

The Four Types of Cards



Digimon Cards

You pay memory costs to play or digivolve these cards. They can also make attacks.



Digi-Egg Cards

Digi-Egg decks can contain up to five cards. Digi-egg cards can be hatched or digivolved from the breeding area.



Tamer Cards

Tamer cards have various useful effects. If you have multiple Tamers in play, their effects stack.



Option Cards

These cards have conditions that must be met before you can use them. They can help give you an advantage in Battle.

Digimon Card Game Instructions ①

[Deck Construction]

You need a 50-card deck made of Digimon cards, Tamer cards, and Option cards, and a Digi-Egg deck with up to 5 cards. Decks can contain no more than 4 copies of a card with the same card number.

[Setting Up]

1. Shuffle your Digi-Egg deck and place it in the breeding area.
2. Shuffle your deck and place it in the deck zone. Next, place the top cards of your deck in your security stack.
3. Play rock paper scissors to decide who goes first. The person who wins goes first.
4. Each player draws 5 cards from their deck. Place the memory counter on the 0 position of the memory gauge, and you're ready to battle!

Use the Digimon Card Game Tutorial App to learn to play in a flash!

Digimon Card Game Tutorial App

The tutorial app is a great way to learn the Digimon Card Game rules.

Download the app from the official website!

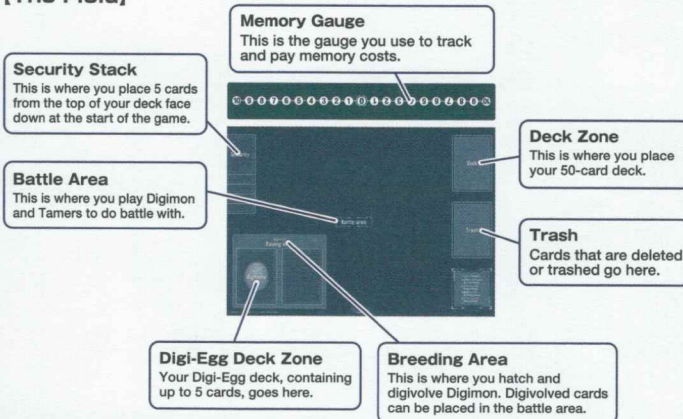
<https://world.digimoncard.com/>



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Digimon Card Game Instructions ②

[The Field]



Digimon Card Game Instructions ③

[Card Properties]

<p>Play Cost The memory cost you need to pay to play a card from your hand to your Battle Area.</p> <p>5</p>	<p>Digimon Power The number you compare to see who wins battles.</p> <p>3000 DP</p>
<p>Digivolution Conditions The color, level, and digivolve cost needed to digivolve into this Digimon.</p> <p>0</p>	<p>Effects Abilities that Digimon can activate.</p>
<p>Inherited Effect Abilities that can be activated after digivolution.</p>	<p>Level, Card Name, Digimon Color, Card Number, Rarity</p> <p>lv.3 Agumon ST1-010</p>

[The Memory Gauge] When paying memory costs, you use the memory gauge. For each point you pay, move the memory counter 1 space towards your opponent's side.



If the memory counter lands on a number greater than 0 on your opponent's side, your turn ends. Even if the memory counter lands on your opponent's side, all effects of cards you played/used will still activate. Once they resolve, it becomes your opponent's unsuspend phase. During your main phase, you can pass the turn to your opponent. When you do, the memory counter moves to 3 on your opponent's side of the memory gauge regardless of where it was before passing.

Digimon Card Game Instructions ④

Victory Conditions

- 1) Successfully attack your opponent when they have zero cards in their security stack.
 - 2) If your opponent can't draw any cards during their draw phase.
- (Note: Running out of cards in your Digi-Egg deck doesn't make you lose the game.)

[Game Flow]

- The game starts with the player going first, with the phases in the following order.
- 1) **Unsuspend Phase**
This is when you unsuspend all of your suspended Digimon to allow them to take actions again.
 - 2) **Draw Phase**
This is when you draw 1 card from your deck. (Note: The player going first skips this phase.)
 - 3) **Breeding Phase**
Once per turn, you can hatch a card face up from your Digi-Egg deck into your breeding area or place a Digimon that digivolved into a level 3 or higher Digimon in your battle area.
 - 4) **Main Phase**
This is when you can play/digivolve/attack with Digimon, play Tamers, or use Option cards. You can do these in any order and as many times as you wish as long as you can pay the necessary memory costs. If the memory counter lands on a number greater than 0 on your opponent's side, your turn ends. (All effects of cards you played/used will still activate. Once they resolve, it becomes your opponent's turn.)

Digimon Card Game Instructions ⑤

Playing and Attacking With Digimon

Playing Digimon Pay the play cost, then play the Digimon from your hand to your battle area. Digimon can't attack the turn they are played.

Attacking Upright (unsuspended) Digimon cards can attack by turning them sideways (suspending) them. You can attack your opponent's security stack or their suspended Digimon. If you choose to attack a Digimon, a battle begins.

Battles Compare the DP of both Digimon - the one with higher DP wins. The loser is deleted and sent to their owner's trash. In the event of a tie, both Digimon are deleted.

Security Checks Attacking your opponent's security stack and flipping one of its cards over is called a "security check." If the card checked is a Digimon, you battle it. Regardless of the outcome, cards flipped over in the security stack are sent to their owner's trash at the end of the battle.