



## Detailed Rules of 「Future Card Buddyfight」

This detailed rules contains the explanations of many common enquiries. It also explains some parts of the rule book through examples and the form of a Q&A.

- ① Flow of a Buddy Call / Call
- ② Flow of a Play Timing / [Counter]
- ③ Flow of an Attack Phase
- ④ Abilities / others

Important inclusions or changes are marked in red and with **New** .

### With regards to 「★Resolution Check★」

In some sections within these explanations, 「★Rule Resolution★」 processes the following checks.

- The fighter loses when his or her 「Life is at 0」 and / or the fighter has 「No cards left in his or her deck」
- If there are two or more monsters or items in the same area, put a monster or item other than the last card to be called or put to the same area, into the fighter's drop zone.
- When the total size of all monsters on the fighter's field is 3 or greater, put monsters other than the last monster called to the drop zone until the total size becomes 3.



# ① Flow of a Buddy Call / Call

A [Buddy Monster] is the monster you choose at the start of a game, and place in the Buddy Zone. During a game, regardless of circumstances like a [Buddy Call], any card with the same name as the chosen Buddy Monster shall be treated as a Buddy Monster.

## ● Flow of a Call

### 1. Declare a call

- 1.1. Declare the monster you wish to call. (Reveal it to your opponent)
- 1.2. Designate the area where you wish to call.
- 1.3. If that call fulfills the conditions of a Buddy Call, decide if you wish to make it a Buddy Call. These conditions are:
  - The card that you wish to call has the same card name as the card in the Buddy Zone.
  - On top of that, you have not declared a Buddy Call during this game.
- 1.4. Determine if the call conditions of the monster have been met, determine if the cost of calling said monster can be paid, determine how the cost of the monster should be paid.  
→ At this point, if any of the conditions are not met, then the call cannot proceed.
- 1.5. If this is a Buddy Call, place the called card to the Buddy Zone at Rest position, in place of that, the card originally in the Buddy Zone at the start of the game will be called to the designated area, and be treated as a called card.
- 1.6. At the same time, the cost of the called card must be paid.
- 1.7. ★ Resolution Check ★

### 2. Opponent's [Counter] Timing

- 2.1. The opponent may use a card with [Counter] once.
- 2.2. ★ Resolution Check ★
- 2.3. If so, the opponent's [Counter] will activate and resolve first.
- 2.4. ★ Resolution Check ★

### 3. Processing the Call

- 3.1. Place the monster in the designated area.
- 3.2. If it is a Buddy Call, after the monster has been placed in the designated area, the fighter gains life +1 from [Buddy Gift].
- 3.3. ★ Resolution Check ★





# ① Flow of a Buddy Call / Call

## ● Q & A

Q4 If I wish to call “Armorknight Demon”, and the designated area already has a monster on it, can I put that monster to the drop zone as payment for the [Call Cost]?

A4 Yes, you can. Since a monster enters the field after the [Call Cost] has been paid, it is possible to put the existing monster into the drop zone as the payment for its [Call Cost].



Q5 “Buddy Charge” refers to “if a buddy monster is on your field”. If I have a card with the same name as my Buddy Monster, but not on the field due to a Buddy Call, can I put 2 cards into my gauge?

A5 Yes, you can put 2 cards into your gauge. Any card with the same card name as your Buddy Monster is treated as your Buddy Monster.





