



ENGLISH EDITION Rule Guide -Glossary-

ver.3.0.0

Last update: 4th March 2022 Effective: 18th March 2022

[Action]

Card's ability. You can use it by paying cost in the turn player's main phase.

If you pay cost, you can use the same ability multiple times.

If the use timing is specified, it can only be used at that timing.

For example, an Action ability that has only a use timing [Attack phase] cannot be used in the main phase.

[Auto]

It is an ability that triggers when a condition or timing such as "when~" or "at the beginning of ~" are met.

Assassin

A SIGNI with [Assassin] can deal damage to an opponents when it attacks, as if there were no SIGNI in front of it. Conversely, a SIGNI with [Assassin] cannot battle a SIGNI in front of it.

Rules for [Assassin] are as follows:

- If a SIGNI with [Assassin] attacks and deals damages to an opponent with 0 Life Cloth, you win the game.
- If a SIGNI with [Double Crush] and [Assassin] deals damage to an opponent, it crushes two Life Cloths.
- If your SIGNI has [Lancer] and [Assassin] at the same time, it cannot battle the SIGNI in front of it, so [Lancer] will not work as a result.

Assist LRIG

LRIGs other than Center LRIG are Assist LRIGs.

Two Assist LRIGs are always required. Therefore, you cannot start a game with only one Center LRIG and one Assist LRIG.

Rules for Assist LRIG are as follows:

- It is not possible to grow to a level with a value higher than Center LRIG.
- Unlike Center LRIG, it is not possible to grow into the Grow phase. You can only grow at the timing specified by each card.
- In order to grow, the LRIGs before and after grow each need a common LRIG type.
- Only Assist LRIG with a level one value higher than the current level can grow.
- If there are specific grow conditions, you will need to meet them separately.
- Assist LRIG can grow as many times as you want in the same turn.

- Assist LRIG cannot Attack.

- Assist LRIG cannot grow to Center LRIG (Assist LRIG cannot be placed on top of Center LRIG).

Attack

A SIGNI or Center LRIG in a field can attack an opponent. To attack, you must declare the attack on the SIGNI or LRIG, and then down the SIGNI or LRIG. If there is an opponent's SIGNI in front of the attacked SIGNI, a battle will occur, and if not, the opponent will be damaged. Attacks by LRIG can deal damage regardless of whether or not there are SIGNI on the field. At this time, opponent can prevent one attack from LRIG by Guard it during the Guard Step.

Attack phase

You can attack your opponent with SIGNI or center LRIG.

There are 5 steps:

- 1.Pre-attack step
- 2.Defense step
- 3.SIGNI attack step
- 4.LRIG attack step
- 5.Guard step

Skip this phase only on the first turn of "Play" side's first turn.

Battle

If the attacking SIGNI has an opposing SIGNI in front of it, a battle will occur. Compare the power of the two SIGNIs in the battle, and if the power of the SIGNI you attacked is...

- 1.greater than or equal to the power of the opponent's SIGNI : The opponent's SIGNI will be vanished.
- 2.less than the power of the opponent's SIGNI: both SIGNIs are remain.

In either pattern, the SIGNI on the attacked side will not be vanished.

Burst Icon

Indicates that the card has Life Burst. If the card has Life Burst text by any effect, it is treated as having this icon. If a Life Cloth with this Icon is crushed, you can use Life Burst.

[Constant]

This is one of the card abilities. Unless otherwise stated, it is valid as long as it is in the field. So, if it is outside of the field, such as in the deck or in your hand, it will not be valid. Constant Abilities with "as long as " or "if~" are only be valid while these conditions are met.

Center LRIG

It is placed in the center of the three LRIGs. Only the center LRIG can attack at the LRIG Attack step.

Check Zone

One of the zones. The following cards will be placed face up.

- 1.Crushed Life Cloth: Check here to see if there is a burst icon or not. It will be placed here until the life burst is processed.
2. SPELL and PIECE: These are placed between the time when use is declared and the time when proceed is done.

If the turn ends with cards placed in the check zone due to some effect, they are placed in the trash.

Class

It represents a classification of SIGNI. Classes themselves have no special rules, but they can have different meanings depending on the abilities and effects that refer to a particular class.

