hololive OFFICIAL CARD GAME Comprehensive Rules, Ver. 1.10.0
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Rules

1. Game overview

1.1. Number of players

1.1.1. A standard game is played by two players. The comprehensive rules do not currently support games played by more than two players.

1.2. Game outcomes

1.2.1. The game concludes when a player loses. The player who didn't lose is considered the winner.

1.2.1.1. If a player's redraw count reaches a specific number due to repeated mulligans, that player is considered to have fulfilled a loss condition (6.2.1.9.1).

1.2.1.2. If a player does not have any cards in their life area, that player is considered to have fulfilled a loss condition (11.2.1).

1.2.1.3. If a player does not have any holomem on their stage, that player is considered to have fulfilled a loss condition (11.2.2).

1.2.1.4. If a player is required to draw during their draw phase, but does not have any cards remaining in the deck, that player is considered to have fulfilled a loss condition (7.3.2.1).

1.2.2. If all players lose simultaneously, the game ends in a draw.

1.2.3. Players may concede at any point during the game. When a player concedes, they lose the game immediately, and the game concludes; check timing (10.6.1) does not occur.

1.2.3.1. The act of conceding is not affected by any card. A card effect cannot force a player to concede, nor can a replacement effect replace a loss resulting from concession.

1.2.4. A card may produce an effect that causes a player to win or lose the game. In such cases, the player wins or loses immediately when the effect is processed, and the game concludes; check timing (10.6.1) does not occur.

1.3. General rules

1.3.1. If card text should ever be contradicted by the comprehensive rules, the card text takes precedence.

1.3.2. If a player is required to execute an impossible action for any reason, the action is not executed. Similarly, if an effect requires a player to execute multiple actions, part of which cannot be executed, the player executes as many actions as possible.

1.3.2.1. If anything is required to be put into a state that it is already in, that action is not executed.

1.3.2.2. If an action is to be executed zero or a negative number of times, or if an action is based on zero or a negative value (aside from adding, subtracting, or comparing), the action is not executed at all. A negative value never indicates an opposite action.

1.3.2.2.1. If an action to be executed is based on information that has a negative value (aside from adding, subtracting, or comparing), that action is executed as if that value was zero.

1.3.2.3. If multiple effects that require a player to execute a certain action are produced simultaneously, and it is not possible to execute all of them, the player is required to select and execute as many of the actions as possible.

1.3.2.4. Numeric information possessed by players or cards can be zero or a negative value, unless an upper or lower limit is specified.

1.3.3. If a card's effect instructs a player to execute an action that is simultaneously prohibited by another active effect, the prohibiting effect takes precedence.

1.3.4. If multiple players are required to make a selection simultaneously while processing effects, if it is before the start of the game, the player going first selects first, and if it is during the game, the player going first or turn player selects first. The player going second or non-turn player makes their selection after knowing what the other player had selected.

1.3.4.1. If a certain effect applies to multiple players, and that effect requires executing multiple processes, each process that does not involve selection is executed simultaneously, while each process that does involve selection is executed starting with the turn player.

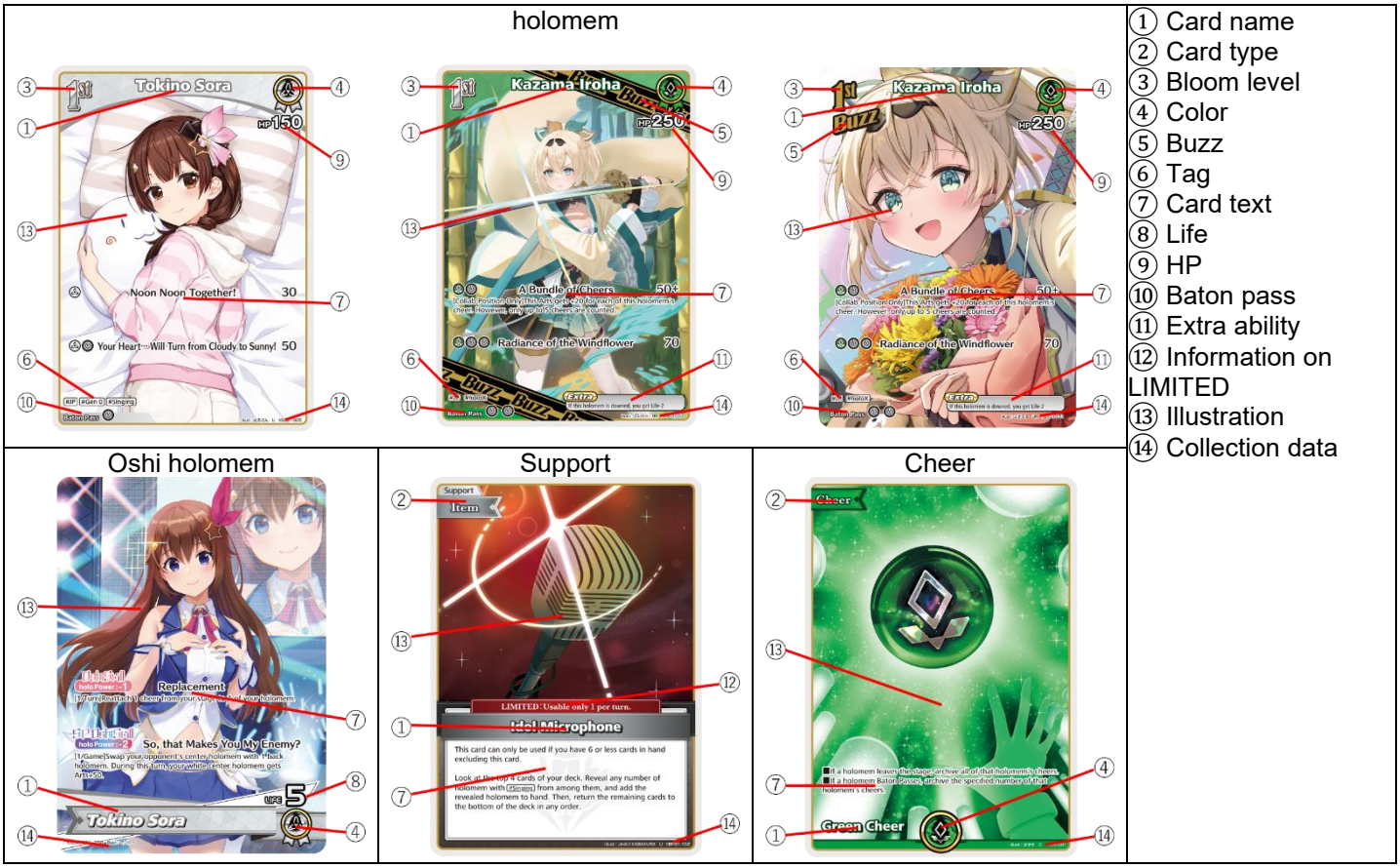
1.3.4.2. If multiple players are required to select cards from hidden zone at the same time, the turn player will make their selections without revealing the card information first. The non-turn player makes their selection after the turn player has made their selection. Once all selections have been done, both players will reveal the information of their selected cards at the same time.

1.3.5. When a number is to be selected, an integer equal to or greater than zero must be selected. Fractions, decimals and negative numbers may not be selected.

1.3.5.1. If a numerical limit is specified (e.g., "up to X"), the player may choose zero as long as a minimum value isn't specified.

1.3.5.2. If the number is written as “(value A) ~ (value B)”, they must choose a number that is greater than or equal to (value A) and lower than or equal to (value B).

2. Card information



2.1. Card name

2.1.1. This is the card's unique name.

2.1.2. Whenever text contains "**<Card Name>**", it refers to any card with the same name or, depending on the context, any card whose name contains that name.