## ② Flow of a Play Timing / [Counter]

### 1. Play timing starts

- 1.1. ★ Resolution Check ★

### 2. Turn fighter uses a card or an ability

- 2.1. The fighter who is playing that turn(turn fighter) may choose to use one card or an ability. If the fighter chooses not to use a card or ability, or there are no usable cards or abilities, proceed to 6.1..
- 2.2. If the chosen card has a cost such as [Call Cost], [Cast Cost], [Equip Cost] and etc, pay the cost. If the cost cannot be paid, or the conditions for using it has not been fulfilled, you cannot use that card.
- 2.3. ★ Resolution Check ★

### 3. Non-turn fighter uses a [Counter]

- 3.1. The fighter who is not playing that turn (non-turn fighter) may choose to use one card or an ability with [Counter].If the fighter chooses not to use a [Counter], or there are no usable cards or abilities, proceed to 5.1..
- 3.2. If the chosen card has a cost such as [Call Cost], [Cast Cost], [Equip Cost] and etc, pay the cost. If the cost cannot be paid, or the conditions for using it has not been fulfilled, you cannot use that card.
- 3.3. ★ Resolution Check ★

### 4. Resolve the card or ability of the non-turn fighter

- 4.1. Resolve the card or ability of the non-turn fighter.
- 4.2. ★ Resolution Check ★

### 5. Resolve the card or ability of the turn fighter

- 5.1. Resolve the card or ability of the turn fighter.
- 5.2. ★ Resolution Check ★

Return to 2.1..

The turn fighter uses a card or ability



## ② Flow of a Play Timing / [Counter]

### 6. Non-turn fighter uses a [Counter]

- 6.1. The fighter who is not playing that turn (non-turn fighter) may choose to use one card or an ability with [Counter]. If the fighter chooses not to use a [Counter], or there are no usable cards or abilities, proceed to 10.1..
- 6.2. If the chosen card has a cost such as [Call Cost], [Cast Cost], [Equip Cost] and etc, pay the cost. . If the cost cannot be paid, or the conditions for using it has not been fulfilled, you cannot use that card.
- 6.3. ★ Resolution Check ★

### 7. Turn fighter uses a [Counter]

- 7.1. The fighter who is playing that turn(turn fighter) may choose to use one [Counter]. If the fighter chooses not to use a card or ability, or there are no usable cards or abilities, proceed to 9.1..
- 7.2. If the chosen card has a cost such as [Call Cost], [Cast Cost], [Equip Cost] and etc., pay the cost. If the cost cannot be paid, or the conditions for using it has not been fulfilled, you cannot use that card.
- 7.3. ★ Resolution Check ★

### 8. Resolve the card or ability of the turn fighter

- 8.1. Resolve the card or ability of the turn fighter.
- 8.2. ★ Resolution Check ★

### 9. Resolve the card or ability of the non-turn fighter

- 9.1. Resolve the card or ability of the non-turn fighter.
- 9.2. ★ Resolution Check ★

Return to 2.1..

### 10. End of play timing.

- 10.1. The play timing ends.

