

Welcome to the fighting stage!

STEP 1

Gauge zone

Where you place cost needed for using cards. Only 1 card can be placed during the player's turn.

◆ Role of the playmat

The fighting stage (field) is largely divided into 2 spaces, and allow cards to be placed in their rightful places.

Monster space

Call out your comrades and place them here. Only 1 card can be placed in each area.

Drop zone

Place monsters which are destroyed or spell cards used here. Place them all face up.

Deck zone

This is where you place your deck (50 cards or above). During the game, you will draw from this deck.

Fighter space

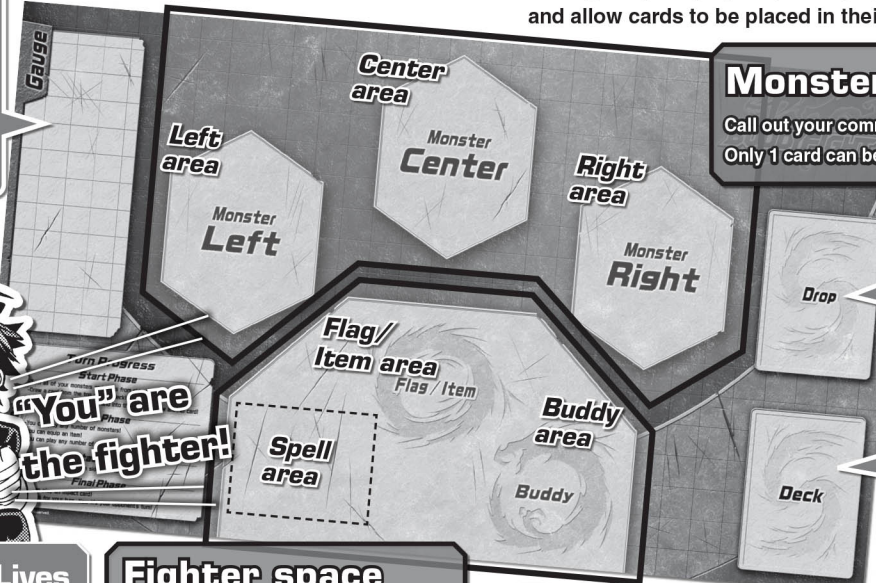
The place where the fighter and buddy stand. The cards you draw are your weapons. A fighter loses if he or she is reduced to 0 life, or has no cards left in deck.

10 Lives

When the fighter receives damage, the same number is reduced from his or her life counter.

"You" are the fighter!

Reduce the opponent's life to 0 to achieve victory!!



There are a total
of **5** types of
cards!

Learn everything about the cards!

STEP 2

Power **Red**

The power when attacking the opponent monster. Destroy the opponent monster if your power is equal to or higher than the defense of the opponent monster.

Critical **White**

When attacking the opponent fighter, deal this amount of damage.



World name

Card name

Attribute

Card type part **2**

Item card

The equipment used by the fighter to attack the opponent fighter or monsters. Item cards can be equipped from the fighter's hand.

Learn how to read and play the cards

Card type part **1**

Flag card

The flag of the world which you and your buddy belong to.



Card name

◆ Fighter space

Set it in the
flag area!

Flag / Item
Place your item
over the flag card!

Set a monster
that you like in
the Buddy area!

Buddy

Buddy monster

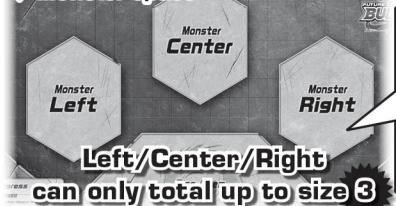
Separate from your deck, 1 monster card that you like and choose it as your buddy. Place the card you choose in the buddy area.



Comrades which play the main role
in the card fight

Call out the monsters!

Monster space



Example...



The importance of size.

Size of monsters range from 0-3, and you can only have a total size of 3 in the monster space.

Defense Blue

The strength to fight off an opponent's attack. The monster is not destroyed if the power of the opponent is less than this number.

Critical White

When attacking the fighter, deal this amount of damage.

Power Red

The power when attacking an opponent's monster. Destroy the opposing monster if this number is equal to or higher than the defense of the opponent monster.

Card type part 3 Monster card

Call monster cards from hand by paying the cost to attack the opponent fighter or monster. There are a total of 4 different sizes.



