladin, Flogal would not work because all cards is not specifically Blaster Blade and this would only work on Blaster Blade as its referencing a single card name and not an archetype.
 - If a card would say CounterBlast a Star-Vader you can counterblast any card as all cards are treated as the Star-Vader Archetype.
 - Because cards are all of the clans Cards that say if you have x unit from another clan -2000. A narukami vanguard with this ability would still go off as your narukami rear-guard is part of all clans.
 - Lord Is Negated
 - If Pulsar, Sentry Dracokid would require a Grade 3 Gear Colossus for its skill, you could reveal any Grade 3 also as they would all be considered as Gear Colossus.
 - Your Vanguard is Always in Legion

All Strides have the Same Name and achieve the conditions for all Hearts

Free For All Fight Format

This Pain Train ain't done yet, we have a FFA Format as well.

3 to 6 players currently on LackeyCCG Using a 4 player board or a 6 player board respectively.

~BASIC RULES~

- You lose at 6 damage, last man standing wins.
- When a card specifies 'your opponent' or every player choose one of your opponent's and they received every effect possible from that card.
Example: Eradicator, Gauntlet Buster will only gain 10k and 2 crits instead of 30k and 6 crits because it's affected by only one opponent.
- When a card specifies 'all fighters' or some variation of that, one of the players are effected
- Heal Triggers of Course Only Affect the Player with the Most Damage
- You may attack any opponent's vanguard's/rear guards for attacks that can be attacked.
- Your temporary damage zone is wherever you can make it work (using the red lines or the side of your rear guard circle) until a better board/boards are made. (you may also use half of the damage bars available on the 4 player boards if you'd like)
- You may only stride if everyone's vanguard is grade 3 or greater. (or new stride rules)
- Last Player Attacks First
- Unless if the damage of all of your opponent's is equal, the player with the highest damage on their vanguard cannot have their vanguard be targeted for an attack. However if a skill where a vanguard isn't targeting a vanguard for an attack such as "Dragonid Kaiser Vermillion", then the vanguard attack will still occur.

~TURN ORDERS~

Player 1 is decided using a D20, in lackey its /r d20 in the chat log with whoever rolling the highest being player 1, and takes the first seat. Everyone else sits down after from highest dice roll to lowest. Meaning Highest is player 1, second highest is player 2, and so on. Any and all ties are re-rolled.

Players 1 through 6 sit in their respective seats as shown below.



As seen in the images above, each players turn order goes in a zig zag, in lackeyccg, the players 1-6 will also be your seat order, to make it more convenient. Make sure to place your vanguard's correctly, for example, player 2 and player 5 will both put their vanguard in the bottom halves and on the center vanguard circle of their screens.

Attack order will also be in the pictures above, as the last person to take their first turn will be the first to attack.

The Mat for 5/6 WAY FFA IS FreeForAll6Players.png

2 deck format

A two deck format is a 1v1 match where the first player to win twice wins the match. It's called 2 deck format because each player plays with two decks, the first game is with each players first deck. When one person wins, they are forced to play their second deck. This continues until someone gets two wins, winning the match.

Relay Fight

A Relay fight is a 3v3, where each player has separate decks and is a team format. The two teams of three choose a person who will go first, second, and last for their team.

Each player has different 50 card decks with different clans each. Both teams choose the first person to cardfight, choosing their starting vanguard and all other players shuffle their starting vanguards into their decks. All players get 5 cards in hand from their original deck, and are allowed a mulligan.

- The first fight plays until a player hits 5 damage. AWhen the first person hits 5 damage the turn ends all skills stop and no effects can activate, the player with 5 damage loses, and gives their hand and ENTIRE board to the second teammate. (the board stays the same, soul, vg, rg's, retired, bind etc) and the turn immediately begins with the stand phase of the second teammate, replacing the first player's deck with the new second player's deck.
- The second teammate loses at 8 damage, and when the second teammate loses the turn ends, all skills stop and no effects can activate, the player with 8 damage loses, gives their hand and ENTIRE board to the third teammate.
- The third teammate loses at 11 damage, meaning their team loses the relay fight.

^ These rules apply to both teams.

All card effects play as they normally would, meaning if you need to meet conditions to use skills you still need to. With imaginary gifts if you get a new gift it is not locked to what your teammate chose between the markers. Ex: force 1 / force 2

If a skill returns a card back to the deck, it goes to the original owner's deck.

If a player decks out, it is treated as that player losing, and passing it onto the next teammate regardless of damage.