

Detailed Rules for “Future Card Buddyfight”

Last updated: May 7, 2014

The following flow rules are more detailed compared to the contents within the rulebook. As there have been many enquiries regarding these matters, they are specifically stated here.

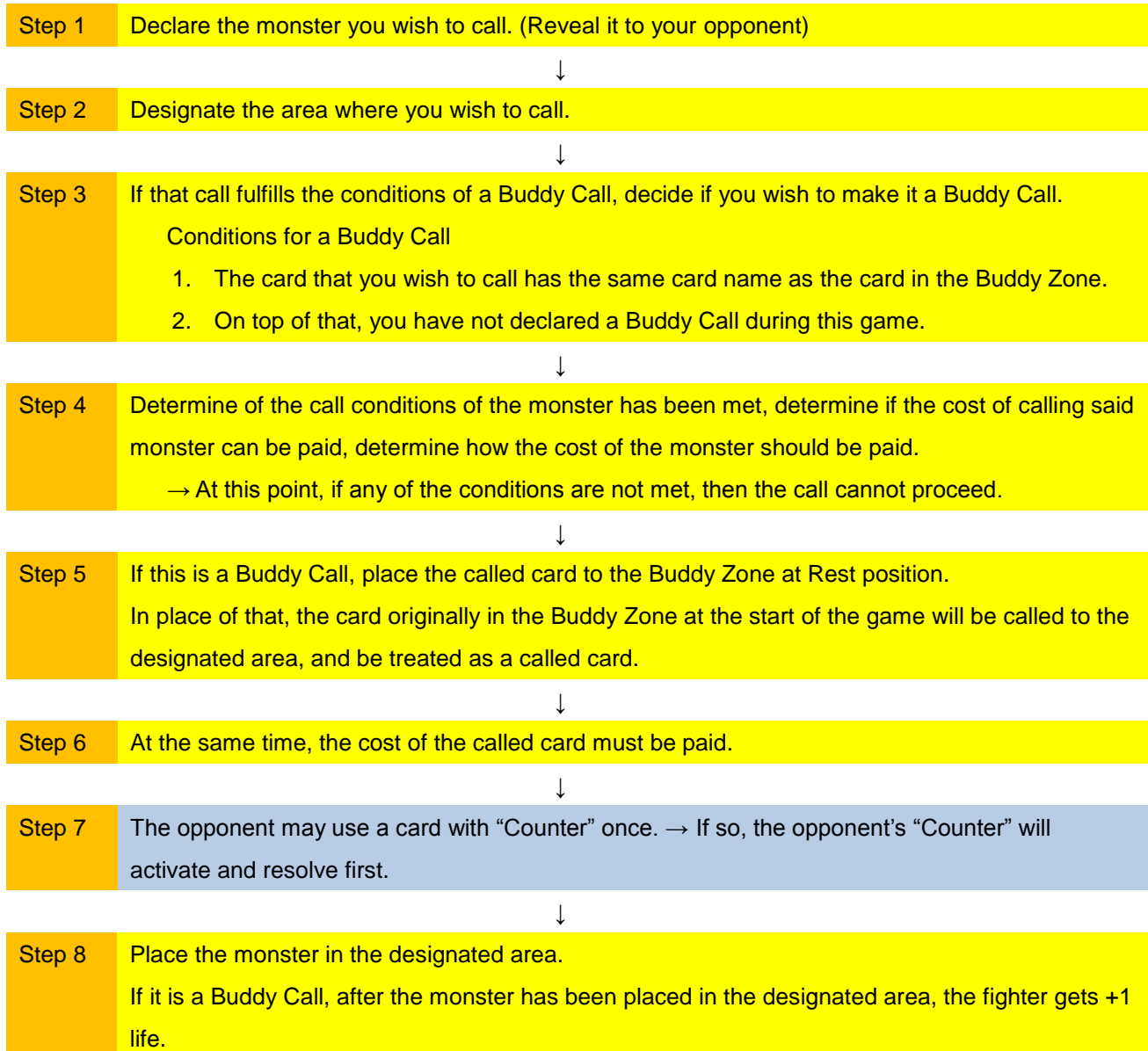
No.1 [Details of a Buddy Call]

●What is a Buddy Monster?