Ability

The text written after ■ is the ability of the monster. Many different abilities can help you out in your fight!



There are also monsters without abilities

A description of the monster is written in text that are not abilities.

World name Card name
Attribute

The ace card to achieve victory!

The absolute power of spells & impact cards!

Card type part 5 Impact cards

As impact cards are very powerful, they can only be cast from hand at the final phase (page 30).



Effect of impact card

The text written after ■ is the effect of the impact card. There are conditions to cast, but their effects are very powerful!

Change the tide of the fight
at the final phase!

Card type part 4 Spell cards

A great power is released when a spell is cast from the hand (placed anywhere on the field). Spells are not only used to attack your opponent, but sometimes to protect yourself.

Spell effect

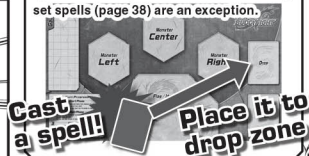
The text written after ■ is the effect of the spell. Spells with a much stronger effect have conditions to cast and are included in the text



World name Card name
Attribute

Spells are usually one-shot cards!

Effects of spells only carry out once. Place spells to the drop zone after use. However, set spells (page 38) are an exception.



Master the flow of the fight!

STEP 3

1 Start phase

1-1

Turn all cards in your field to a vertical position, then draw 1 card from the top of your deck.

*Player who starts first cannot draw during the first turn

1-2

This is the only time to charge the gauge! Place 1 card from your hand face down into the gauge zone (charge). If you do so, draw 1 card.



Proceed to main phase!

◆ Place to put cards at the start



Preparing the fight

Separate the flag card and buddy monster from the deck, join the play mats and prepare to start!

1

Place 1 flag card of your world face down on the flag zone.

2

Choose 1 monster as your buddy and place it face down on the buddy zone.

3

Shuffle your deck. You may also shuffle your opponent's deck. Place your deck face down on the deck zone.

4

From the top of your deck, draw 6 cards to form your hand.

5

From the top of your deck, place 2 cards face down in your gauge zone.

6

Use a random method to decide who goes first. (For example, the winner of a coin flip goes first)

7

Declare the start of the game, turn both the flag and the buddy face up. The fight begins!



Proceed to start phase!

This is the progression of
Buddyfight!

Preparing the fight

Buddyfight is a game for two players. Each player prepares a deck, and gets ready to fight.

Turn Your move!

1 Start phase

The game begins with the turn of the player going first. There are 4 phases during a turn.

2 Main phase

Place monster cards or item cards on the field. You may also use spell cards.

3 Attack phase

You can attack your opponent with cards on your field. Cards can normally attack only once.

4 Final phase

You can use an impact card. Then, proceed to the opponent's turn. Repeat the process until a player wins.

Assemble the power of your world and inflict heavy damage!

You may use your hand and repeat the following action any number of times during your main phase.

2 Main phase



Once ready to begin attacking, proceed to the attack phase!



You may

*The act of plac-replaced and put right areas is a



Use an

place monster cards in any monster area you like.

ing a monster on the field is termed "Call". Monster cards that are already on the field may also be to the drop zone by performing a new call. The total size of monsters placed on the left, center and maximum of 3.



Equip an

*Only 1 item can
new item. When

item card

be equipped. Item cards equipped may also be replaced and put to the drop zone by equipping a
an item card is used, place it over the flag zone. It does not matter if the flag is hidden.



Use any

*The act of using
using the spell

number of spell cards

a spell card is termed "Cast". When the spell card is cast, it must be revealed to the opponent. After card, put it to the drop zone.

Cost

Read the ability when a card is to be played on the field. Should "Call Cost" "Equip Cost" "Cast Cost" be written as the cost, the card cannot be played unless the requirement is fulfilled. To be able to act at the critical moment, it is best to store up your gauge.

Act

When there are cards with "[Act]" on the field, you may use that ability during your main phase. Although there are a wide variety of abilities, they will definitely work in your favor. Unless a restriction is stated on the number of times you may use the ability, you may use it any number of times you wish.

**Remember to
announce when
playing a card on
the field!**

I cast a spell
(card name)

• **Announce your action when playing a card on the field**

I call a monster
(card name)

I equip an item
(card name)

Buddy call

Special action

What is Buddy Call?