Color

There are five colors in WIXOSS: white, red, blue, green, and black, and a colorless that does not belong to any color. The color is indicated by the icon in the upper right corner of the card.

Colorless

It does not belong to any color: white, red, blue, green, or black. The color of the card is indicated by {Colorless}.

If a Colorless Ener is requested as Ener cost, it can be paid in any color among {Black},{Blue},{Green},{Red},{White}, and {Colorless}.

On the other hand, if one of White, Red, Blue, Green, or Black is requested as Ener Cost, it cannot be paid in {Colorless}.

If you "choose a color" with some effect, you cannot choose {Colorless} because it has no color.

Cost

This is the general term for the resources needed to use a card's ability, grow LRIG, etc.

It is expressed in the card text in the form of "cost: effect." In order to use an ability or effect, you must pay all of its cost. Unless otherwise stated, you can only pay the cost with your own cards.

Crush

A Life Cloth that has been crushed by an attack or any effect is placed face up in the check zone and checked for a Burst icon. If it has a Burst icon, you can declare a Life Burst. If it does not have a Life Burst icon or does not choose to activate a Life Burst, it is placed in the Ener Zone. If you trigger a life burst, it will be placed in the Ener Zone after it is processed.

Damage

- 1.If a SIGNI attacks and there is no SIGNI in front of it, the attacking SIGNI deals damage to the opponent.
2. If LRIG attacks and is not "guarded", the attacking LRIG deals damage to the opponent.
3. The effect may cause damage to the opponent.

The player who takes the damage does the following:

- If there is a Life cloth, the Life cloth will be crushed.
- If there is no Life cloth, the player loses the game.

Deck

This is the deck of cards you prepare at the start of the game. There are two decks, the Main deck and the LRIG deck. The Main deck can contain up to four cards of the same name, while the LRIG deck cannot contain any cards of the same name. When the card's text only says "deck", it means Main deck as a rule.

Defence step

This is the second step of attack phase. The non-turn player can use any number of cards and abilities that have use timing: Attack phase.

Discard

To move a card from your hand to your trash.

Double Crush

This ability is valid when a SIGNI or LRIG attacks and deals damage to a player. When a SIGNI or LRIG with Double Crush attacks and deals damage to an opponent, it can crush two Life cloths at once.

The following rules apply to Double Crush:

- Even if your SIGNI or LRIG gets multiple Double Crush, the number of cards it can crush per damage remains 2.
- If a SIGNI or LRIG with Double Crush deals damage to the remaining 1 Life cloth, it does not win. That one Life cloth will only be crushed.
- If you want to "guard" against an attack of LRIG with Double Crush, you can prevent damage by discarding a card with [guard], just like a normal attack. Since the damage itself is prevented, none of the Life Cloth will be crushed.
- If two Crushed Life Cloths both triggered the Life Burst ability, the player on the crushed side triggers each Life Burst in any order.
- If a SIGNI with both [Lancer] and [Double Crush] vanishes an Opponent's SIGNI in battle, 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.

Down

To turn a SIGNI or LRIG from vertical to horizontal.

When a SIGNI or LRIG is in the horizontal position, it is called "downed".

Draw phase

This is the second phase of the turn. The turn player draws two cards (only the first turn player draws one card).

If you draw the first card and your deck is reduced to zero, refresh your deck and proceed to the ener phase.

[Enter]

This is an ability that SIGNI and LRIG have, and it only triggered when it appears on the field.

Abilities that do not have cost are forced to be triggered. Abilities that require cost can be triggered by paying cost when they enter the field. You can also choose not to pay cost to not trigger them.

Effect

It is an event that happens in the game as a result of the text on the card being processed, such as moving the card, changing the card's state, changing its power or text, or changing the rules.

End phase

This is the last phase of the turn. Process in the following order.

1.If there is an effect "at the end of turn", it will be triggered.

2.If the turn player has 7 or more cards in hand, choose and discard them until he or she has 6 cards.

3.End of "Until the end of your turn." and "This turn." effects

After the above process is complete, declare the end of turn and move on to the opponent's turn.

Ener Charge

[Ener Charge] is one of the abilities. [Ener Charge N] means that you put N cards from the top of your main deck to your Ener Zone.

