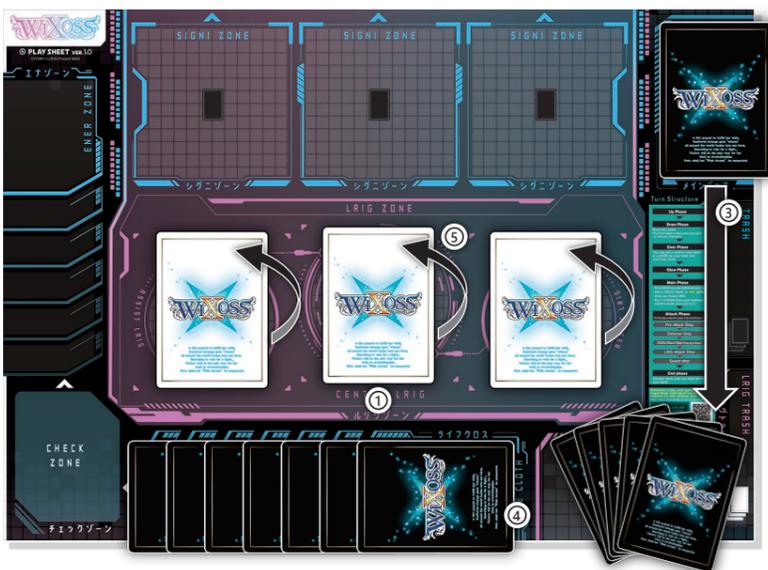




Game Setup

- Put three Level 0 LRIG from your **LRIG Deck** into your LRIG Zone face down. Put the Center LRIG in the middle of the LRIG Zone.
(The Center LRIG should be the LRIG that goes up to Lv. 3 in the LRIG deck.)
- Use a random method to decide who goes first (i.e., flipping a coin, rock-paper-scissors, etc). The winner of this always goes first.
- Shuffle your **Main Deck**, put it face down, then draw five cards.
(You may return any number of cards from your hand to the deck, shuffle it, then draw the same amount returned to your deck. You may only do this once.)
- Put seven cards from the top of your Main Deck into your Life Cloth.
(Life Cloth are shields that protect your LRIG.)
- Turn all LRIG face up while shouting "Open!"



Playing The Game

Winning the Game You win when you crush all of your opponent's Life Cloth and then attack their LRIG!

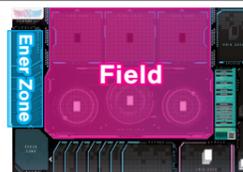
Up Phase Up*4 all of your LRIG and SIGNI.

Draw Phase Draw two cards. The first player draws only one card on the very first turn of the game.

If there are no cards in your Main Deck, Refresh*5 your Main Deck.

Ener Phase Put a card into your Ener Zone.

You can put a card in your hand, or a SIGNI on your field, into your Ener Zone. You can also choose not to put anything into your Ener Zone.



Grow Phase Grow*3 your Center LRIG.

Main Phase You may perform the following in any order and as many times as you'd like.

- Put a SIGNI from your hand onto your field (pay attention to the level and limit*7).
- Use a Spell from your hand. Spells are put into your trash once they have been used.
- Use a PIECE with a Main Phase from your LRIG Deck. PIECEs used are removed from the game.
- Grow*3 an Assist LRIG with a Main Phase from your LRIG deck.
- Use an Action ability of cards on your field.
- At the same time, put one to three SIGNI on your field into their owner's trash. (Once per turn.)

Attack Phase Attack with your SIGNI and LRIG. The first player skips this phase on the very first turn of the game.

Pre-Attack Step

You can grow*3 an Assist LRIG with an Attack Phase as many times as you want. You can use a PIECE with an Attack Phase, and Action abilities as many times as you want.

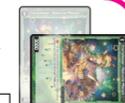
Defense Step

Your opponent can grow*3 an Assist LRIG with an Attack Phase as many times as they want. Your opponent can use a PIECE with an Attack Phase, and Action abilities as many times as they want.