When a card with the same name as the buddy is in the hand, you may perform a buddy call. Place that card to the buddy zone in a horizontal position (rest) and place the buddy monster to a monster area. On top of that, you gain 1 life (called buddy gift)! However, you can only buddy call once per game.

After the intense fight, who will be the last one standing?!

4 Final phase

Use an impact card

* If an impact card isn't used, the turn will end by declaring "turn end". "For this turn" effects will end here.

**My turn ends.
It's now your move!**

Counter

Cards with "Counter" are special cards that can be activated not only during your main phase, but also during attack phase, final phase and opponent's turn. There are monster cards with "Counter" abilities as well.



You can only use a Counter once at a time!

Utilize all forces from monster area

and fighter area to attack the opponent!

3 Attack phase



Choose a monster or

* The player going first can



Should you be equipped the item to rest.



You may choose 2 or



Choose an opponent



You may only attack the



Destroy the defending

* Compare the combined power be equal to or greater,



When attacking a critical of the attack-



Attack phase ends.

item, put it to horizontal position (rest) to attack!

only attack once during the first turn.

with an item and the center area is empty, you may attack by putting

more cards to perform a link attack.

monster or the fighter to attack.

fighter when there are no monsters on the opponent's center area.

monster if its defense is less then the power of the attacking cards!

of your attacking cards against the defense of the opponent's defending monster. Should the destroy the defending monster. Destroyed cards are put to the drop zone.

fighter, deal damage and reduce his or her life equal to the ing card.

Proceed to final phase.

Special action

The powerful "link attack"

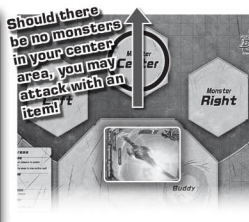
The defending monster's defense is so high that it en... In such situations, put 2 or more cards to total power of these cards will be combined into A link attack can be performed with monsters and

cannot be beat-rest instead. The a single attack. items as well!

Example...



Power becomes 7000!



Become stronger with keywords!

STEP 4



Use up a soulguard to save your monster

The card placed under the monster is face up!



There can be any number of cards in the soul!

Some monster abilities and spell effects state "Put into soul". Prepare the card stated on the text and put it under the card when it is called. Even though there is no effect only by putting a card in the soul, it can be used as a cost to activate an ability. Be sure to take any chance to add cards into soul.

Announce out

I put a soul in monster!
(card name)

Monster ability "Soulguard"

When a monster with "Soulguard" is destroyed and there are souls under it, you can revive it! A soul can be sacrificed in the monster's place. When an effect that returns the monster to the hand or deck from the monster space is used, you may also discard a soul to prevent it. Use the souls to protect your monster!

◆ When there are souls...



Drop

Use a soul instead to keep the monster on the field!

Create a deck only for you

◆ Contents of a deck

- ☐ **Flag card: 1 card**
- ☐ **Monster card that you choose as buddy: 1 card**
- ☐ **Deck: 50 cards or above**
- ☐ **A maximum of 4 cards with the same name is allowed in the deck.**

(your buddy is not included in this count.)

To become stronger in Buddyfight, you will have to include different cards and create a deck unique to you. The amount of power is not the only thing you should be looking for, but also the special abilities of each card. These are the keys to victory. The following are special abilities you might want to add into your deck!



Penetrate the defenses and wound the fighter!

When a card with the ability "Penetrate" attacks, you can deal damage to the opponent fighter if you destroy an opponent monster in the center area. This ability is also possible with a link attack. Should the monster in opponent's center area be destroyed by a link attack, damage will be given to the opponent fighter from the card with "Penetrate" ability only.

If the monster in the center area is destroyed, damage will be dealt to the opponent fighter!





Double Attack for overwhelming force

“Double Attack” is an ability that allow a monster to attack twice. After the first attack for the turn, the monster is put to a vertical position (stand) to attack a second time! However, as the two attacks are separate, it is a waste to attack a monster with higher defense twice. The ability is best when it is combined with a link attack or an “[Act]” ability that boosts the power.



**Attack again
after being
put to rest!**



Counterattack when you have the chance!