Ener phase

This is the third phase of the turn. Choose one of the following.

•Put a card from your hand into your Ener Zone.

•Put a SIGNI in your field to your Ener Zone.

•End the phase without doing anything.

Ener Zone

This is one of the zones. Ener, which is required as cost for spell, LRIG and Action ability, is placed face up. Any player can see cards in the Ener Zone at any time. The cards in the Ener Zone are in no particular order, and can be rearranged in any order you like. There is no limit to the number of cards in Ener Zone.

Freeze

This is one of the effects on SIGNI and LRIG.

•The "freeze" state is called "frozen".

•A frozen SIGNI or LRIG will not "up" in your next up phase.

•At the end of the turn player's Up phase, the Frozen effect on turn player's all SIGNI ends.

•Even if you "freeze" an upped SIGNI or LRIG, it will not go down.

Grow

During the Grow Phase, you can stack a LRIG card from your LRIG deck on top of the center LRIG in your field by paying Grow cost.

The following rules apply to Grow:

•Grow in grow phase is limited to once per turn.

•The LRIG on top of the current LRIG must contain the same LRIG type as the current LRIG.

•Only LRIG of one level higher than your current level can be grown.

•If there are additional grow conditions, they must be met separately.

•Assist LRIG can grow according to the specified use timing. You cannot grow in grow phase.

Grow cost

The cost required to grow to that LRIG is indicated in the lower left corner of the card.

Grow phase

This is the fourth phase of your turn, the phase in which you grow your center LRIG.

Guard

If LRIG is attacking during the guard step of the attack phase, the opponent can discard a card with the guard ability from his or her hand and guard it. If you guard, you can prevent damage by LRIG's attack once. You cannot guard against attack from SIGNI.

Guard step

The last step of Attack phase.

If LRIG is attacking, the opponent can guard by discarding a card with Guard ability from his or her hand. If the LRIG is not attacking, the opponent cannot guard.

Harmony

When a SIGNI with [Harmony] enters the field, it will be downed unless it down an LRIG that meets the requirements. If you have a LRIG that meets the requirements, you can also choose to down this SIGNI.

Since [Harmony] is not [Enter] ability, it will also trigger when it enters the field with the effect "The [Enter] abilities do not activate.".

Hand

One of the zones. A player's hand is where that player holds cards they have drawn but not used yet. And that's the hidden zone.

Hidden zone

It is a zone whose front side cannot be seen arbitrarily during the game.

There are Main deck, (opponent's) LRIG deck, (opponent's) hand, and Life cloth.

When the process of revealing some card from the hidden zone (including putting it out to the public zone), it is possible to not reveal anything as a result, assuming it was not found.

For example, if you reveal a card from a hidden zone (such as SIGNI) and add it to your hand, you can choose not to reveal it, but you will not be able to add it to your hand.

Lancer

【Lancer】 is SIGNI's ability.

The following rules apply to 【Lancer】:

- 【Lancer】 is a Trigger ability. When a SIGNI with 【Lancer】 vanishes an opponent's SIGNI in a battle, the effect of 【Lancer】 is triggered and the opponent's Life cloth is crushed.
- 【Lancer】 is triggered only when your SIGNI vanish your opponent's SIGNI in battle. Even if the SIGNI with 【Lancer】 vanishes the opponent's SIGNI by its some ability, the Life cloth will not be crushed.
- If a SIGNI with multiple 【Lancer】 vanishes an opponent SIGNI in a battle, the crushed Life cloth of the opponent is 1.
- If a SIGNI with both 【Lancer】 and 【Double Crush】 vanishes an Opponent's SIGNI in battle, 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.
- When a SIGNI with 【Lancer】 vanishes a SIGNI in battle, if the vanish is replaced by another action due to any effect, the 【Lancer】 does not meet the trigger requirement and does not crush Life Cloth.

Level

This is the number shown in the upper left corner of the LRIG and SIGNI cards. A SIGNI with a level greater than the center LRIG level cannot be placed in the field.

Life Burst

If the crushed Life Cloth placed in the Check Zone has a Burst Icon, you can trigger the Lifeburst ability (or choose not to trigger it), and the card will be placed in the Ener Zone after the Life Burst effect is processed.