The non-turn fighter doesn't use a card or ability

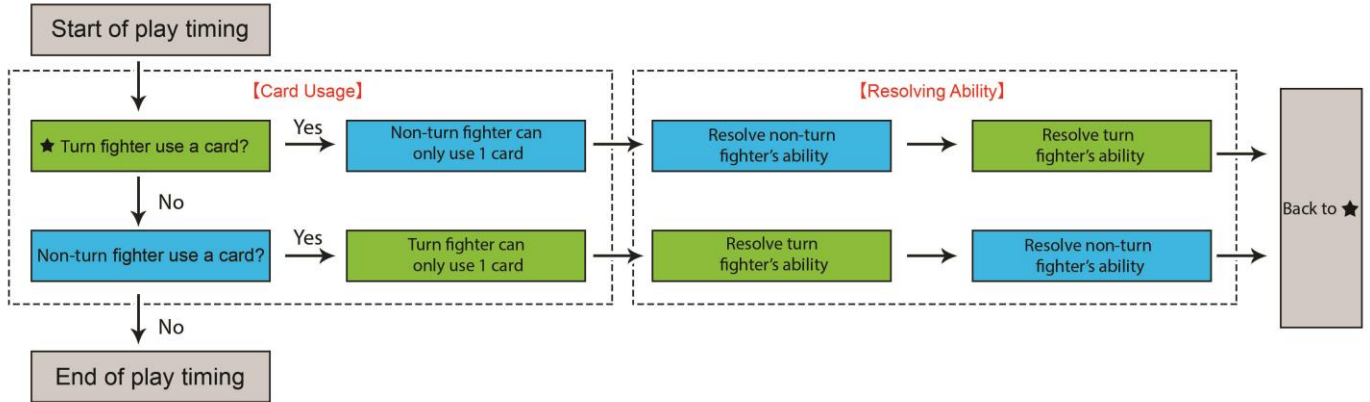


## ② Flow of a Play Timing / [Counter]

### ● Flow Chart Steps for a [Counter]

[Green]: Actions of the fighter playing that turn (turn fighter)

[Blue]: Actions of the fighter not playing that turn (non-turn fighter)



### ● Q & A

Q1 When "Demon Lord, Asmodai" is called, can we use [Counter] against the "Dangerous Back-drop!" ability?

A1 Yes, you can. With abilities which activate under the text "When~" (Auto Ability), [Counter] may be used.



Q2 If both fighters wish to use [Counter], which fighter should use [Counter] first?

A2 The turn fighter will be the first to use a card or ability. After that, the non-turn fighter will get to use a card or ability with [Counter] before the turn fighter's card or ability resolves.

Against that, the turn fighter may not use another card or ability, even if it has [Counter].







## ③ Flow of an Attack Phase

### 1. The attack phase begins

#### 1.1. [Move] abilities activate

1.1.1. Monsters with [Move] may move from its original area to another open area. The attacking fighter (turn fighter) may change areas for his or her monsters with [Move] ability one at a time.

1.1.2. Following that, the fighter being attacked(non-turn fighter) may change areas for his or her monsters with [Move] ability one at a time.

#### 1.2. ★ Resolution Check ★

### 1. Play timing

#### 1.3. Play timing occurs.

Abilities which activate during “at the beginning of your attack phase” will be resolved here as well.

#### 1.4. ★ Resolution Check ★

### 2. Choosing to attack

#### 2.1. If there are monsters which can attack, choose to either attack or not to attack.

However, during the first turn of the starting fighter, he or she may only attack up to one time, and cannot link attack.

→ If attacking, proceed to 2.2.

→ If not attacking, proceed to 2.1.1.

##### 2.1.1. Play timing occurs.

##### 2.1.2. ★ Resolution Check ★

2.1.3. If there are monsters which can attack, choose again to either attack or not to attack. → If attacking, proceed to 2.2. → If not attacking, proceed to 5.1.

#### 2.2. Rest the attacking card, and choose a target.

When using a link attack, choose two or more cards to attack, and rest them.

#### 2.3. From this point on the attacking card is considered “attacking” and “in battle”.

#### 2.4. ★ Rule Resolution ★

### 2. Play timing (Use Counter only once)

#### 2.5. Play timing occurs.

Abilities which activate “when this card attacks/link attacks” and “after an attack” will be resolved here as well.

**Each fighter** can only use [Counter] within this step **once**.

#### 2.6. ★ Rule Resolution ★

If the attacked or attacking card is removed from battle, or if the attack is nullified, proceed to 3.3. after all processing effects are complete.



## ③ Flow of an Attack Phase

### 3. Determination of battle

- 3.1. Determine if the attack hits.
  - 3.1.1. When the target is a monster, if the attacking card's power (or combined power in the case of a link attack) is equal or more than the defense of the monster under attack, the attack will hit, and the monster under attack will be destroyed.
  - 3.1.2. When the target is a fighter, the attack will hit, and deal damage equivalent to the critical of card (or the combined critical in the case of a link attack) performing the attack.
- 3.2. [Penetrate] and [Counterattack] activates.
  - 3.2.1. When the attack hits a monster in the opponent's center area, and if the attacking monster has the [Penetrate] ability, deal the opponent fighter the same amount of damage as that monster's critical. If the attack is a link attack, all the cards which took part in the link attack will each have their [Penetrate] abilities activate once.
  - 3.2.2. When cards with [Counterattack] have been attacked and are left on the field, if the attacking monster's defense is less than the power of the monster under attack with [Counterattack], choose that attacking monster and destroy it.
- 3.3. From this point on the attacking card no longer considered "attacking" and "in battle".