2.2. Card type

2.2.1. The information about the type of a card.

2.2.2. Cards have one of either the “Oshi holomem”, “holomem”, “support” or “cheer” card type.

2.2.2.1. Cards without card type information but have life (2.8) information are from the “Oshi holomem” card type.

2.2.2.2. Cards without card type information but have HP (2.9) information are from the “holomem” card type.

2.2.3. Some cards have supplementary card types on top of their existing types.

2.2.4. Some cards with supplementary card types can be “attached” (5.17) to other cards.

2.3. Bloom level

2.3.1. This indicates the bloom stage of the card.

2.3.2. Bloom level is one of either four of the following types.

Debut	First	Second	Spot

2.4. Color

2.4.1. This indicates the color information that the card is associated with.

2.4.2. In this game, color is displayed as the name of the color, or by one of the following icons.

White	Green	Red	Neutral
Blue	Purple	Yellow	

2.4.2.1. There is also a “Neutral” color in the color information of this game, which refers to colorless, or in the case for costs (10.5.2), it refers to any color.

2.4.2.2. If an ability or effect references the “color”, unless specified, the “Neutral” color is not included, and is not counted as a color.

2.4.2.3. If “all colors” is referenced, all the colors named above can be referenced except for “Neutral”.

2.4.3. There may be cases where multiple colors are displayed by one icon. In those cases, that card is associated with all colors indicated by the icon.

-Example: The icon on the right indicates that the card is both white and green.

2.4.4. If card A and card B are said to have “the same color”, then both cards have at least one common color associated with each of the cards.

2.5. Buzz

2.5.1. If a card has the word “Buzz” in this position, it indicates that this card has the “Buzz” information.

2.6. Tag

2.6.1. This indicates the tags that the card possesses.

2.6.2. Tags have no direct significance regarding the rules, but may be referenced by abilities or effects.

2.7. Card text

2.7.1. The information about a card’s inherent abilities.

2.7.2. Within the card text, there may be additional text with a detailed explanation of the ability. These texts are called “reminder texts”. Reminder text is part of the text, but is only present for explanatory purposes, and does not affect the game.

2.7.2.1. The text on cheer cards is reminder text.

2.8. Life

2.8.1. This indicates the amount of life that the Oshi holomem has.

2.9. HP

2.9.1. This indicates the amount of damage the holomem is able to take before becoming downed.

2.10. Baton pass

2.10.1. This indicates the number of cheers required for this holomem to baton pass (8.7).

2.11. Extra ability

2.11.1. The information about a card’s special abilities.

2.11.2. Based on the text, extra abilities will have the following effects:

2.11.2.1. “You may include any number of this holomem in the deck” is a continuous ability with a replacement effect that modifies the upper limit for number of copies of cards during deck construction (6.1.4.3).

2.11.2.2. “If this holomem is downed, you get life-2” is a continuous ability with a replacement effect that modifies the life damage(11.3.1.2) taken when the holomem is downed.

2.11.2.3. “This holomem is also regarded as 〈Name〉” and “This tool is also regarded as 〈Name〉” is a continuous ability that additionally gives the specified card 〈Name〉.

2.11.2.3.1. If there are multiple names listed, the specified holomem will have all of the names listed in addition to its printed name.

2.11.2.4. “This holomem cannot Bloom” is a continuous ability that prevents the specified holomem from Blooming (5.14).

2.12. Information on LIMITED

2.12.1. This information is related to the play of cards (8.6.2).

2.13. Illustration

2.13.1. The illustration depicting the contents of the card.

2.13.2. Illustrations have no significance regarding the rules.

2.14. Collection data

2.14.1. The card’s collection number, artist’s name, copyright, and other contents of the card with no direct relation to gameplay that have not been mentioned thus far are collectively called the “collection data”.

2.14.2. The collection number may be referenced during deck construction (6.1.4.3).

2.14.3. Other than the collection number, the collection data is not part of the information of the card and generally has no meaning in terms of rules.

2.15. Information on cards

2.15.1. When rules or text reference “(information found on a card)” card or “(information found on a card)”, it refers to “cards that have that information”.

- For example, “Support Card” refers to cards with the card type “Support”
- For example, “Cheers in your archive” refers to cards in your archive with card type “Cheer”.

3. Player information

3.1. Owner and controller

3.1.1. The "Owner" of a card is the player who physically owns the card and started the game with it in their deck. When the game ends, each player returns the cards they own back into their deck.

3.1.2. The "Controller" of a card, ability, or effect is the player who is currently using it. The controller of a card put in a given zone is the player to whom that zone belongs.

3.1.2.1. A continuous ability's controller is the player who controls the card with the ability or effect that produced the ability.

3.1.2.2. An activated ability's controller is the player who played it.

3.1.2.3. An automatic ability's controller is the player who controls the card with the ability or effect that produced the ability.

3.1.2.4. An effect's controller is the player who controls the ability that produced it.
3.1.2.4.1. If an effect requires a player to execute an action without specifying which player, that effect's controller executes the action.

3.2. Life damage
3.2.1. Each player has a value for life damage assigned to them.

4. Zones

4.1. Zone basics
4.1.1. Each player has their own of each zone if not specified.
4.1.2. There are zones where all players may see the information of the cards in that zone, and zones where they may not. Zones where the information of the cards in that zone may be seen by all players are “public zones”, and zones where they may not be seen by one or more players are called “hidden zones”.
4.1.2.1. When a card is placed in a public zone, it is placed in the public state (4.2.2). When a card is placed in a hidden zone, it is placed in the hidden state (4.2.3).
4.1.2.2. All players may check the number of cards in any zone at any time, regardless of whether the zone is public or hidden.
4.1.2.3. When referring to cards with specific conditions from a hidden zone, as long as there are no additional effects revealing cards in that zone to all players, there is no guarantee that there are cards that fulfil specified conditions. If a player is required to reveal cards from a hidden zone, even if there are cards in the zone that fulfil specified conditions, they can choose to not reveal any cards from that zone.
4.1.3. There are zones where the order cards are placed in the zone is controlled. Unless otherwise specified, players cannot change the order of cards in a zone where the order is controlled.
4.1.3.1. If the order is controlled, the order the in which cards are stacked on each other is controlled.
4.1.3.2. If new cards are to be placed in zones where the order is controlled, the new cards are placed on top of the existing cards in that zone unless otherwise specified.
4.1.4. When a card is moved from a zone on the stage (4.6) to another zone on the stage, it is considered as the same card as the original card, the state the card is in (e.g. resting or non-resting) remains the same, and the effects that applied to the original card continue to apply. However, when executing a move from a zone on the stage to a zone other than the stage, unless otherwise specified, it is considered a new card in the new zone. Effects that applied in the previous zone do not continue to apply.
4.1.4.1. When a single card effect moves a card to another zone and executes an action on the card in the zone it moved to, that effect tracks the card after it has moved, and executes the action.
4.1.5. When multiple cards are put into the same zone simultaneously, the order in which the cards are placed in the new zone is decided by the player that zone belongs to unless indicated otherwise.
4.1.5.1. When multiple cards are simultaneously moved from a public zone to a hidden zone, if the controller of those cards is able to determine the order of their placement, they do so without revealing the order to other players.
4.1.6. When instructed to move a card to a given zone, if the player that the zone belongs to is not specified, the card is moved to its owner's corresponding zone unless indicated otherwise.

4.2. Zone visibility states
4.2.1. Cards in zones may be in the public state or hidden state.
4.2.2. Information of cards in the public state can be seen and referred to by all players.
4.2.2.1. Even if the zone is a public zone, during the setting up of the game, some cards may be placed face down temporarily, and information on those cards are not public in that state.
4.2.3. Cards in the hidden state are cards with content or information that some or all players cannot refer to.