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.

●Detailed flow of a call





Step 9

Resolution check occurs with regards to the rules.

1. If life drops to 0 or below, or if there are 0 cards left in deck, the fighter loses.
2. If there are 2 or above monsters, items in the same area, send all the cards except the last card placed to the drop zone.
3. If the combined size of the monsters on the field is 4 or more, send monsters to the drop zone until the total size on the field is 3 or less.

● Questions with regards to the rules

Q 1 Can "Begone!!" nullify a Buddy Call?

A 1 Yes, it can. In that case, the fighter who declared the Buddy Call does not get to place his or her Buddy Monster on the field, and does not get +1 life.

Q 2 Using a "Counter" against a call, I cast "Magical Goodbye". Will that card return to hand?

A 2 No, it will not. At the timing during Step 7, even if you use "Magical Goodbye", the monster being called was not been placed on the field, so there is no target to return to hand.

Q 3 For "Armorknight Succubus", if there are no "Armorknight" in my drop zone, and one "Armorknight" is sent to the drop zone from the gauge as part of the cost, can I call then?

A 3 No, you cannot. During Step 4, if there are no "Armorknight" in the drop zone for you to send to the soul, you cannot call.

Q 4 If I wish to call "Armorknight Demon", and the designated area already has a monster on it, can I send that monster to the drop zone as cost?

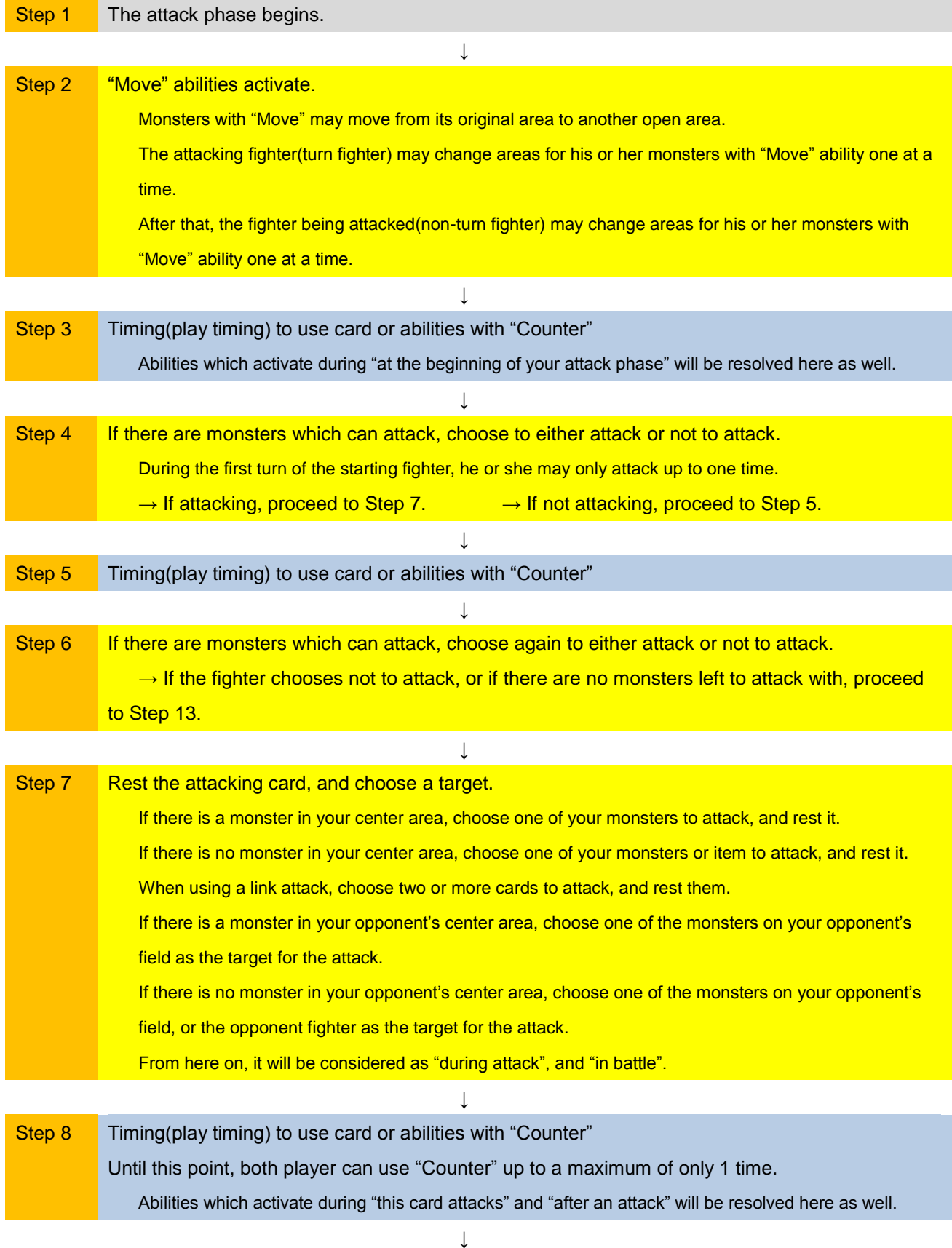
A 4 Yes, you can. Since a monster enters the field after the "Call Cost" has been paid, it is possible to move the existing monster to the drop zone as the "Call Cost".