### 3. Play timing

- 3.4. Play timing occurs.  
Abilities which activate during "deals damage" and "destroys" will be resolved here as well. Abilities which activate during "end of battle" and "end of attack" will be resolved here as well.
- 3.5. ★ Rule Resolution ★

### 4. Resolving the attack

- 4.1. [Double Attack] abilities activate. If the attacking card has the [Double Attack] ability, if the [Double Attack] ability has not been activated that turn, stand that card.
- 4.2. ★ Rule Resolution ★

### 4. Play Timing

- 4.3. Play timing occurs.
- 4.4. ★ Rule Resolution ★

Return to 2.1. (Choosing to attack).

### 5. Attack phase ends

- 5.1. The attack phase ends, and proceeds to the final phase.

### ③ Flow of an Attack Phase

#### ● Q & A

Q1 What happens when an attacking monster is destroyed?

A1 If it is destroyed and leaves the field before 3.1, that attack will not deal damage to the opponent fighter, or destroy the opponent's monster

Q2 When my monster in the center is attacked by a monster with [Penetrate], if I use a card like "Magical Goodbye" to remove my monster from the field, will my opponent monster's "Penetrate" ability activate?

A2 No, it will not. Since the monster in your center was not destroyed, you will not take damage.

Q3 During a link attack with 2 monsters, 1 of the attacking monsters is destroyed. Will that attack still be considered a link attack?

A3 No, it will not. If the attacking card becomes 1 or less, it will no longer be considered a link attack.

Q4 I attack the monster in my opponent's center area, and the monster under attack leaves the field using cards like "Magical Goodbye". Can I change the attack target to my opponent?

A4 No, you cannot. Once a target is chosen, if the monster under attack is no longer in the original area, the attack will hit nothing. Similarly, if the opponent fighter is chosen as the target, and a monster is called to his or her center with a card like "Dragon's Seal", the target will not be changed to the monster in your opponent's center.





## ④ Abilities / Others

● Abilities are classified as 3 types, namely, “Activated”, “Automatic” and “Continuous” abilities.

Activated abilities: These abilities are written as **【Act】** in the text, and can be activated at will.

Automatic abilities: These abilities automatically activate when the situations stated on the ability occurs.

Continuous abilities: These abilities are in effect as long as the conditions stated are fulfilled.

### 1. Using activated abilities

- 1.1. When using an ability with **【Act】** written on it, declare the use of an ability.
  - 1.1.1. When the effect chooses a target, choose any card in a public zone (field, face up soul, drop zone) that fits what is stated by the effect.
- 1.2. Timing to use [Counter] by the opponent of the fighter who used the **【Act】** occurs.
  - 1.2.1. The opponent may use a card or ability with [Counter] up to only once.
  - 1.2.2. ★ Rule Resolution ★
  - 1.2.3. Should the opponent use [Counter], the [Counter] activates, and resolves.
  - 1.2.4. ★ Rule Resolution ★
- 1.3. Resolve the activated ability declared at 1.1..
  - 1.3.1. All effects of the written text resolves.  
If the action can be chosen to proceed or not, choose to proceed with it or not at this time.
  - 1.3.2. Should conditions be referred to by the effect, in the case that the conditions cannot be fulfilled, the effect that follows after the condition will not resolve.
- 1.4. ★ Rule Resolution ★