4.3. Card placement states
4.3.1. Some zones may have card placement states specified. The placement states are the orientation state, and the facing state.
4.3.2. The orientation state refers to either “non-resting state” or “resting state”. Cards must be in one of the two orientation states, and cannot be in both or neither of the states.
4.3.2.1. Cards in the non-resting state are placed vertically upright from its controller’s viewpoint.
4.3.2.2. Cards in the resting state are placed horizontally from its controller’s viewpoint.
4.3.2.3. Cards placed into zones where card placement states are specified are placed in the non-resting state unless otherwise specified.
4.3.2.4. In card text, the non-resting state is indicated as “non-resting” or “active”, and the resting state is indicated as “resting”.
4.3.3. The facing state can either be “face up” or “face down”. A card must be in one of the two facing states, and cannot be in both or neither of the states.
4.3.3.1. Cards in the face up state are placed such that the face with the card information is visible.
4.3.3.2. Cards in the face down state are placed such that the face with the card information is not visible.

4.4. holomem

4.4.1. When card effects refer to “holomem” placed on the stage (4.6), it refers to the group of cards called “holomem” according to the following rules.

4.4.2. “One holomem” refers to all cards with card type holomem stacked on each other in a single pile.

4.4.2.1. When referencing information of that holomem, generally only the topmost holomem card in that stack is referenced.

4.4.2.1.1. Although there may be cases where the topmost card has multiple names, or has illustrations featuring multiple characters, the game still considers all cards in that same stack to be one holomem.

4.4.2.2. Other holomem cards beside the topmost card in the stack are not considered to be holomem cards on the stage unless otherwise referred to or specified as such.

4.4.2.3. The order the holomem cards are stacked in, retains the original order of stacking unless there is clear instruction to change the order.

4.4.3. Cards with the “Support” or “Cheer” card types may be “attached” (5.17) to holomem.

4.4.4. Whenever a holomem is moved from any zone on the stage (4.6) to another zone on the stage, move all holomem cards that make up that holomem in the stack, and all cards with the “Support” or “Cheer” card types attached to that holomem, to the new zone without changing the order and contents of cards in the stack.

4.4.5. holomem inherently hold numerical information of the amount of damage they have taken.

4.4.5.1. holomem have a value of 0 damage taken when newly placed on the stage.

4.4.5.2. Whenever a holomem takes damage, the amount of damage taken is added to the value of damage that holomem has taken.

4.4.5.3. When the total amount of damage a holomem has taken is equal to or greater than its HP, that holomem becomes downed (11.3).

4.4.5.4. When referring to the “HP” of a holomem, it refers to the HP value of the card information on that holomem, subtracting any numerical information of damage taken by that holomem.

4.4.6. Some zones have an upper limit for the number of holomem in that zone.

4.4.6.1. When holomem are moved into a zone with an upper limit for holomem, and that movement brings the total number of holomem in that zone above the limit, the controller of the zone that the holomem are being moved into will subtract the number of holomem currently in that zone from the limit of that zone, and choose the same number of holomem from among the holomem being moved into that zone, and move only the chosen holomem into that zone. All other holomem will remain in their original zones.

4.4.7. When a holomem on the stage is moved to another zone that is not on the stage, move the topmost holomem card in the stack to the specified zone, and archive (5.12) the rest of the cards in the stack.

4.4.8. When referring to “holomem that are stacked to this holomem”, it refers to cards with card type holomem stacked under the topmost card in that stack.

4.4.9. It is possible for a holomem to be “downed” by effects. When a holomem is downed by effects, proceed with resolving downed holomem (11.3) regardless of its HP or damage taken.

4.5. Oshi position

4.5.1. The zone for each player to place their Oshi holomem.

4.5.2. The Oshi position is a public zone.

4.6. Stage

4.6.1. This zone consists of the 3 following zones: center position, collab position and back position.

4.6.2. Each player has a maximum limit for the number of holomem they can have on the stage.

4.6.2.1. At the start of the game, each stage has a maximum limit of 6 total holomem.

4.6.3. If instructed to place a holomem on stage with no zone specified, place that holomem in the back position.

4.7. Center position

4.7.1. An important zone for the game where the holomem that performs Arts is placed.

4.7.2. The center position is a public zone.

4.7.3. The maximum limit for the number of holomem in the center position is 1.

4.7.4. holomem placed in the center position are also referred to as the center holomem.

4.8. Collab position

4.8.1. The zone to place holomem that collabs with the center holomem during the game.

4.8.2. The collab position is a public zone.

4.8.3. The maximum limit for the number of holomem in the collab position is 1.

4.8.4. holomem placed in the collab position are also referred to as collab holomem.

4.9. Back position

4.9.1. The zone to put holomem that are not in the center position or collab position.

4.9.2. The back position is a public zone.

4.9.3. holomem placed in the back position are also referred to as back holomem.

4.10. Life area

4.10.1. The zone that indicates the number of life remaining for the player.

4.10.2. The life area is a hidden zone that both players cannot check the information of, and the order of cards is controlled.

4.11. Deck area
4.11.1. The zone that the player places their deck in at the beginning of a game.
4.11.2. The deck area is a hidden zone that both players cannot check the information of, and the order of the cards is controlled.
4.11.3. When a card effect refers to “deck”, it refers to all cards in that player’s deck area.

4.12. Cheer deck area
4.12.1. The zone that the player places their cheer deck in at the beginning of a game.
4.12.2. The cheer deck area is a hidden zone that both players cannot check the information of, and the order of cards is controlled.

4.13. Hand
4.13.1. The zone where each player places their unused cards without letting the opponent see them.
4.13.2. The hand is a hidden zone, but players can see information of cards in their own hand. The order of cards in the hand is not controlled.
4.13.3. When “X cards in hand” is used in card text, it refers to the number of cards in the hand, where X is the numerical value.
4.13.4. There is no limit to the number of cards in hand.

4.14. Archive
4.14.1. The zone where each player places the cards that have been used.
4.14.2. The archive is a public zone, and the order of cards is not controlled.

4.15. holo Power area
4.15.1. The zone that each player places their holo Power cards into.
4.15.2. The holo Power area is a hidden zone, and the order of cards is controlled.

4.16. Resolution zone
4.16.1. A zone for cards and abilities to be placed temporarily during the game. There is 1 resolution zone shared by both players.
4.16.2. The resolution zone is a public zone, and the order of cards is controlled. When cards are placed in this zone, the cards are placed on top of pre-existing cards in this zone.

5. Key Notations

5.1. Overview
5.1.1. Key notations are terms used in the game that hold special meaning or express a certain action, direction or state.

5.2. Non-resting/Resting/Set (target) to active
5.2.1. If instructed to set (a card) in “non-resting” state or “resting” state, it will be placed in the corresponding “non-resting” or “resting” orientation.
5.2.2. If instructed to “set (target) to active” state, it will be placed in the non-resting state.

5.3. Face up/Face down
5.3.1. If instructed to place a card “face up” or “face down”, it will be placed in the corresponding “face up” or “face down” state.

5.4. Down/downed
5.4.1. If a holomem on the stage is “down”, that holomem will be placed in the downed state.

5.5. Place/Return (to zone)
5.5.1. If instructed to “place” a card in a specified zone, or to “return” a card to a specified zone, move that card to the specified zone.

5.6. Shuffle
5.6.1. If instructed to “shuffle” the deck area, the owner of the specified zone must randomize the order of cards.
5.6.1.1. If there is 0 or 1 card in a zone, and that player is instructed to shuffle, there will be no change to the order of cards in the deck, but it will still be considered to have been shuffled.