When a monster with “Counterattack” is not destroyed in battle, the monster can “Counterattack”. This ability allows the monster to destroy the attacking monster if the defending monster has a power equal to or higher than its opponent’s defense. When attacked by a link attack, you may use “Counterattack” on one of the monsters. However, “Counterattack” can only be used on monsters. Even when attacked by an item, “Counterattack” cannot be used on the item.

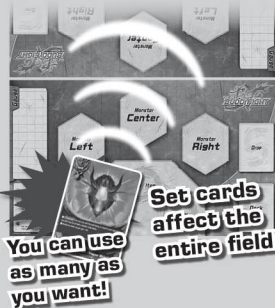
Effective use of abilities!

Even with the best abilities, victory cannot be assured without your skillful use of cards. Being familiar with the effects and the role of the cards within your deck will allow you to adapt to any fight.



Set spells to control the fight

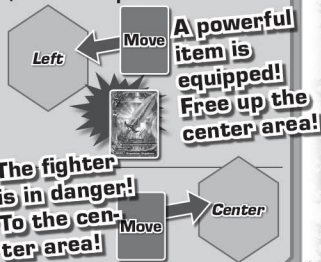
Basic spells are put to the drop zone after use. However, cards with “Set” can be cast and “Set” on the field. These cards will be placed in the spell zone and as long as it remains there, its ability will continuously be in effect. As it is possible to “Set” many number of cards, effective combinations of such cards will definitely increase the chance of victory!



Move to the aid of the fighter!

Exclusive to monster cards, “Move” is an ability that allows a monster to shift itself to an empty monster area. The only timing that allows for this ability is during the start of your attack phase and the start of the opponent’s attack phase. The skill to read how your opponent will attack and move to critical areas will certainly lead to victory

◆ For example



Q&A to difficult situations

STEP 5

Q I have a monster with size 2 in my center area. Is it possible to call a size 2 monster on my left or right area?

A Yes, you may. However, as the total size of the monsters on the field becomes 4, put the monster from before into the drop zone. You are not allowed to have monsters of total size more than 3!

Q I have a monster in my center area. Is it possible to call a new monster in the center area?

A Yes, you may. However, as only 1 monster can be placed on each area, put the monster from before into the drop zone.

Q I have an item equipped now. Can I still equip items?

A Yes, you may. However, as only 1 item can be placed on the field, put the item from before into the drop zone and equip the new item.

Q Can I use the card "Dragoenergy" during my main phase to give my monster a power boost?

A No, you may not. "Dragoenergy" has the ability to grant an 《Armordragon》 in battle a power and defense boost of 3000, and the ability "Counterattack". When used in the main phase, the monster is not an 《Armordragon》 in battle and will not be able to resolve.

Q Can I call the same monster as my buddy without performing a buddy call?

A Yes, you may. As buddy call can only be performed once per game, it is a special type of call. If you have enough life, you may choose to call a monster without performing a buddy call.

Q Can I use an "[Act]" ability as many times as I want during my main phase?

A Yes, you may. "[Act]" abilities are written as "You may ○○". If you do, ~". If you can fulfill "You may ○○", you may use the ability as many times as you wish.

◆ Problems met during attack phase and attack

Q When my opponent use a link attack, I used 2 "Dragoenergy" on the monster being attacked. Can I use the "Counterattack" ability twice and destroy the 2 monsters in the link attack?

A No, you may not. You can only activate keyword abilities like "Counterattack" and "Penetrate" only once, no matter how many of the same ability a card possess.

There are moments in a fight when players would come across problems and think to themselves "Oh what do we do now?". In such situations, please check here. This Q&A will clear up all your problems in a go!

◆ Problems met during the preparation of a fight

Q Including the card I chose as my buddy monster, am I allowed to have only 4 of the same monster cards?

A No. The card chosen as buddy is entirely separate from the 4 copies within the deck. So, with the monster chosen as your buddy, it is possible to put 4 copies in your deck and the same card as your buddy for a total of 5 copies.

Q We did a coin flip to determine who goes first. I won the coin flip, so do I get to choose if I am going first or not?

A No, you may not choose. If it was predetermined that the winner of the coin flip goes first, then you must go first.

Q Can I put as many impact cards as I want in my deck?

A Yes, you may. As long as the rule of "A maximum of 4 cards with the same name" is not broken, you may put as many as you wish.

Q Can I put cards that are different worlds from my flag card in my deck?