Q 5 "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?

A 5 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.

No.2 [Detailed Steps for an Attack]

●Detailed Steps for an Attack



Step 9

Determine if the attack hits.

On top of that, "Penetrate" and "Counterattack" abilities activate.

When the target is a monster, if the attacking card's attack power is equal or more than the defense power of the monster under attack, the attack will hit, and the monster under attack will be destroyed.

When it is a link attack, if the total attack power of the attacking cards is equal or more than the defense power of the monster under attack, the attack will hit, and the monster under attack will be destroyed.

When the target is a fighter, the attack will hit, and deal damage equivalent to the total critical of all cards performing the link attack.

When cards with "Counterattack" have been attacked and are left on the field, if the attacking monster's defense power is less than the attack power of the monster under attack with "Counterattack", choose that attacking monster and destroy it.

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.

"During battle" and "During this attack" abilities will conclude at the end of this step.



Step 10

Timing(play timing) to use card or abilities with "Counter"

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.



Step 11

"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.



Step 12

Return to Step 3.



Step 13

End of Attack Phase, proceed to Final Phase.

•Questions with regards to the rules

Q 1 What happens when an attacking monster is destroyed?

A 1 If it is destroyed and leaves the field before Step 9, that attack will not deal damage to the opponent fighter, or destroy the opponent's monster.

Q 2 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?

A 2 No, it will not. Since the monster in your center was not destroyed, you will not take damage.

Q 3 During a link attack with 2 monsters, 1 of the attacking monsters is destroyed. Will that attack still be considered a link attack?