5.7. Draw
5.7.1. If instructed to "draw 1 card", the specified player will take the topmost card of their deck area, and move it to their hand.
5.7.2. If instructed to “draw X cards”, the specified player will repeat “draw 1 card” X times.
5.7.3. If instructed to “draw up to X cards”, the specified player will execute the following in order.
5.7.3.1. If the specified number of times is 0, this instruction ends.
5.7.3.2. The specified player may choose to end the action.
5.7.3.3. The specified player draws 1 card from the specified deck.
5.7.3.4. If the number of times 5.7.3.3 has been executed for this instruction has reached (X) times, the execution of this instruction ends. If it has not, return to 5.7.3.2.
5.7.4. If instructed to draw “from the bottom”, the specified player will take the bottommost card instead of the topmost card of their deck area, and move it to their hand.

5.8. Look
5.8.1. If instructed to "look" at a specified player’s hidden zone, look at all information of all cards in that specific zone.

5.9. Look from the top
5.9.1. If instructed to “look at top X cards” of the deck area, the specified player can look at information of the top X cards on the deck area.
5.9.2. If instructed to “look at up to top X of the deck, the specified player will execute the following in order.
5.9.2.1. If X is 0 or lower, this instruction ends.
5.9.2.2. Declare 1 as the value for number of cards to be looked at.
5.9.2.3. The specified player can end the instruction here.

5.9.2.4. The specified player looks at the top N cards as declared in 5.9.2.2.

5.9.2.5. If the number of times 5.9.2.4 has been executed for this instruction has reached (X) times, the execution of this instruction ends. If it has not, return to 5.9.2.3.

5.10. Switch

5.10.1. If instructed to “switch” a card with another card, move the former card to the latter card’s zone, and move the latter card into the former card’s zone at the same time.

5.10.2. If, for any reason, one of the cards specified to be switched cannot move to the zone of the other card, the switch is not executed.

5.11. Reveal

5.11.1. If instructed to “reveal” a card not in the deck area, the information on that card becomes visible to all players

5.11.2. If instructed to “reveal” (card information or number of cards) from the deck area, select cards from the deck area that meet the specified criteria, and reveal those cards.

5.12. Archive

5.12.1. If instructed to “archive” a card, move the specified card to the archive.

5.13. Place

5.13.1. If instructed to “place” a card to a specified zone via an effect, move that card to the specified zone.

5.14. Bloom

5.14.1. If instructed to “bloom” a holomem to a specified holomem, place that specified holomem card on top of the stack of holomem as the top most card.

5.14.1.1. From this point on, the newly placed card will be the topmost card of that holomem.

5.14.2. When a new card is placed on top of the stack by bloom, that holomem is considered to be the same holomem that it was stacked onto. All effects applied to and all damage taken by that holomem will remain associated with the holomem that bloomed.

5.14.3. By executing a bloom, all text on the holomem card that was previously topmost on the stack is nullified, and the holomem gains the text on the newly placed holomem card. Any other information that was previously associated with the holomem card that was previously topmost on the stack will now be associated with the newly placed holomem card

5.14.3.1. Even if the newly placed holomem card has the same text or abilities as the previous holomem card, it is considered to be a new instance. Rules and effects applied to the previous text or abilities are not applied to the new text or abilities.

5.14.3.1.1. If the new abilities have a usage limitation, any usage count for the previous abilities will not be applied to the new abilities.

5.15. Return to Debut holomem

5.15.1. If instructed to “return (a specified holomem) to Debut holomem”, execute the following in order.

5.15.1.1. If the bottommost holomem card of that stack is not a holomem card with bloom level Debut, or if the topmost card of that holomem is a holomem card with bloom level Debut, no actions are executed.

5.15.1.2. Reduce the numerical information of damage on that holomem to 0.

5.15.1.3. Choose 1 holomem with bloom level Debut from that stack, then return all holomem cards in that stack that are not the specified Debut holomem and all cards attached to that holomem that are not cheer cards to the owner’s hand.

5.16. Collab

5.16.1. If instructed to “collab” with a specified holomem, move that specified holomem to the collab position.

5.17. Attach/To attach/Reattach

5.17.1. When a card is “attached” to a holomem, that card is in the same zone as the specified holomem, and is considered to be in a linked state with the specified holomem.

5.17.2. If instructed “to attach” a card to a specified holomem, that card will be placed in the same zone as the specified holomem, and will be considered to be in a linked state with the specified holomem.

5.17.3. A portion of cards have a limit on the number that can be attached to a holomem.

5.17.3.1. All support card type “tool” has a combined total limit where only 1 support card type “tool” can be attached to a holomem.

5.17.3.2. All support card type “mascot” has a combined total limit where only 1 support card type “mascot” can be attached to a holomem.

5.17.3.3. A portion of cards have the limit that can be attached set by continuous effects.

5.17.3.4. When resolving the attachment of a card to holomem, if this resolution brings the number of cards attached to the specified holomem to be above the limit, the resolution does not proceed, and the card that would have been attached will remain in its original zone.

5.17.3.4.1. When multiple cards are attached at the same time, if attaching all of the cards brings the number of cards attached to the specified holomem to be above the limit, select as many cards that can be attached within the limit, and attach those cards only. All other cards that did not get attached will remain in its original zone.

5.17.3.4.2. If there are any cards in the resolution zone that did not get attached, they will be moved into the archive.

5.17.4. If instructed to “reattach” a card on any holomem that is on the stage, execute the following in order.

5.17.4.1. If the holomem the card is currently attached to is the same holomem as the target to reattach to, no actions are executed.

5.17.4.2. If the holomem the card is currently attached to is a different holomem than the target to reattach to, remove the linked state of the card with the current holomem, and attach the card to the specified target holomem.

5.18. Swap

5.18.1. If instructed to "swap" the center holomem and collab holomem from the same controller, or swap the center holomem or collab holomem with a back holomem from the same controller, swap the positions of both holomem.

5.19. Additional ability

5.19.1. When a card has “Additional ability (ability)”, the card that card is attached to has (ability).

5.20. Ability Shift

5.20.1. “(Condition), you may Ability Shift. [(Usage Limitation)](Text)” indicates that “If (Condition) is fulfilled, you may change the text of this card to (Text). This change can only be resolved if the number of times cards with the same card name as this card have had their text changed by Ability Shift has not yet reached (Usage Limitation).”

5.21. Send (a cheer)

5.21.1. If instructed to send a cheer card to a specified holomem, attach that cheer card to the specified holomem.

5.21.2. If instructed to send a cheer card from the cheer deck, reveal the top card of that cheer deck, and attach that cheer card to the specified holomem.

5.22. Deal/Take/Reduce damage

5.22.1. If instructed to “deal (number) damage” to a specified holomem, or “(number) damage”, increase the numerical information of damage on that holomem by (number).

5.22.2. If a specified holomem is instructed to “take damage”, it means that the specified holomem has been dealt damage.

5.22.3. If instructed to “reduce” a specified damage, that damage will have its value reduced by the specified value instead when dealing that damage.

5.22.3.1. If that damage “cannot be reduced”, then the replacement effect mentioned above will not be applied.

5.22.4. If a holomem “cannot take damage” or “does not take damage”, it means the damage is reduced by the value of the specified damage.

5.23. Restore

5.23.1. If instructed to “restore (number) HP” to a specified holomem, reduce the numerical information of damage on the specified holomem by (number).

5.23.1.1. If the numerical information of damage on the specified holomem goes below 0 due to this, the numerical information of damage on the specified holomem becomes 0.

5.23.2. If instructed to “restore all HP” to a specified holomem, the numerical information of damage on the specified holomem is set to 0.