Activating the Life Burst of SIGNI or Spell are not referenced as "use of SIGNI or Spell".

You can have up to 20 cards with Life Burst in your Main Deck.

Life cloth

It's like a shield that protects you from your opponent. If you take damage from your opponent without one of these, you lose the game.

- Before the game starts, place seven cards from the top of the "Main deck" face down in front of you.
- Life Cloth is a hidden zone, and no player can see its face side.
- When a Life Cloth is damaged, it is crushed.
- Whenever a card is crushed from a Life Cloth, or a card is added to a Life Cloth, it will be moved from the topmost Life Cloth.
- Crushed Life Cloths are placed in the Enner zone after being checked and triggered in the Check Zone for Life Bursts.

Limit

This is the number shown in the upper left corner of the LRIG cards. If the total level of the SIGNI in the SIGNI zone exceeds the limit of the center LRIG, you may not place that SIGNI. If the total level of SIGNIs in the SIGNI zone exceeds the limit of the center LRIG, place one SIGNI at a time in the Trash so that it is below the limit. Assist LRIG also has a card that adds the value of the limit of Center LRIG, and the indicted value is added to the limit of Center LRIG.

LRIG

It is a card type, your alter ego. It is a white card on the back and is used in the LRIG deck. "Center LRIG" will allow you to use more powerful SIGNI and abilities by growing in the grow phase, and will also attack the opponent in the LRIG attack step. "Assist LRIG" supports center LRIG by growling at the specified use timing.

LRIG attack step

This is the fourth step of the attack phase, where you can down the upped center LRIG and attack the opponent.

LRIG Deck

A deck with white cards on the back is called "LRIG deck". LRIG deck can contain up to 10 non-PIECE cards, and up to 2 PIECE cards.

LRIG decks do not require shuffling and you can check the contents anytime.

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.

LRIG Trash

One of the zones and is public to each players. LRIG cards used as a cost will be placed here.

LRIG type

It is one of the parameters that LRIG has, and is referenced by its effects and abilities.

In addition, LRIG cannot grow unless the LRIG type matches the current LRIG.

LRIG Zone

This is one of the zones and is public to each players. Start the game with three level 0 LRIGs placed here. The middle one of them is the center LRIG.

[Multi Ener]

Constant ability that only works in the Ener Zone. When paying Ener as cost, cards with Multi Ener can be paid as one color of your choice.

Main deck

The Main deck is a deck of cards with a black back (SIGNI and Spell) and is a hidden zone.

- The Main deck is made up of exactly 40 cards, and can contain up to 20 cards with Life Burst.
- You can have up to 4 cards of the same name in the deck.
- During the game, the cards are stacked face down in one place, and cannot be viewed or rearranged at will.
- If the number of cards in the "main deck" reaches zero during the game, "refresh" is performed.

Main phase

This is the fifth phase of the turn. You can do the following in any order and as many times as you like.

- Put a SIGNI of a level lower than Center LRIG's level from your hand into your Signi Zone.
- Use the "Spell" card.
- Use the "Action Ability".
- Use a PIECE with a {Main Phase Icon} from your LRIG Deck.
- Grow an Assist LRIG with a {Main Phase Icon} from your LRIG deck.
- At the same time, put one to three SIGNI on your field into their owner's trash. (Only this, once per turn.)

Mode

In the card's text, when the choices of effects are presented by "choose X of the following", "Choose up to X of the following", each effects are called "mode".

- Selecting mode is done at the same time you declare the use of a card or ability.
- The remaining mode that are not selected are treated as if they are not in the card's text until process is completed.
- It is not possible to select one mode more than once when it is possible to select multiple modes.
- If you choose more than one mode, the order of processing follows the order written on the card. You cannot choose the order.

Mulligan

Before the start of the game, you can choose any number of cards you don't need from the five cards you drew in your first hand, and return them to the "main deck". You can then shuffle and draw the same number of cards as you returned.

The "Play first" player declares the number of cards to be redrawn first, and both players redraw cards at the same time.

PIECE

One of the card types, it is an ultimate skill that combines the power of three LRIGs.