A Yes, you may. However, cards of worlds different from yours cannot be played or used on the field. However 《Generic》 cards can be used and played on the field with any flag.

Q Can the first player draw during his or her first turn?

A No, the first player may not. However, he or she can "charge & draw" during the first turn.

◆ Problems met during main phase

Q Can I move the monster in my center area to the left or right area as I wish?

A No, you may not. Monster cards cannot move to other areas unless they have the ability "Move". Unless affected by the effect of a card, it is not possible to move without an ability that would allow it to do so.

Q “Dragon Breath” was used on an attacking “Systemic Dagger Dragon” (3000 power). What happens to the attack?

A As the monster cannot continue the attack, proceed to the end of that battle.

Q Can spell cards be used during opponent’s turn?

A Spells and abilities with the “Counter” mark can be used anytime during the opponent’s turn, battle, and so-on.

Q I called a monster with “When this card enters the field, ~” ability on the field and when I use the ability, my opponent uses the “Counter” ability of “Dragon Breath” on my monster. If my monster is destroyed by the ability of “Dragon Breath”, what happens?

A After the monster is destroyed, the ability will resolve. As the ability activates, it will resolve even though the monster is destroyed. For this case, “Dragon Breath” will destroy the monster and put it to the drop zone. After that, the ability will resolve.

Q When I call a monster with “When this card enters the field, you may pay 1 gauge. If you do, ~” on the field, can I activate the ability 3 times if I pay 3 gauge?

A No, you may not. As the ability states “When this card enters the field”, there is only one timing when the monster enters the field. This is why the ability can be activated once if you pay the cost. You may not activate the ability again even if you pay 2 or 3 times. Remember, when abilities state “When ○”, the ability can only activate once for “When ○○” occurs.

◆ Other problems

Q When I have 10 life, is it possible to gain life to go up to 11 life?

A Yes, you may. There is no upper-limit to life!

Q What happens when I have 0 deck?

A When you have 0 cards in your deck, you have lost the fight!

Q When I pay cost from my gauge, can I choose which cards to put to drop zone?

A Yes, you may. When paying cost from gauge, you may choose whichever card you want. However, you cannot look at what is face down in the gauge zone!

Q When can I use impact cards?

A You may use impact cards only during your turn’s final phase (after you have finished all your attacks)!

Q Can I attack the opponent’s monster on the center area with a monster on the left area?

A Yes, you may. Even if there is another monster on the opposite side of the field, you may attack any monster on the opponent’s monster space. If there are no monsters in the opponent center area, you may attack the opponent directly!

Q The attacking monster has a power of 5000, while the defending monster has a defense of 5000. Will the defending monster be destroyed by the attack?

A Yes, when the power of the attacking monster is the same as the defense of the defending monster, the defending monster is destroyed in battle.

Q During a link attack, “Dragon Breath” destroyed 1 of the monsters during the attack. What happens to the link attack?

A The remaining monster(s) continues its attack.

Q The monster attacking has a power of 3000 and a defense of 3000. If the defending monster has a power of 5000 and a defense of 4000, will the attacking monster be destroyed in battle?

A No, unless the defending monster has “Counterattack”, the attacking monster does not get attacked back by the defending monster.

Q If I attack a monster that has both “Counterattack” and “Soulguard”, if the monster remains on the field by the ability of “Soulguard”, will “Counterattack” still activate?

A Yes, it will. “Counterattack” is an ability that can still activate as long as the monster remains on the field after the attack.

Q When a monster with “Penetrate” attacks a monster with “Soulguard” in the center area, will “Penetrate” activate even if the monster remains on the field by the effect of “Soulguard”?

A Yes, it will. Even if the monster remains on the field by the effect of “Soulguard”, it has been destroyed in battle and the damage of “Penetrate” will still happen.

◆ Problems regarding the effect of spell cards and abilities

Q “Dragon Breath” was used on an attacking “Systemic Dagger Dragon” (3000 power). If “Dragoenergy” is used in response, what happens?

A “Systemic Dagger Dragon” now has a power of 6000, so “Dragon Breath” cannot destroy it by its effect.

Q Can “Green Dragon Shield” and “Battle Aura Circle” negate an attack to a monster?

A Yes, it may. When an attack is nullified, the battle will end at that moment. As the attack is nullified, the monster is protected from the attack.