5.24. Die/Dice

5.24.1. If instructed to “roll a die”, roll a regular, unbiased 6 sided die, and the remainder of the text will reference the resulting face value of the die.

5.24.2. If the effect has “You may roll a die: (ability text)”, when the controller resolves this effect, the controller may choose to roll a die. If they did so, resolve the (ability text).

5.24.3. After a die is rolled, if instructed to “reroll”, when resolving the effect to reference the face value of the die, the player may ignore the result of that roll, and instead roll the die one more time. Then, the face value of the current roll will be used as part of a replacement effect for rerolling the die.

5.24.4. If instructed to regard the “numbers of the faces of a die” as a specified number, resolve all reroll instructions stated above, and regard the die value as the specified number. Then, the face value of the current roll will be used as part of a replacement effect for regarding the die value as the specified number.

5.25. Use (this Arts) once more

5.25.1. If instructed to “use (this Arts) once more”, it creates a time-limited automatic ability that reads “if there are no other pending rule actions or automatic abilities, perform this Arts one more time”.

5.26. Starting an Extra Turn

5.26.1. If a specified player is instructed to “start an extra turn” at a certain point in time, that player will play one more turn right before the original turn to be played.

5.26.2. If there are multiple instructions to “start an extra turn”, begin by resolving the last instance. Every instance of “Start an extra turn” will resolve right before the original turn to be played until all instances are resolved.

5.27. Using Arts (of other holomem)

5.27.1. If an effect that lets a holomem "use" the Arts of other specified holomem is applied to a holomem, that holomem can use the specified Arts (12.3.2) as if it had them itself.

5.27.1.1. Arts used from this effect are used by the holomem the effect is applied to, rather than the holmem that originally had those Arts.

5.27.1.1.1. If there are conditions to use those Arts such as cheers, the holomem this effect is applied to must fulfill those conditions.

5.27.1.1.2. Even if the holomem that originally had the specified Arts does not fulfill the conditions to use those Arts, as long as the holomem this effect is applied to fulfills the conditions to use those Arts, those Arts can be used.

5.27.1.1.3. The number of Arts the holomem this effect is applied to can use during the performance phase is a total of one (9.2.1.5) between the Arts it originally has, and the Arts it has from this effect.

5.28. Bloom once more

5.28.1. When instructed to “bloom once more” a holomem that has already bloomed once during this specific turn can bloom once more during this turn even if the condition “the holomem has not bloomed this turn”(8.3.2) is not met.

5.29. Cannot move

5.29.1. If the “cannot move” effect is applied on a holomem, that holomem cannot move to other zones on the stage.

5.29.2. holomem with the “cannot move” effect applied can still move to other zones that are not on the stage.

6. Game preparation

6.1. Preparing the decks

6.1.1. Before the game, each player must prepare their cards.

6.1.1.1. A game deck consists of 3 groups of cards: namely an Oshi holomem, a cheer deck, and a deck.

6.1.2. In the game deck, one card with Oshi holomem card type must be included. Each player may only have one Oshi holomem card.

6.1.3. In the game deck, each player must prepare their own cheer deck.

6.1.3.1. A cheer deck may only include cards with the cheer card type.

6.1.3.2. The cheer deck must contain exactly 20 cards.

6.1.3.3. The cheer deck may contain any number of cards with the same card number.

6.1.4. In the game deck, each player must prepare their own deck.

6.1.4.1. A deck can only consist of cards that are not Oshi holomem or cheer card types. All other card types can be included in the deck.

6.1.4.2. The deck must contain exactly 50 cards.

6.1.4.3. The deck can only contain up to 4 copies of each card with the same card number.

6.1.5. There are continuous effects that replace the card limitation rule stated above. Once the game begins, those abilities become inactive (10.3.2).

6.2. Before starting a game

6.2.1. Before starting a game, each player does the following in order:

6.2.1.1. Each player presents the game deck they will be using during the game.

6.2.1.2. Each player places their deck in the deck area and shuffles their own deck.

6.2.1.3. Each player places their cheer deck in the cheer deck area, and shuffles their own cheer deck.

6.2.1.4. Each player places their Oshi holomem face up state in the Oshi holomem position.

6.2.1.5. Randomly decide on a player, and that specified player will decide which player goes first and which player goes second.

6.2.1.6. Each player draws 7 cards from the top of their decks into their hand.

6.2.1.7. Starting from the player going first, each player may choose to shuffle all the cards in their hand back into the deck, and draw 7 cards from the top of their deck.

6.2.1.7.1. This resolution can only happen once for each player per game.

6.2.1.8. Each player sets their redraw count as 0.

6.2.1.9. Starting from the player going first, if a player does not have any holomem cards with bloom level Debut in their hand, that player reveals all cards in their hand.

6.2.1.9.1. If the player that revealed their hand has a redraw count of 6 at this point, that player loses the game.

6.2.1.9.2. The player that revealed their hand shuffles all the cards in their hand back into the deck, and draws 7 cards from the top of their deck.

6.2.1.9.2.1. Players that executed these steps increases their redraw count by 1.

6.2.1.9.3. If there are any players that revealed cards in their hand at this point, return to 6.2.1.9.

6.2.1.10. Starting from the player going first, each player will prepare their own stage.

6.2.1.10.1. Each player chooses a holomem card with bloom level Debut from their hand, and places it in the face down state in their own center position.

6.2.1.10.2. If a player’s redraw count is 1 or more, that player chooses a number of cards from their hand equal to their redraw count, and puts those cards on the bottom of their deck in any order.

6.2.1.10.3. Players may put up to a total of 5 holomem cards with bloom level Debut or Spot cards onto their back position in the face down state.

6.2.1.11. Each player will take cards from the top of their cheer deck equal to the number of life their respective Oshi holomem has, and places those cheer cards in their own life area in face down state.

6.2.1.12. Each player will put all the cards on their center position and back position in the face down state to the face up state at the same time.

6.2.1.13. The player going first will become the turn player, and the game begins.

7. Game progression

7.1. Overview

7.1.1. The game progresses by repeating steps, or "turns," taken by each player alternately. During a player's turn, that player is considered the "turn player," and the other player is considered the "non-turn player."

7.1.2. The turn player proceeds through each of the phases described in 7.2–7.7 in order.

7.2. Reset phase

7.2.1. If it is the first turn of the turn player for the game, the reset phase is skipped, and the game will proceed to draw phase (7.3) immediately.

7.2.2. The turn player sets all cards on their stage to non-resting state.

7.2.3. If the turn player has a holomem in the collab position, that holomem is moved to their back position, and put to resting state.

7.2.4. Abilities with condition “At the start of the turn” or “At the start of reset phase” trigger.

7.2.5. Resolve a check timing.

7.2.6. If the turn player does not have any holomem in the center position, and they have non-resting holomem in the back position, they move one of those holomem to the center position. If there are only resting holomem in the back position, they move one of those holomem to the center position instead.

7.2.7. Resolve a check timing. After all the processes for that check timing have been completed, advance to the draw phase.

7.3. Draw phase

7.3.1. Abilities with condition “At the start of draw phase” trigger, and resolve a check timing.

7.3.2. The turn player draws 1 card.

7.3.2.1. If, at this point, there are no cards in the turn player’s deck area, and the player cannot draw any cards, the turn player loses the game.

7.3.3. Resolve a check timing. After all the processes for that check timing have been completed, advance to the cheer phase.

7.4. Cheer phase

7.4.1. Abilities with condition “At the start of the cheer phase” trigger, and resolve a check timing.

7.4.2. The turn player reveals the top card of their cheer deck, and sends it to one of their holomem on the stage.

7.4.3. Resolve a check timing. After all the processes for that check timing have been completed, advance to the main phase.