It is a card with a white back and is used in the LRIG deck. If you have 3 or more level 0 LRIGs in your LRIG deck, you can add up to 2 additional PIECE cards to your LRIG deck. As a result, the maximum number of cards in your LRIG deck is 12. You can use PIECE only when you have 3 LRIGs in your field. After use, used PIECE card is removed from the game.

Play first

At the Game Set Up, the players determine which one of them will choose who takes the first turn. The players may use any mutually agreeable method (flipping a coin, rolling dice, rock-paper-scissors etc.) to do so. The game starts with the "Play first" player's Up phase. In the Draw phase of the "Play first" player's first turn, only one card is drawn. Also, the Attack phase of the turn is skipped.

Power

This is a parameter that SIGNI has, and it indicates the strength of SIGNI. In addition to being referenced during the attack phase of a battle, it can also be referenced by various effects and abilities.

- If a SIGNI's power drops to 0 or less by any effect, it will be vanish and placed in the "Ener Zone" as a rule based action.
- If an effect "changes power to a specific value", or if an effect "modifies power", the "modifying effect" is always calculated later. (Example: If a SIGNI with power 3000 is given a +5000 effect, and then the SIGNI's power itself is changed to 6000, the SIGNI's power will be 11000.)

Pre-attack step

This is the first step of the attack phase. If you have an [Auto] ability that triggers "At the beginning of attack phase", it will be triggered at the beginning of the pre-attack step.

After that, the turn player can use any number of cards and abilities that have the use timing: Attack phase.

Public zone

This is the zone where any player can see the face-down side of the cards in the zone. However, if a card from the hidden zone is placed face down in the public zone, only the player who is allowed to see it by the effect or other rules can see it.

If a card in the public zone is placed face-down without being moved to another zone, the player who was able to see the card in its original state can see its front side.

The public zones are LRIG Zone, SIGNI Zone, Ener Zone, Check Zone, Trash, LRIG Trash, and "exclude from the game".

If you want to use PIECE, Spell, or an ability that targets a card in the public zone, you can use it even if you cannot target it. However, if you can target them, you must choose them.

Refresh

During the game, if the number of cards in the "main Deck" reaches zero, shuffle the Trash to create a new "main Deck". Then, if you have a Life Cloth, you place one on the Trash. This sequence of actions is called "refresh" or "deck refresh".

- If you do a refresh during the Draw phase, you will enter the Ener phase after the refresh is over, and you cannot draw a second card.
- If the main deck becomes zero during the processing of an effect, let the effect be processed as much as possible while the main deck remains zero, and then refresh.
- If the refresh is the turn player's second refresh in one turn, the turn ends after the second refresh.
- If there are no cards in the Trash when the number of cards in your main deck reaches zero, refresh is not performed. In that case, when a card is placed in Trash, refresh is performed. (If it is in the middle of processing some effect, it will be done after that effect is processed.)

Remove

As a one-time action in the main phase, you can "put any number of SIGNI in your field on the Trash at the same time". This is called "Retire".

Rise

- [Rise] is one of the abilities of SIGNI. A SIGNI with [Rise] must satisfy the [Rise] condition before it can be put into play. [Rise] condition is listed after the word ""Rise"" in the first line of text.
- The [Rise] condition must be met whether you play it from your hand or put it on the field by effects.
 - The [Rise] condition is not treated as a ""cost"". It is also not an ""effect"" such as [Constant] or [Enter].
 - When the Rise SIGNI leaves the field, all the cards underneath it are placed in the Trash. This is a Rule-based action.
 - When [Rise]SIGNI is put into the field, any effect, power modifiers, status change (like a ""frozen"") and given abilities of the SIGNI placed below are not retained.
 - A SIGNI that is played by [Rise] is treated as a newly placed SIGNI. Unless otherwise specified by other effects, it will be put into field as upped.
 - The card under [Rise] SIGNI is not referenced by any other card unless it is explicitly stated to be referenced.
 - If you play a [Rise] SIGNI on top of a SIGNI that has an ability ""when it leaves the field"", that ability will not be triggered.
 - It is possible to place another [Rise] SIGNI on top of a [Rise] SIGNI. In this case, two or more cards will be placed on the bottom.