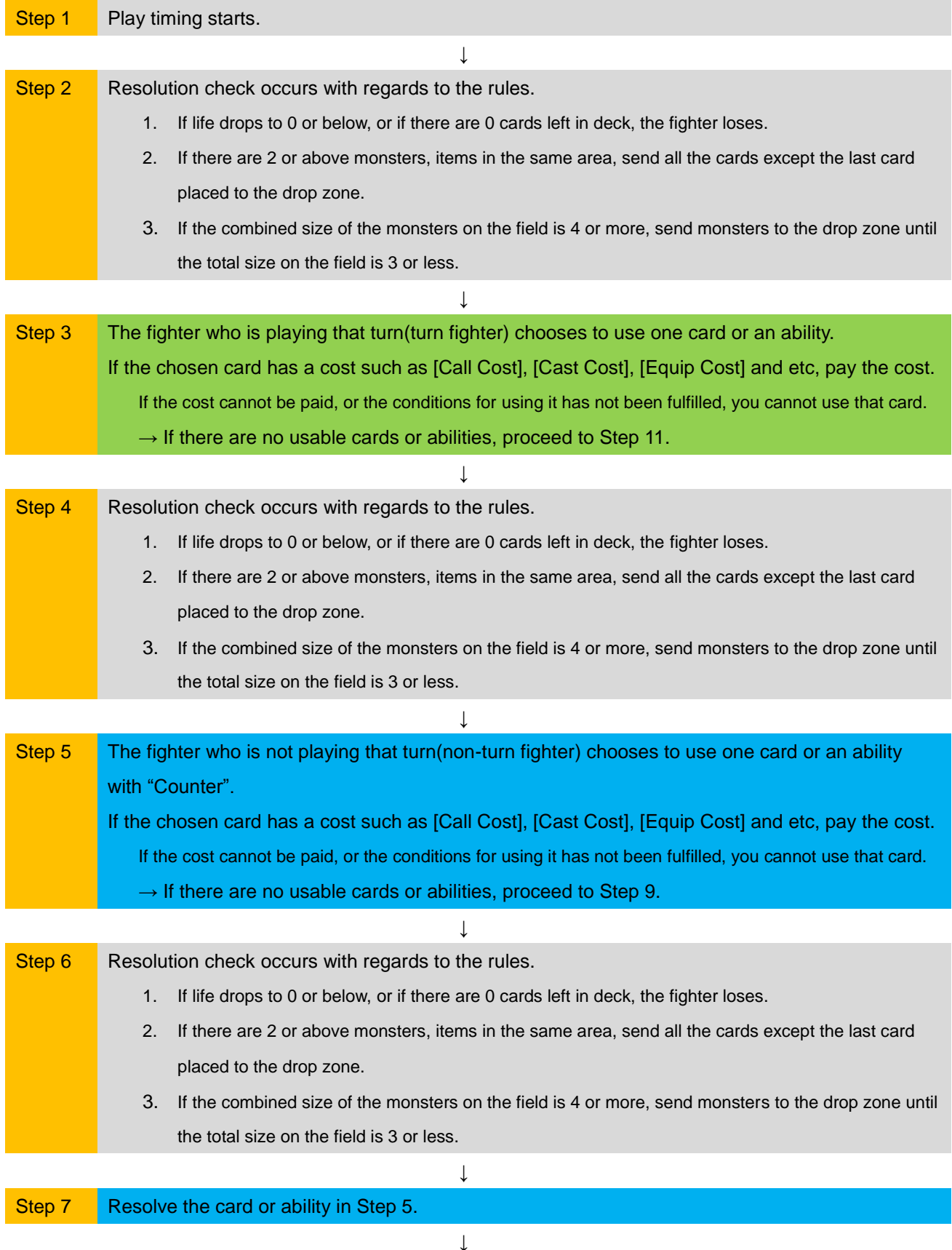
A 3 No, it will not. If the attacking card becomes 1 or less, it will no longer be considered a link attack.

Q 4 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?

A 4 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.

No.3 [Steps for a Counter]

●Detailed Steps for a Counter



Step 8

Resolution check occurs with regards to the rules.

1. If life drops to 0 or below, or if there are 0 cards left in deck, the fighter loses.
2. If there are 2 or above monsters, items in the same area, send all the cards except the last card placed to the drop zone.
3. If the combined size of the monsters on the field is 4 or more, send monsters to the drop zone until the total size on the field is 3 or less.

**Step 9**

Resolve the card or ability in Step 3.

**Step 10**

Return to Step 2.

**Step 11**

The fighter who is not playing that turn(non-turn fighter) chooses to use one card or an ability with "Counter".

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.

→ If there are no usable cards or abilities, proceed to Step 19.

**Step 12**

Resolution check occurs with regards to the rules.

1. If life drops to 0 or below, or if there are 0 cards left in deck, the fighter loses.
2. If there are 2 or above monsters, items in the same area, send all the cards except the last card placed to the drop zone.
3. If the combined size of the monsters on the field is 4 or more, send monsters to the drop zone until the total size on the field is 3 or less.