SIGNI Attack Step

You can attack with your upped SIGNI one at a time by downing*4 them.

When A SIGNI Is In Front: Compare the two SIGNI's power. If your SIGNI's power is equal to or greater than your opponent's SIGNI's power, vanish*8 your opponent's SIGNI.
When There Is No SIGNI In Front: Deal damage*9 to your opponent.



LRIG Attack Step

You can attack with your upped Center LRIG by downing*4 it.

Guard Step

Your opponent can prevent damage from an attacking LRIG by discarding a card with a Guard. If they do not Guard, you deal damage*9 to your opponent.



End Phase The End Phase is conducted in the following order: ①⇒②⇒③.

- "at the end of turn" effects are activated.
- If there are seven or more cards in your hand, you must choose and discard cards until you have six.
- "until end of turn", "this turn", and "until the next end phase" effects end at the same time.

The current turn ends and then proceeds to your opponent's turn.

Card Types/ How to Read Them



LRIG



ASSIST LRIG



PIECE



SIGNI



SPELL

How to Read Cards

- ① Card Name ② Card Type ③ Color ④ Text
- ⑤ Level ⑥ Cost ⑦ Grow Cost ⑧ Limit
- ⑨ LRIG Type ⑩ Team Name ⑪ Class ⑫ Power
- ⑬ Burst Icon ⑭ Use Timing

Card Icons

- Const** An ability that is always in effect as long as the card is on the field. (Constant Ability)
- Auto** An ability that activates automatically when certain conditions are fulfilled. (Automatic Ability)
- Enter** An ability that activates when it is put on the field. (Enter Ability)
- Action** An ability that you can activate as many times as you want by paying the cost during your Main Phase. (Action Ability)
- Turn 1** Shows that an ability can be activated/used only once per turn.
- Game 1** Shows that an ability can be activated/used only once per game.
- Use Conditions** The conditions to use that PIECE.
- Team** <Color><Color> This is the condition that the three LRIG on your field need to be of the same team. Once that is fulfilled, Const, Auto, Enter, and Action are enabled, and you can use PIECE cards with this as the use condition.

*1 LRIG Deck (You can look at it at any time.)

A deck made up of up to ten non-PIECE cards with white backgrounds, and up to two PIECE cards. This deck cannot have multiple cards of the same name.



*2 Main Deck

A deck made up of forty cards with black backgrounds. You can have up to twenty cards with Life Burst*10 in this deck. This deck can have up to four cards of the same name.



*3 Grow

Put a LRIG from your LRIG Deck onto a LRIG on your field. The LRIG placed must be of the same type and exactly one level higher as the LRIG on the field. There are costs needed to grow*3 LRIG. You cannot grow your Assist LRIG to a higher level than your Center LRIG.



*4 Up/Down

You Up cards when you turn them vertically. You Down cards when you turn them horizontally.



*5 Refresh

Shuffle the cards in your trash, and then make them your Main Deck. Then, if you have Life Cloth, put one into the trash.

*6 How to Pay Costs

You can use PIECEs, Spells, and LRIG and SIGNI abilities, along with growing LRIGs by paying their costs. You pay Ener costs by putting the required amount of cards with the same color as the icon from your Ener Zone to the trash. Colorless Ener Costs can be paid with any color of card.



*7 Level and Limit

You can only put SIGNI on your field with level equal to or less than your Center LRIG. The total level of all SIGNI also cannot exceed your Center LRIG's limit.



*8 Vanish

SIGNI that are vanished are put from the field into the Ener Zone.

*9 Damage

When you take damage while you have Life Cloth, Crush*10 the top card of your Life Cloth. When you take damage when you have no Life Cloth, you lose the game.

*10 Crush/Life Burst

- Life Cloth that are Crushed are put face up in the Check Zone.
- If it has a burst icon, you can activate the Life Burst ability. You may choose not to activate it as well.
- Put the card in the Check Zone into the Ener Zone.

*11 Ener Charge

[Ener Charge X] means you put the top X cards of your deck into your Ener Zone.