Rule-based action

There are certain actions that are always checked during the game and are given priority when the conditions are met, and these are called "Rule-based action". There are the following types and they have the following characteristics

Types:

- 1.If the power of a SIGNI is less than or equal to 0, that SIGNI will be vanished.
- 2.If the level or limit of a SIGNI is exceeded, a SIGNI is placed from the field to the Trash. If the field contains a mixture of "A. SIGNI whose level has been exceeded," "B. SIGNI whose level has changed since the last rule-based action check," and "C. Other SIGNI," select one SIGNI at a time in the order A, B, and C until the level or limit is no longer exceeded.
- 3.If the card that was crushed and placed in the Check Zone does not have Life Burst or does not trigger Life Burst, the card is placed in the "Ener Zone".
- 4.If the main deck is 0 cards, refresh your deck.
- 5.If one player has multiple LRIGs in the field with exactly matching LRIG types, place one of the bundles of LRIGs that is not the center LRIG in the LRIG Trash.
- 6.When [Rise]SIGNI leaves the field, the card under it is placed into Trash.

Characteristics:

- 1.Rule-based action always checks the game situation and applies the action to the cards that meet the conditions. However, Rule-based action is not checked during the effect.
- 2.Some types of rule-based action involve player choice.
- 3.Rule-based actions are processed simultaneously for all cards that meet the conditions. However, if a card is moved to a different zone by multiple Rule-based actions, the player on that card chooses the order in which the Rule-based actions are applied.

Shadow

SIGNI with [Shadow] is not targeted by Opponent's ability or effect. This is the same applies to Life burst. The application of this ability may be limited in some cases. For example, in the case of [Shadow - Spell], SIGNI with this ability is not targeted by the effects or abilities of your opponent's Spell. The same is true for [Shadow - SIGNI], [Shadow - Level two or less SIGNI], etc.

SIGNI

This is one of the card types. Spirits that support LRIG. These cards have a black back and are used in the "main deck".

You can put them in the SIGNI zone to attack opponents and use their abilities.

SIGNI attack step

In the third step of the attack phase, you can attack the opponent by down the upped SIGNI.

If the attacked SIGNI has an opponent SIGNI in front of it, a battle will occur. If there is no SIGNI of the opponent in front of the attacked SIGNI, damage is dealt on the opponent. After that, if there is an upped SIGNI left, you can declare an additional attack.

SIGNI Zone

This is one of the zones and is public to each players. There are three zones: "Left", "Center", and "Right". A maximum of three SIGNI can be placed. New SIGNI cannot be placed in a SIGNI zone that already has SIGNI. A SIGNI in the field cannot be reassigned to another SIGNI zone by any means other than the effect of the card.

Spell

This is one of the card types, and It supports LRIG. It is a black card on the back, and you can use it in your Main deck. You can pay the Ener cost indicated in the upper left corner and use it in the main phase of your turn.

[Team Action]

This is a [Action] ability that becomes valid when your LRIG meets the conditions of the [Team] icon.

[Team Auto]

This is a [Auto] ability that becomes valid when your LRIG meets the conditions of the [Team] icon.

[Team Constant]

This is a [Constant] ability that becomes valid when your LRIG meets the conditions of the [Team] icon.

[Team Enter]

This is a [Enter] ability that becomes valid when your LRIG meets the conditions of the [Team] icon.

[Team]

In order to enable [Team Constant], [Team Auto], [Team Enter], and [Team Action], the three LRIGs must be the designated team, and this icon indicates which team is designated.

Target

A card may be targeted by an ability or effect.

If there is a condition on the card you select as the target, the card must be appropriate at the time you select it. (For example, the ability "Vanish target upped SIGNI on your opponent's field." cannot target downed SIGNI.)

•If there are cards that can be targeted, you must target one of them. If there are no cards that can be targeted, you can use or activate the ability or effect without targeting anything. If the text says "up to" like "up to one", you can target any number up to and including 0.

Example 1) In the text "Vanish target SIGNI on your opponent's field. Draw a card", if there is no SIGNI on your opponent's field, you can use it without targeting anything and draw a card.

Example 2) The ability "return up to two target SIGNI on your opponent's field to their owner's hand." allows you to target 0, 1, or 2 opponent's SIGNI.