**Step 13**

The fighter who is playing that turn(turn fighter) chooses to use one card or an ability with "Counter".

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.

→ If there are no usable cards or abilities, proceed to Step 17.

**Step 14**

Resolution check occurs with regards to the rules.

1. If life drops to 0 or below, or if there are 0 cards left in deck, the fighter loses.
2. If there are 2 or above monsters, items in the same area, send all the cards except the last card placed to the drop zone.
3. If the combined size of the monsters on the field is 4 or more, send monsters to the drop zone until the total size on the field is 3 or less.

**Step 15**

Resolve the card or ability in Step 13.



Step 16

Resolution check occurs with regards to the rules.

1. If life drops to 0 or below, or if there are 0 cards left in deck, the fighter loses.
2. If there are 2 or above monsters, items in the same area, send all the cards except the last card placed to the drop zone.
3. If the combined size of the monsters on the field is 4 or more, send monsters to the drop zone until the total size on the field is 3 or less.



Step 17

Resolve the card or ability in Step 11.



Step 18

Return to Step 2.



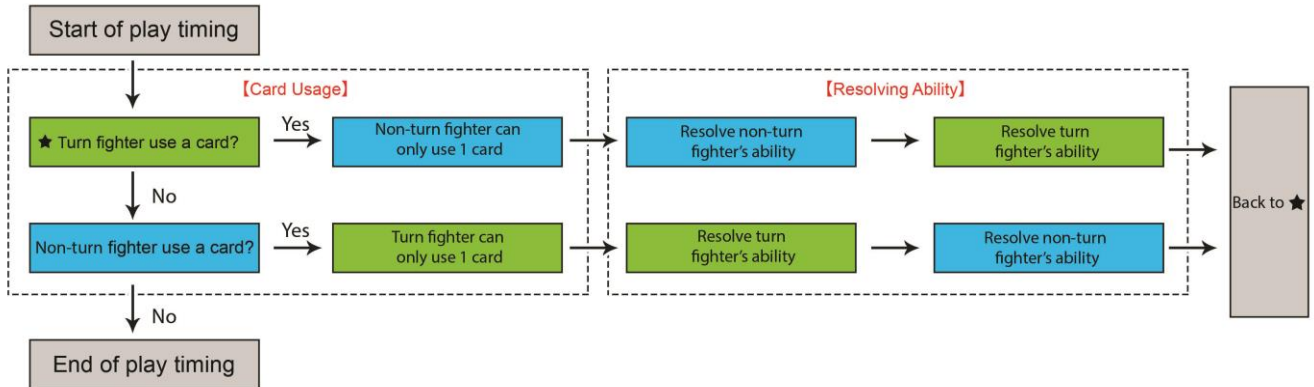
Step 19

End of play timing.

●Flow Chart Steps for a Counter

■: Actions of the fighter playing that turn (turn fighter)

■: Actions of the fighter not playing that turn (non-turn fighter)



●Questions with regards to the rules

Q 1 When “Demon Lord, Asmodai” is called, can we use “Counter” against the “Dangerous Back-drop!” ability?

A 1 Yes, you can. With abilities which activate under the text “When~”(Auto Ability), “Counter” may be used.

Q 2 I use “Dragonic Destroy”, and my opponent counters with “The Skies in your Hand”. In this case, can I use a “Counter” of a “Dragon Breath” before the opponent resolves the effect of his or her “The Skies in your Hand”?

A 2 No, you cannot. As each fighter will resolve the abilities of each of their ability or card when chosen, the resolution will be in this order: [Dragonic Destroy]→[The Skies in your Hand]. (Because of that, the monster that was going to be destroyed by “Dragonic Destroy” will be returned to hand instead, and will not be destroyed) If you wish to use “Dragon Breath”, it will be after that.

Q 3 If both fighters wish to use “Counter”, which fighter should use “Counter” first?

A 3 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”.