7.5. Main phase

7.5.1. Abilities with condition “At the start of the main phase” trigger, and resolve a check timing.

7.5.2. The turn player receives play timing. During this play timing, players may take [Main phase actions] (8.1) listed in a later section.

7.5.3. Resolve a check timing. After all the processes for that check timing have been completed, advance to the performance phase.

7.6. Performance phase

7.6.1. If it is the first turn of the first player, this phase is skipped, and the turn player will move into the end phase immediately.

7.6.2. Abilities with condition “At the start of the performance phase” trigger.

7.6.3. Resolve a check timing.

7.6.4. The turn player receives play timing. During this play timing, players may take [Performance phase actions] (9.1) listed in a later section.

7.6.5. Automatic abilities with condition “At the end of the performance phase” that have not triggered in that turn will trigger.

7.6.6. Resolve a check timing. During this check timing, if any automatic abilities or rule resolutions have not been resolved, or automatic abilities with condition “At the end of the performance phase” that have not triggered during this turn, or the trigger conditions for other automatic abilities have not been met, advance to the end phase. Otherwise, return to 7.6.5.

7.7. End phase

7.7.1. Abilities with condition “At the end of the turn” trigger.

7.7.2. Resolve a check timing.

7.7.3. After all processes for that check timing have been completed, all “until end of turn” effects and all “during this turn” effects will be removed.

7.7.4. If the turn player does not have a holomem in the center position, execute the following.

7.7.4.1. If the turn player has a holomem in non-resting state at the back position, they choose one of them, and move that holomem to the center position.

7.7.4.2. If the turn player only has holomem in resting state at the back position, they choose one of them, and move that holomem to the center position.

7.7.4.3. If the turn player does not have any holomem in the back position, and has a holomem in the collab position, no holomem will be moved, and the center position will remain empty.

7.7.5. At this point, if there are no automatic abilities standing by, no rule actions to resolve, and no cards with automatic abilities with “at the end of the turn” trigger conditions that have not become standby during this end phase, the turn ends, and the opponent of the current turn player will become the turn player to start the next turn. Otherwise, return to 7.7.1.

8. Main phase actions

8.1. Overview

8.1.1. This section provides details about the actions the turn player may execute during their main phase, starting from section 8.2.

8.1.2. These actions are executed during the play timing of the main phase, and a check timing will be resolved after each action is done.
8.1.3. If any part of an action cannot be executed to completion, then that action cannot be selected or executed.

8.2. Playing holomem from hand onto the stage
8.2.1. If the limit of holomem on the stage is not yet reached, the turn player may choose to play a holomem with bloom level Debut or a Spot holomem from their hand onto the back position of the stage in face up state.
8.2.2. Players cannot choose to play holomem cards with bloom level 1st or bloom level 2nd onto the stage with this action.

8.3. Bloom holomem
8.3.1. If it is the turn player's first turn of the game, that player cannot choose to execute this action.
8.3.2. The turn player chooses one of their holomem on stage. The chosen holomem must meet the following conditions:
- The bloom level is not Spot.
- The holomem was not placed from a zone other than the stage onto the stage this turn.
- The holomem has not bloomed this turn.

8.3.3. The turn player reveals 1 holomem card from their hand. The revealed card must meet the following conditions
- The revealed holomem must have the same card name as the holomem chosen in 8.3.2.
- If the bloom level of the revealed card is 1st, the holomem chosen in 8.3.2 must have a bloom level of Debut or 1st. If the bloom level of the revealed card is 2nd, the holomem chosen in 8.3.2 must have a bloom level of 1st or 2nd.
- The HP of the revealed card must be greater than the numerical information for damage on the holomem chosen in 8.3.2.

8.3.4. Bloom the chosen holomem with the revealed card (5.14).

8.4. Collab with a holomem in the back position
8.4.1. If the turn player has a holomem in the collab position, or if this action has already been executed this turn, then the player cannot choose to execute this action again.
8.4.2. The turn player can choose one non-resting back position holomem.
8.4.3. If the turn player has cards in their deck, they put the top card of their deck into the holo Power area.
8.4.4. Move the holomem chosen in 8.4.2 into the collab position to collab (5.16).

8.5. Oshi skill and SP Oshi skill
8.5.1. The turn player can choose one Oshi skill or SP Oshi skill on their Oshi holomem, pay the cost as specified by the Oshi skill, and resolve the chosen Oshi skill.
8.5.1.1. If an Oshi skill has been resolved this turn, the turn player cannot choose to resolve an Oshi skill again this turn.
8.5.1.2. If a SP Oshi skill has been resolved this game, the turn player cannot choose to resolve a SP Oshi skill again this game.

8.6. Play support cards
8.6.1. The turn player can choose a card with card type support from their hand, and play that card.
8.6.2. If a card with LIMITED (2.12) has been played this turn, or if it is the first turn of the first player, then cards with LIMITED cannot be chosen.

8.7. Perform a baton pass
8.7.1. The turn player can choose a non-resting back position holomem.
8.7.2. From among the cheers attached to a non-resting center holomem, archive the specified combination of color and quantity of cheers equal to the baton pass of that holomem.
8.7.3. Swap the positions of the chosen back holomem and the center holomem.
8.7.4. During this turn, if baton pass was executed as a main phase action, the turn player cannot choose to execute it again.

9. Performance phase actions

9.1. Overview
9.1.1. During the performance phase, the turn player may choose their center holomem or collab holomem to perform up to one Arts each in any order, to deal damage to the opponent's holomem.
9.1.2. An Arts can only be played during the play timing of the performance phase, and a check timing will be resolved if an Arts is chosen to be played.

9.2. Playing and resolving an Arts
9.2.1. The turn player chooses one of their center holomem or collab holomem.
9.2.1.1. holomem without an Arts that can be played cannot be chosen.
9.2.1.2. Resting holomem cannot be chosen.
9.2.1.3. If the center holomem has performed an Arts this performance phase, it cannot be chosen.
9.2.1.4. If the collab holomem has performed an Arts this performance phase, it cannot be chosen.
9.2.1.5. holomem that have performed an Arts this performance phase cannot be chosen.
9.2.2. Choose one of the Arts on the chosen holomem, and play it (12.3.3).

10. Playing and resolving cards and abilities

10.1. Types of abilities

10.1.1. Abilities are divided into 4 types: activated abilities, automatic abilities, support abilities, and continuous abilities.

10.1.1.1. An activated ability is an ability that a player may actively play during a play timing received by the player by paying the cost.

10.1.1.1.1. In card text, activated abilities are written in the form "[(condition)][cost]: [effect]." The “condition” represents the restriction that needs to be met for the ability to be played, the "cost" represents what must be paid to play the ability, and the "effect" represents the effect produced when the activated ability is resolved.

10.1.1.2. An automatic ability is an ability that is played automatically when the indicated event occurs during the game.

10.1.1.2.1. In card text, automatic abilities are generally written in the form "when(ever) [event], [effect]" or "at the start of [event], [effect]" or “"at the end of [event], [effect]. The condition in this case is called a "trigger condition." When an automatic ability's trigger condition is satisfied, it is said to have been "triggered."

10.1.1.2.2. Some automatic abilities are written in the form "when(ever) [event], [cost]: [effect]" or "at the start of [event], [cost]: [effect]" or "at the end of [event], [cost]: [effect]." In this case, the indicated cost must be paid in order to play the automatic ability.

10.1.1.2.3. “If… downed” is not an automatic ability, and is an action executed when resolving “down”.

10.1.1.3. A continuous ability is an ability that produces an effect as long as the ability is valid.

10.1.1.3.1. An ability that is written in the form “[effect]” is generally a continuous ability.

10.1.2. The text on a support card is the ability of the support card.

10.1.3. Some abilities may have ability names.

10.1.3.1. If any abilities or effects references the ability names, it will reference all abilities with that ability name.