## 2. Using automatic abilities

- 2.1. When the stated situation occurs, automatic abilities will go into stand-by.
  - 2.1.1. The turn fighter chooses an automatic ability that is in stand-by.  
When the effect chooses, choose any card stated in a public zone (field, face up soul, drop zone) that fulfills all the conditions of the effect.  
If chosen, go to 2.2.. If there are no automatic abilities to choose, go to 2.1.2..
  - 2.1.2. The non-turn **fighter** chooses an automatic ability that is in stand-by.  
When the effect chooses, choose any card stated in a public zone (field, face up soul, drop zone) that fulfills all the conditions of the effect.  
If chosen, go to 2.2.. If there are no automatic abilities to choose, go to 2.4..
- 2.2. Timing to use a [Counter] by the fighter who did not choose to use an automatic ability occurs.
  - 2.2.1. The fighter who chose not to use an automatic ability may use an ability with [Counter] up to only once.
  - 2.2.2. ★ Rule Resolution ★
  - 2.2.3. Should the fighter who chose not to use an automatic ability use a [Counter], that [Counter] activates and resolves.
  - 2.2.4. ★ Rule Resolution ★
- 2.3. Resolve the abilities from 2.1.1. or 2.1.2.
  - 2.3.1. All effects of the written text resolves.  
If the action can be chosen to proceed or not, choose to proceed with it or not at this time.
  - 2.3.2. Should conditions be referred to by the effect, in the case that the conditions cannot be fulfilled, the effect that follows after the condition will not resolve.
- 2.4. ★ Rule Resolution ★

If there are any automatic abilities still on stand-by, return to 2.1..

## 3. Effects of continuous abilities

- 3.1. As long as the conditions of the ability are fulfilled, the ability will be in effect.  
Abilities that do not state a condition will only active when on the field.



## ④ Abilities / Others

- Abilities enclosed within a red box are called “Keywords abilities”.

### [Penetrate]

When an attack by a card with [Penetrate] hits and destroys a monster on the opponent’s center, deal damage to the opponent equal to the critical of that attacking card.

In the case of link attacks, all [Penetrate] will all activate only once.

[Counter] cannot be used against [Penetrate].

The same card cannot have multiple [Penetrate].

### [Soulguard]

In the case a card with [Soulguard] leaves the field, a card from the soul of the card with [Soulguard] may be put to the drop zone to prevent it from leaving the field.

[Soulguard] is a replacement effect. [Counter] cannot be used against [Soulguard].

The same card cannot have multiple [Soulguard].

### [Move]

At the beginning of an attack phase, a card with [Move] can be put to an open area from it’s present area. Firstly, the turn fighter moves monsters with [Move] one by one. Then, the non-turn **fighter** will move monsters with [Move] one by one.

[Counter] cannot be used against [Move].

The same card cannot have multiple [Move].

### [Double Attack]

After an attack, a card with [Double Attack] can be put to [Stand] position once.

Refer to the timing in 4.2 under “Flow of an Attack Phase” when referring to [Double Attack].

[Counter] cannot be used against [Double Attack].

The same card cannot have multiple [Double Attack].



## ④ Abilities / Others

### [Counterattack]

In the case a card with [Counterattack] remains on the field after being attacked, choose a monster with a defense lower than the power of a card with [Counterattack], and destroy it.

[Counter] cannot be used against [Counterattack].  
The same card cannot have multiple [Counterattack].

### [Lifelink]

In the case a card with [Lifelink (Number)] leaves the field, the fighter will be dealt damage equal to (Number). In the case of [Lifelink Lose], the fighter loses the game.

[Counter] cannot be used against [Lifelink].  
The same card cannot have multiple [Lifelink].

### [Equipment Change]

When equipping cards with [Equipment Change], the item originally equipped may be returned to the hand.

When resolving multiple cards in the same zone, [Equipment Change] has the replacement effect to put the card into the hand instead of the drop zone.

[Counter] cannot be used against [Equipment Change].  
The same card cannot have multiple [Equipment Change].

