



## ENGLISH EDITION Rule Guide -Frequently Asked Questions-

### ver.2.0.0

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#### Deck Construction

##### **Main Deck**

Q. Can the Main Deck contain more than 40 cards?

A. No, you can't. The rule says "exactly 40".

Q. How many cards with Life Burst can I have in my Main Deck?

A. You can have up to 20 cards with Life Burst.

Q. Is there a fixed number of SIGNI and SPELL cards that can be included in the Main Deck?

A. There is no limit to the number of cards you can put in each card, but you can put up to four cards with the same name.

Q. Can I use a card in the Main Deck or LRIG deck that has a different color than 3 LRIGs?

A. No, you can't. Cards containing colors other than the 3 LRIGs color cannot be included in the deck.

##### **LRIGDeck**

Q. Is there a limit to the number of cards I can put in the LRIG Deck?

A. LRIG deck can contain up to 10 non-PIECE cards, and up to 2 PIECE cards.

#### Game progression

##### **Draw**

Q. Is drawing a card in the draw phase compulsory, or can I choose to draw only one card?

A. It is compulsory. And you can't choose to draw only one card (except on "play" side's first turn).

Q. What is the proper way to deal with the situation when my deck is only 1 card in the draw phase.

A. Refresh is not performed while the effect is being processed. The same applies to the draw phase. If there is only one card in the deck, you draw only one card, and then refresh. As a result, you can only draw one card.

##### **Cards in hand**

Q. Is there a limit to the number of cards in my hand?

A. The maximum number of cards in your hand is 6.

If you enter your end phase with 7 or more cards in your hand, you choose a card from your hand and discard it so that you have 6 cards in your hand.

##### **Deck out**

Q. Do I lose if I have zero cards left in the Main Deck?

A. No, it will not be a defeat. In that case, you will immediately Refresh as soon as your Main deck reach 0 cards. (At that time, if you have a Life Cloth, place one Life Cloth on your Trash.

If you already have no Life Cloths left, you do not need to place one.

Q. What is the proper way to deal with the situation when the number of cards in the deck drops to zero in the middle of a SPELL, PIECE or Ability effect?

A. Let the effect process as long as possible with 0 Deck cards, then refresh your deck.

Q. If Main Deck is reduced to 0 cards while resolving Spell, will this Spell card is included in the deck refresh?

A. While your Main Deck is at 0 cards left, resolve the effects of SPELL as possible. After resolving Spell, put the Spell card on the Trash. Finally, process the Refresh.

Q. How many times can I refresh during a match?

A. There is no limit to the number of times you can refresh in one match. However, the number of refreshes you can do in your one turn is limited to two. If you do a second refresh during your turn, your turn will end after your second refresh.

##### **Trash/LRIG Trash**

Q. Is it possible to count or see the cards in my opponent's Trash/LRIG Trash?

A. Trash and LRIG Trash are public zones. So, any player can check the placed cards. If you want to touch your opponent's cards, it is recommended that you ask for permission beforehand.

Q. Is it possible to rearrange the order of the cards placed in the Trash/LRIG Trash?

A. Yes, both Trash and LRIG Trash can be rearranged.

## General Rules

Q. If any effect makes me discard X cards, what should I do if I have less than X cards in my hand?

A. If the effect requires something impossible, process as much as possible. In this case, discard all remaining cards in your hand.

If you already have zero cards in your hand, nothing happens.

Q. Can I activate Action ability when I have no cards in my hand, if discarding cards is included in the cost?

A. No, you can't. Discarding the requested card is also a part of cost as well as Ener. Therefore, you can't use [Action] if you don't have the requested card in your hand.

Q. What is the proper way to deal with the situation when some effect requires you to do something you can't actually process.

A. If the effect to be processed includes infeasible processing, in principle, process as much as possible and ignore the rest.

Example 1: You are required to discard two cards in your hand, but you have only one card in your hand. Discard one card in your hand.

Example 2: You are required to put 10 cards from the top of the deck into the trash, but you only have 5 cards. Put all 5 cards in the deck into the trash.

## Turn structure

### Up phase

Q. Can I dare to choose not to "up" SIGNI or LRIG cards?

A. No, you can't. In the up phase, up all SIGNIs and LRIGs except Frozen.

Q. When is Frozen SIGNI/LRIG no longer "Frozen"?

A. This is when you finish the up phase.

### Draw phase

Q. If I enter the draw phase with only one card left in my deck, how will it be processed?

A. You draw a card and the deck is reduced to zero, so you refresh your deck and go directly to the Ener phase. You will not be able to draw a second card.