10.2. Types of effects

10.2.1. Effects are divided into three types: one-shot effects, continuous effects, and replacement effects.

10.2.1.1. A one-shot effect is an effect that ends after all the indicated actions have been executed during its resolution. If there are abilities with text such as “Draw 1 card”, or “Archive this holomem”, the effects from those abilities are one-shot effects.

10.2.1.2. A continuous effect is an effect that remains valid for a fixed duration (or, if it is not specified, "during this game").

10.2.1.3. A replacement effect is an effect that replaces an event that would normally happen during the game with another event.

10.2.1.3.1. If an ability is written in the form of "If…would [action A], …instead… [action B]" or "If…would [action A], [action B] instead", then the effect produced by that ability is a replacement effect.

10.2.1.3.2. If an ability is written in the form of “If would [Action A], you may [Option]. If you do, instead… [Action B]” or "If... would [action A], you may [Option]. If you do, [action B] instead", then the effect from that ability is an optional replacement effect.

10.2.1.3.3. An effect that increases or decreases the amount of damage dealt or received, and an effect that rerolls a die or changes the face value of a die are replacement effects.

10.3. Active effects and inactive effects

10.3.1. An effect may be rendered "active" or "inactive" by another effect. If this happens, follow the process below:

10.3.2. If a card's text states that part or all of an effect is inactive under a certain condition, then that part of the effect will not produce an effect while under that condition, but it will still exist as an ability. If that effect would normally require a player to make a selection, that selection is not made.

10.3.3. If a card's text states that part or all of an effect is active under a certain condition, then that part of the effect is inactive as long as those conditions are not met.

10.3.4. An effect that is clearly handled in a certain zone is active in that zone.

10.3.4.1. Abilities of cards with card type holomem will only be active while on the stage, and only while it is the topmost card of the holomem stack.

10.3.4.2. Abilities of cards with card type support with subtype tool or subtype fan, will only be active while on the stage.

10.3.4.3. If an ability states specific zones that the ability will be active in, then that ability will only be active in those specified zones.

10.4. Costs and payment

10.4.1. At the beginning of activated or automatic ability text, there may be an action indicated by “[cost]” before a colon(:). This is the cost associated with the ability.

10.4.2. To "pay the cost" means to execute any actions indicated by that cost.

10.4.2.1. If a cost includes multiple actions, they should be executed in the listed order.

10.4.2.2. If the player is unable to pay the full cost, they cannot and do not pay that cost at all.

10.5. Color indicator

10.5.1. This is the indicator that represents the color and number of cheers needed to perform Arts or baton pass.

10.5.2. When a specific color is required for the Arts or baton pass, each cheer required will be indicated by 1 of each of the specific color icon ( ), and when no specific color is required, each cheer required will be indicated by 1 of each of the Neutral ( ) symbol.

10.6. Check timing and play timing

10.6.1. Check timing refers to a point during the game where rules resolution occurs and automatic abilities are played.

10.6.1.1. During a check timing, all currently applicable rule resolutions are resolved first. Once those have been resolved, automatic abilities whose trigger conditions have been met are played and resolved. For more information, see 10.6.3.

10.6.2. Play timing refers to the timing that a specific player can choose specified actions to execute. If a player would be given a play timing, a check timing will be resolved before any actions can be chosen to be executed by that player. After all rules resolution and automatic abilities that have been triggered in that check timing has been resolved, the specified player will then be given a play timing.

10.6.3. When a check timing occurs, the game will resolve based on the following steps.

10.6.3.1. All rules resolution applicable at this time are executed simultaneously. If this results in more instances of rules resolution, repeat this step until no rules resolution remains.

10.6.3.2. If the turn player controls any pending automatic abilities, the player selects one of them and plays and resolves it, and the game returns to 10.6.3.1.

10.6.3.3. If the non-turn player controls any pending automatic abilities, the player selects one of them and plays and resolves it, and the game returns to 10.6.3.1.

10.6.3.4. Check timing ends.

10.6.4. If any player receives a play timing, resolve it as follows:

10.6.4.1. A check timing occurs. Resolve the check timing.

10.6.4.2. The specified player receives the play timing. That player may choose from any actions that they can execute during that play timing and execute it, or choose to not execute any actions. If an action is chosen, after it has been executed, that player will receive another play timing.

10.6.4.3. If the specified player chooses to not execute any actions, the play timing ends, and the game will move to the next phase.

10.7. Playing and resolving

10.7.1. Activated abilities, automatic abilities, and cards from hand, are resolved by being played, whereupon they produce an effect. Continuous abilities are not played; they constantly produce an effect.

10.7.2. To play a card or ability, the player does the following:

10.7.2.1. The player specifies the card in hand or the ability to be played. If it's a card in the hand, they reveal it and move it to the resolution zone.

10.7.2.1.1. If it is an ability that has a usage limitation, and the number of times the ability has been used has reached the usage limitation, that ability cannot be chosen.

10.7.2.2. If any selections must be made as a prerequisite to play the card or ability (option selections for a "choose" ability, for example), the player makes those selections.

10.7.2.2.1. If instructed to “choose and use from the following abilities”, choose the specified number of abilities represented by a “■”. When resolving this card or its abilities after that, the points that were not chosen will be regarded as if they did not exist.

10.7.2.3. If the card or ability requires the player to select something other than a card in a non-public zone (henceforth "target"), they make that selection.

10.7.2.3.1. If the number of targets to be selected is specified, the player must select as many targets as they can to reach that number. They cannot choose to not select a target when there are targets that can be selected.

10.7.2.3.2. If the number of targets to be selected is written in the form "up to [number]," the player specifies any number between zero and the specified number (inclusive). If the number of targets is written as "any number," the player specifies any number equal to or greater than zero.

10.7.2.3.3. If the number of targets to be selected is specified as one or more, but it is not possible to select that many targets, the game will proceed with all of the targets that can be chosen, and the effects of the card or ability will be applied to the chosen targets.

10.7.2.3.4. If the number of targets to be selected is specified as one or more, and no targets can be selected, the game will proceed with no targets chosen. All portions of the effect that is related to the selected target will be ignored.

10.7.2.3.5. If there are any specified criteria for choosing a target in a hidden zone on the text, there is no guarantee that the cards in the specified hidden zone will meet the conditions for being chosen as a target. The player choosing from the hidden zone can choose to declare that there are no targets that meet the criteria, even if there are targets that meet the criteria in that zone.

10.7.2.3.6. If the card that is played is a card that needs to be attached (5.17) to a holomem card, the holomem card that it will attach to will be chosen.

10.7.2.3.7. If the card that is played is a support card, if the resolution of the card does not change the game state other than to put the support card that was played into the archive, then that support card is not played, and the game returns to the point before the playing of the card.

10.7.2.4. If the card or ability requires any costs to play, the player determines the costs and pays all associated costs.

10.7.2.4.1. If the card or ability has “can only be used if [condition]”, then the “[condition]” is considered to be part of the cost of that card or ability.

10.7.2.5. Resolve the card or ability.

10.7.2.5.1. If the played card is a support card, resolve the following based on the subtype of the support card.

10.7.2.5.1.1. If the card has subtype “item” or “event” or “staff”, execute the text written on the card, then place the card into the archive.

10.7.2.5.1.2. If the card has subtype “tool” or “mascot” or “fan”, attach (5.17) the card to the chosen holomem.

10.7.2.5.1.2.1. If the chosen holomem for the card to be attached to has already reached the limit of cards that can be attached, then that card is not attached, and is placed into the archive instead.

