

	Question	Answer
1	How many copies of the same card can I include in my deck?	You may include any number of copies of the same card. You may include up to 40 Character Cards in any combination and up to 8 Event Cards in any combination.
2	How many cards can I have in my hand?	There is no limit to the number of cards you can have in your hand.
3	Can I return the ball to my opponent with Receive or Set?	No. However, some card abilities may allow you to do so.
4	What happens if either player's deck has no cards remaining?	Continue the game as normal. If you cannot draw a card during the Draw Phase, during the Interval, or when resolving an ability such as "Draw 1 card," continue the game without drawing a card.
5	Can I use a character's ability that activates when it enters after playing an Event Card?	No. You must resolve the character's skill that activates when it enters before resolving the Event Card's skill. However, if playing the Event Card causes a character to enter, resolve that character's skill that activates when it enters, and then continue resolving the Event Card's skill.
6	Can I declare Lost without having a character enter?	Yes. If you cannot play a character, you must declare Lost. Therefore, you may declare Lost by choosing not to play a character.
7	During the Interval, what happens if I already have 7 or more cards in my hand when I would draw until I have 6 cards?	Continue the game with the same number of cards in your hand. For example, if the player who lost the set has 7 cards in their hand, they add 1 card from the Score Area to their hand and start the next set with 8 cards.
8	Can a parameter become negative as the result of subtraction or a similar calculation?	Yes. If a parameter falls below 0, continue calculating it as a negative value, such as -1 or -2.
9	If I play multiple Event Cards with skills such as "Your opponent's Character in the Receive Area gets -2 Receive Point," do their effects stack?	Yes. The effects of character skills and Event Card skills stack.

10	During my turn, a character entered my Receive Area. If both my ability that activates when a character enters my Receive Area and my opponent's ability that activates when a character enters my Receive Area are active, which resolves first?	Your ability resolves first. If multiple abilities are triggered at the same time, first resolve all abilities of the turn player's cards, and then resolve all abilities of the non-turn player's cards.
11	Is there a difference between "2 cards" and "up to 2 cards" in ability text?	Yes. "2 cards" means exactly 2 cards, while "up to 2 cards" means you may choose any number from 0 to 2 when resolving the skill.
12	If a character that entered as a Side Blocker has a ability that requires paying Guts, can I pay Guts from under the Center Blocker?	Yes. A Side Blocker can use its ability by paying Guts from the Block Area.
13	When both a Center Blocker and a Side Blocker enter and both characters have abilities, which ability do I use first?	You may choose the order in which to use their abilities. If you have enough Guts, you may also pay Guts for the abilities of both the Center Blocker and the Side Blocker.