### Ener phase

Q. Can I choose not to do an Ener Charge during the Ener phase?

A. Yes, Ener Charge in the Ener phase is optional.

Q. Is it possible to do multiple Ener charges in one Ener phase?

A. No, you can only have one Ener charge in one Ener phase. You cannot do it more than once.

Q. Is it possible to put a SIGNI that was Freeze in the previous turn into the EnerZone in the Ener phase?

A. Yes, you can. Even if a SIGNI was frozen in the previous turn, it can still be placed in the Ener Zone as an Ener Charge.

### Grow phase

Q. Can I choose not to do Grow?

A. Yes, it is possible to choose not to Grow, even if there is an Ener required for the Grow cost.

Q. Can I grow Assist LRIG in the grow phase?

A. No, you cannot. Unlike center LRIG, Assist LRIG cannot grow in the grow phase. It can grow in the use timing listed on each card.

### Main phase

Q. Can I use the cards and abilities of Use timing: Main phase in my opponent's main phase?

A. No, all cards and abilities with Use timing: Main phase can only be used in the main phase of your turn.

Q. Is it possible to move or replace the position of SIGNI once it is on the field?

A. No, you cannot arbitrarily move the SIGNI position once it is in the field.

Q. Is it possible to put SIGNI in Trash in the main phase with Frozen SIGNI?

A. Yes, it is possible to put them in Trash even if they are Frozen.

### Attack phase

Q. During the attack phase of my turn, after my opponent has used a card or ability of Use timing: Attack phase, can I use a card or ability of Use timing: Attack phase again?

A. No, you can't. In the attack phase, turn player who is attacking in the Pre-Attack Step first uses cards and abilities of Use timing: Attack phase. After that, move to Defense Step, where non-turn player being attacked uses cards and abilities of Use timing: Attack phase. After that, you move to SIGNI Attack Step, so there is no timing for the attacker to use again.

Q. Is it possible to attack with LRIG before SIGNI?

A. No, you cannot attack with LRIG before SIGNI; if you attack with LRIG, you are considered to have skipped the remaining SIGNI Attack Step and cannot attack with SIGNI that turn.

Q. Can I use SPELL cards during my or my opponent's attack phase?

A. No, you can't. SPELL can only be used during your main phase.

### End phase

Q. During my turn's end phase, If my opponent has 7 or more cards in his or her hand, does he or she have to discard to get to 6 cards?

A. No, your opponent don't have to discard up to 6 cards even if has more than 7 cards in hand during your turn.

## Life Cloth

### **Life Cloth**

Q. Is there a limit to the number of Life Cloths I can have, or can I have more than 8 Life Cloths?

A. There is no limit to the number of Life Cloths you can have, and you can have more than eight in a row.

### **Crush**

Q. Can I choose the Life Cloth to be crushed by my opponent?

A. You cannot choose which Life Cloth to crush. It will always crush from the topmost Life Cloth.

Q. If I have zero Life Cloths and my opponent uses a SPELL or PIECE that crushes a Life Cloth, am I defeated?

A. No, you are not defeated if you are hit by an effect that crushes a Life Cloth when you have zero Life Cloths. In that case, nothing will happen because there are no Life Cloths to be crushed.

## Ener

### **Colorless Ener**

Q. Detail about colorless ener's cost payments

A. The Colorless Ener that is requested as cost can be paid for any color's Ener. On the other hand, Colorless Ener paid as cost cannot be used to pay for color Ener.

### **Multi Ener**

Q. When I am required to discard a card of a certain color from my hand as cost, can I discard a card with Multi Ener as that color?

A. No, Multi Ener is an ability that allows you to pay as one color of your choice when paying for Ener cost, and does not change the color of the card itself. So, for example, you can't discard «Servant #» as a red card.

## Abilities about SIGNI and LRIG

### **[Enter]**

Q. Does SIGNI or LRIG's [Enter] ability must be triggered?

A. [Enter] allows you to choose not to use if its cost is required. On the other hand, if cost is not required, it must be triggered.

### **[Action]**

Q. What is the proper way to process the use of [Action] ability.

A. The exact procedure is as follows

1. Declare the use of [Action].
2. Pay the requested cost.
3. If the effect targets a card, select the required target.
4. Process the effect.

Q. Can I use [Action] as many times as I want?

A. Yes, you can use it as many times as you want, as long as you can pay the requested cost.

### **[Constant]**

Q. Does the SIGNI's ability in Ener Zone or Trash trigger?

A. A SIGNI's ability will only trigger in a SIGNI Zone. Therefore, unless otherwise stated, SIGNI abilities in the Ener Zone or Trash will not be triggered.