•If you target more than one card, such as two or three cards, you cannot target any of them if the number of cards you can target is less than the specified number.

Example 1) In the case of the text "Vanish two target SIGNI on your opponent's field.", if you cannot target two appropriate targets, you cannot target only one.

•You cannot target a SIGNI that has [Shadow].

•The target is chosen just before the ability or effect begins to be processed. If you select more than one target in one ability, they will all be selected at the same time, just before the processing of the effect begins. However, if there is a "Then" in the effect, the target will be chosen after the effect has been processed up to that point. For example, if the text says "Put the top three cards of your deck into your trash. Then, add up to two target SIGNI from your trash to your hand.", put the top three cards of the deck on Trash, then choose a target.

Team

The icon on the right side of the middle of the card indicates which team the LRIG belongs to. This icon is used to reference if the LRIG matches the team specified by [Team].

Trash

One of the zones. Used spells, ener, discarded cards, etc. are placed face up.

The trash is a public zone, and any player can see any card in the trash at any time. The cards in the trash are in no particular order and can be rearranged in any order you like.

Trigger

To use SIGNI or LRIG's [Enter], [Auto], Life Burst, etc., by paying cost and using the effect in the game.

Triggered ability

Trigger Ability is one of the types of abilities. [Enter],[Auto], and Life burst are trigger abilities.

•A triggered ability can be triggered while you are paying cost for a spell or ability, or while processing its effect. However, this triggered ability will not be processed until all the effects of the spell or ability are processed.

•If both the triggered ability and the rule-based action meet the conditions, the triggered ability will be processed after all the rule-based action is processed first.

•If more than one trigger ability triggers, process the turn player's abilities one by one in any order. At this time, new trigger abilities may be triggered, but they will be processed as well. After all the turn player's abilities are processed, the non-turn player's trigger abilities are processed one by one in any order.

Turn

The game consists of "Turn" for each player. And a turn consists of seven phases, "Up phase", "Draw phase", "Ener phase", "Grow phase", "Main phase", "Attack phase", and "End phase". The turn begins with the "Play first" player and proceeds alternately thereafter. The player who proceeds a turn is called the "Turn Player", and the player who does not is called the "Non-Turn Player".

Up

Returning a SIGNI or LRIG from horizontal to vertical is called "up".

It is also called "upped" when SIGNI or LRIG is in the horizontal.

Up phase

In the first phase of the turn, up all your SIGNI and LRIG. If a turn player's SIGNI or LRIG is frozen, they will not be up in the up phase. If the turn player's SIGNI or LRIG is frozen, it is no longer frozen at the end of the up phase.

Use

The process of declaring the use of "Spell", "PIECE", or [Action] ability, paying cost, and activating the effect is called "Use". On the other hand, the occurrence of a Life Burst or an [Auto] effect that meets a condition is called a "Trigger". There is a distinction between "Use" and "Trigger" in the rules.

Use timing

There are specific timings for use of pieces and Grow of Assist LRIGs.

Timings are "Main phase" "Attack phase" and "Spell cut-in". If multiple timings are specified for a single card, it can be used if one of them is met.

Use timing: Attack phase

You can use it in the pre-attack step of your turn, or in the defense step of your opponent's turn.

Use timing: Main phase

You can use it in the main phase of your turn.

Use timing: Spell Cut-in

When an opponent uses a spell, you can interrupt before that spell's processing.

It cannot be used against Peace, Action Ability, or Life Burst.

You also cannot use it against your own spells.

Zone

These are the places where cards are placed.

There are Main deck, LRIG deck, Hand, SIGNI Zone, Cheer Zone, LRIG Zone, Ener Zone, Check Zone, Trash, LRIG Trash, Life Cloth, and "exclude from the game".

{1/Game}

The ability with this icon can be used or triggered only once in a game.

{1/Turn}

The ability with this icon can be used or triggered only once in a turn. As a similar abilities, {2/Turn} ability can be used or triggered only twice in a turn.

Updates :

4th October 2021 ver.1.0.0

10th December 2021 ver.2.0.0

- Rule-based action updated
- Mode
- Rise

4th March 2022 ver.3.0.0

- Harmony