### New

### [Transform]/[Ride]

During the fighter's main phase, by paying the cost written in [ ] brackets, a monster in hand or on monster space with [Transform] or [Ride] may be equipped as an item.

When equipped, a card with [Transform]/[Ride] will not be treated as a monster, but as an item with the same power, defense, critical, abilities and attributes.

[Transform]/[Ride] are not calls, but treated as equipping items. However, 1 life may be gained by [Buddy Gift].

[Counter] may be used against [Transform]/[Ride]. After declaring [Transform]/[Ride] and paying the cost, the opponent may declare a [Counter].

The same card cannot have multiple [Transform]/[Ride].

The brackets [ ] are treated the same as [ ] brackets.



## ④ Abilities / Others

New

New

### [Set]

A card with [Set], after being cast and [Set], are put on the Spell area and remains there with its ability continuously in effect.

The same card cannot have multiple [Set].

New

### [Omni Lord]

Cards with [Omni Lord] can be used with decks of all flags. However, if the card and the flag are of different worlds, only up to one copy can be used in the deck.

For example, a deck using “Dragon World” as the flag may have up to four copies of a <Dragon World> card with [Omni Lord], and may only have up to one copy of cards with [Omni Lord] of other worlds.

The same card cannot have multiple [Omni Lords].





## ④ Abilities / Others

### ● Others

#### Item cards with defense

When a fighter equipped with an item that has defense is attacked with power less than the defense of the item, no damage will be dealt. Should the power of the attack be equal or greater than the defense of the item, deal damage equal to the combined critical of the cards in that attack.

The item with defense will not be destroyed from the damage taken.

An attack to a fighter is also considered as an attack to the item with defense.

When an item with defense is attacked, a battle will occur.

(When an item without defense is attacked, no battle occurs.)

“When... is destroyed”, “When damage is dealt”, “When this card enters the field”, e.t.c.

You can use cards with the above conditions after they are met.

However, after fulfilling the above condition, if the following points are met, it is considered as choosing not to use that card.

- If a card that does not refer to this condition is played, and resolves during a non-[Counter] timing.
- The play timing that fulfilled the condition, or the play timing right after the condition was fulfilled ends.
- The phase that fulfilled the condition ends.

#### Face down soul

Unless specifically specified, souls are put face up.

Should “Put... face down into this card’s soul” be instructed, the card is put face down instead.

Like the fighter’s own hand, the fighter is free to look at the face down card in the soul of his own cards. Fighters cannot check the contents of face down souls of fighters other than their own.

For effects like “Put 3 cards from the top of your deck into this card’s soul”, when cards are put from the top of deck into soul, both fighters are not allowed to see the contents. After the card has been put into the soul, the card’s master can check the contents of the card.

New

## Special Flag “Dragon Ein”

“Dragon Ein” is a special flag that is different from normal flags which normally allow the fighter to use “<Specific World> and <Generic>” cards in their deck.

“Dragon Ein” allows the fighter to use cards of all worlds, as long as the card has “Dragon” in its attribute. Also, it can use <Generic> cards without “Dragon” in its attribute as well.

“Dragon” in its attribute, refer to attributes that include the word “dragon”, no matter if it is within a word, or of different capitalization. This means that cards with attributes such as 《Armordragon》, 《Red Dragon》, 《Dragon》 and 《Duel Dragon》 are usable with this flag. Cards without the word “Dragon” in its attribute cannot be used with this flag, even if its card name contains any form of the word “Dragon” (example: Armorknight Red Dragon).

Normally, the fighter starts the fight with 6 cards in hand, 2 cards in gauge and 10 life points. However, for a fighter using “Dragon Ein”, he or she starts the fight with 4 cards in hand, 2 cards in gauge, and 12 life. This preparation is done before “Raising the flag”.

New

## “Hundred Demons”

There are cards with a mark on the top right of a card like the one shown here on the right.

This mark, signifies that the card has the attribute 《Hundred Demons》, and is treated as part of the illustration of the card.