### **[Auto]**

Q. Can I choose not to trigger [Auto]?

A. No, you cannot choose not to trigger an [Auto] that meets the trigger condition. However, in the case of an effect's text says "may", the use of this effect is optional.

Q. Which is processed first, the [Auto] triggered by using a SPELL or the SPELL's own effect?

A. SPELL comes first; [Auto], which triggers by using SPELL, satisfies the trigger condition by using SPELL, but actually triggers after the SPELL effect has been processed to the end.

Q. What happens if a SIGNI's [Auto] trigger condition is met, but the SIGNI leaves the field or loses its ability before the [Auto] triggered?

A. In that case, the triggered [Auto] will still be triggered and processed.

### **Double Crush**

Q. A SIGNI or LRIG attack with Double Crush was successful against an opponent with only one Life Cloth. Can I win the game?

A. No, you cannot win the game. In this case, you can only Crush one Life Cloth.

Q. What is the proper way to deal with the situation when two Crushed Life Cloths both triggered the Life Burst ability.

A. In this case, the player on the crushed side triggers each Life Burst in any order.

Q. How many cards should I discard to [guard] when my opponent's SIGNI or LRIG with double crush attacks?

A. If you want to "guard" against an attack of LRIG with Double Crush, you can prevent damage by discarding just one [guard] card, just like a normal attack. Since the damage itself is prevented, none of the Life Cloth will be crushed.

### **Freeze**

Q. I Freeze an Upped SIGNI, and then during the same turn, it gets Downed. Will that SIGNI be Up in the next Up phase?

A. Yes, it does not up. It is Frozen until the end of the next Up phase, regardless of the state(Upped/Downed) it was in when it was affected .

### **Lancer**

Q. If a SIGNI with multiple 【Lancer】 vanishes an opponent SIGNI in a battle, Can I crush more than one of my opponent's Life Cloths?

A. No, you can't. Even if your SIGNI has more than one Lancer, only one Life Cloth will be crushed.

Q. How many Life cloth are crushed, when a SIGNI with both 【Lancer】 and 【Double Crush】 vanishes an Opponent's SIGNI in battle?

A. Only one Opponent's Life cloth will be crushed by this. This is because the life cloth crush caused by 【Lancer】 is a trigger effect and is different from the crush caused by dealing damage.

### **Trigger Ability**

Q. What is the proper way to deal with the situation if the condition is met and multiple [Auto] or Life burst are triggered?

A. If multiple triggers meet the trigger conditions at the same time, they can be processed in any order.

•If multiple players meet the trigger condition at the same time, the turn player will process all triggers first. After all triggers have been processed, the non-turn player's triggers are processed in any order.

•If a new trigger is triggered in the processing, it will be included and processed in any order.

## **Rules for using of cards**

### **Entire cards**

Q. Is it possible to use a card in response to an opponent's action? For example, when my opponent puts SIGNI on

the field, can I use Spell or SIGNI's [Action] to interrupt SIGNI's [Enter] process?

A. No, you can't.

All of the abilities of the cards in your hand or in your field have a specific timing that you can declare to use. Unless otherwise stated in the text or in the "Use timing" icon, you can only declare to use them in the Main Phase of your turn, when there are no effects or abilities waiting to be processed.

### **Use of Spell and PIECE**

Q. Can I use Spell or PIECE as many times as I want in a turn?

A. Yes, you can use it as many times as you want as long as you pay the cost with proper use timing.

### **Use timing: Main phase**

Q. Can I use "Use timing: Main phase" on my opponent's main phase?

A. No, you can't. "Use timing: Main phase" can only be used for the Turn Player's main phase. It cannot be used in the opponent's main phase.

### **Use timing: attack phase**

Q. When can I use the "Use timing: Attack phase" cards and abilities?

A. It can be used for Pre-Attack Step if it is your turn, and for Defense Step if it is your opponent's turn.

Q. During the attack phase of my turn, after my opponent has used a card or ability with "Use timing Attack phase", can I use a card or ability with "Use timing: Attack phase" again?

A. No, you can't. In the attack phase, the turn player first uses a card or ability of "Use timing: Attack" phase in Pre-Attack Step. After that, it moves to Defense Step, where the non-turn player uses cards and abilities of "Use timing: Attack phase". After that, move to SIGNI Attack Step, so there is no timing for the turn player to use cards or abilities again.

### **Updates :**

**4th October 2021**

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**10<sup>th</sup> December 2021**

**ver.2.0.0**

•Rules for using of cards - Entire cards