10.7.2.5.2. If the ability that is played is an activated or automatic ability, execute the text written on the ability.

10.7.2.5.3. Even if the card with the activated ability or automatic ability is no longer in its original zone for some reason, the ability is resolved.

10.7.2.5.4. If the card or ability that was played has a target (10.7.2.3), and at least one target that fits the requirement exists, the card or ability that was played will be considered “played”.

10.8. Resolving automatic abilities

10.8.1. An automatic ability is an ability that is played in the next check timing after its trigger condition is met.

10.8.2. When the trigger condition of an automatic ability is met, the automatic ability becomes pending.

10.8.2.1. If the automatic ability's trigger condition is met multiple times, the automatic ability becomes pending the same number of times.

10.8.3. When check timing occurs, the controller of the pending automatic abilities selects one and plays it. After the played ability is resolved, one instance of its pending status is removed.

10.8.3.1. A pending automatic ability must be played; a player cannot choose not to play to it. However, if a player controls multiple pending automatic abilities, they may select which to play first.

10.8.3.1.1. If the automatic ability has an associated cost that the player can pay to play the ability, the player may choose not to pay the associated cost, and the automatic ability will not be played.

10.8.3.2. If the selected pending automatic ability cannot be played for any reason, one instance of its pending status is removed.

10.8.3.2.1. If the automatic ability has an associated cost that the player can pay to play the ability, the player may choose not to pay the associated cost. The pending automatic ability will not be played, and one instance of its pending status is removed.

10.8.4. Some automatic abilities are triggered when a card moves from one zone to another. These are called "zone changing triggers."

10.8.4.1. Some automatic abilities with zone changing triggers refer to the information of the cards that triggered them or to whether that ability is active. In such cases, information is checked as follows:

10.8.4.1.1. When an automatic ability is triggered by a card moving from a public zone to a hidden zone or vice versa, and that ability requires the card's information, use the information from the card while it was in the public zone.

10.8.4.1.2. When an automatic ability triggered by a card moving from the stage to another zone requires the card's information, or when an automatic ability triggered by a card moving from the stage to another zone under a different controller requires the card’s information, use the information from the card while it's on the stage.

10.8.4.1.3. Aside from cases covered above, when an automatic ability triggered by a card moving from a public zone to another public zone requires the card's information, use the information from the card after it moves to the new zone.

10.8.4.2. If a card with a zone changing trigger ability enters a zone where the ability is valid, and at the same time another card changes zones in a way that satisfies that ability's trigger condition, that condition is considered to have been triggered.

10.8.5. Some effects may create an automatic ability that triggers at a certain later point in time. This is called a "timed trigger."

10.8.5.1. A timed trigger condition may only trigger once unless a time frame is specified.

10.8.6. Some automatic abilities are triggered not by the occurrence of an event, but by the fulfillment of a certain condition (e.g., "When there are no cards in your hand, ~"). This is called a "state trigger."

10.8.6.1. State triggers become pending only once when that state is achieved. After the automatic ability is resolved, if the trigger condition for that automatic ability is met again, the ability becomes pending again.

10.8.7. When playing a pending automatic ability, even if the card with the automatic ability has

changed zones, the automatic ability must still be played.

10.9. Resolving one-shot effects

10.9.1. If a player is required to execute a one-shot effect, they execute the indicated action only once.

10.10. Resolving continuous effects

10.10.1. If a card's information is referenced while one or more continuous effects are in place, the continuous effects are applied to the card's information in the following order:

10.10.1.1. The information written on the card itself is always the base value.

10.10.1.2. Next, apply effects that give, remove, or change abilities to active or inactive state.

10.10.1.3. Next, apply any continuous effects that do not change the numerical values in the information.

10.10.1.4. Next, apply any continuous effects that change the numerical values in the information.

10.10.1.5. If the application order of two continuous effects—effect A and effect B—cannot be determined by 10.10.1.1–10.10.1.4, and applying A first would change what B applies to or how B would be applied, then B is considered dependent on A. Dependent effects are always processed after the effects they depend on.

10.10.1.6. If there are multiple continuous effects whose application order cannot be determined by 10.10.1.1–10.10.1.4, apply them in the order in which they were produced.

10.10.1.6.1. If the source of a continuous effect is a continuous ability, its application order is based on when the card with the ability was put into its current zone.

10.10.1.6.2. For all other ability types, order is based on when they were played.

10.10.2. A continuous effect that isn't produced by a continuous ability doesn't apply to cards that change zones after the corresponding ability is played, unless they move from one zone to another.

10.10.3. A continuous effect that changes card information in a certain zone is applied at the same time an applicable card enters that zone.

10.10.3.1. An automatic ability whose trigger condition requires a card with certain information to enter a zone refers to the card's information after any continuous effects that are applicable in that zone have been applied.

10.11. Resolving replacement effects

10.11.1. While a replacement effect is in place, if the target event (the event being replaced) would occur, it does not occur, and instead the event indicated by the replacement effect occurs.

10.11.1.1. The original event that was replaced is considered to have not occurred at all.

10.11.2. If there are multiple replacement effects for the same event, the affected player determines the order in which they are applied.

10.11.2.1. If the affected event is a card or ability, its controller determines the order instead.

10.11.2.2. If the affected event is a game action, the order is determined by the player executing the action or the controller of the card to which the action applies.

10.11.2.3. Each replacement effect is applied once at most to any single event.

10.11.2.4. If there are replacement effects applied to dealing damage and taking damage at the same time when resolving damage, the replacement effect for dealing damage will always be applied first.

10.11.3. For replacement effects that give a choice ("If [Action A], you may [Option]. If you do, instead… [Action B]"), if the choice cannot be made, the replacement effect is not applied.

10.11.4. When resolving any ability or effect, if the original resolution has any conditions that cannot be completed, but a replacement effect can be applied to fulfill the conditions of the original resolution, then the condition is considered to be fulfilled after the replacement effect has been executed.

- Example: If there is an Arts with cost "You may archive 1 cheer from your back holomem", you do not have any cheers attached to your back holomem, and you have a fan attached to the performing holomem that has "If the holomem this fan is attached to archives a cheer for its ability, you may archive this fan in place of 1 cheer.", you may archive the fan to pay the cost of the ability.

10.12. Final card information

10.12.1. If an effect refers to a certain card's information or placement state in a certain zone, and the card has changed zones (excluding movement from one zone to another) by the time the effect is executed, the effect refers to the information or placement state of the card when it was last in that zone.

10.13. Origin

10.13.1. There may be abilities or effects that refer to the origin of the effect or damage.

10.13.2. The origin of an ability is the card that holds that ability, or in the case of a timed trigger, the ability that created that timed trigger.

10.13.3. The origin of damage, in the case the damage is from an effect, will refer to the card that holds the ability that dealt the damage. In the case the damage is from Arts, the origin of that damage is the card that holds the Arts that dealt the damage.

11. Rules resolution

11.1. Basics of rules resolution

11.1.1. "Rules resolution" refers to the automatic processes covered in this section, which are executed during or after certain game events.

11.1.2. Rules resolution occurs only during check timing and checks whether the conditions of a

certain rule have been met. If met, that rule is applied. Even if a condition is met during the execution of another process, if it is not met at the point of the check timing, that rule is not applied.

11.1.3. If multiple instances of rules resolution should be required at the same time, the processes are executed simultaneously.

11.2. Resolving losses

11.2.1. If a player has 0 cards in the life Area, that player loses the game.

11.2.2. If a player has no holomem on the stage, that player loses the game.

11.3. Resolving downed holomem

11.3.1. If a holomem has taken damage equal to or greater than their HP, the rules resolution is applied in the following order:

11.3.1.1. “If downed” abilities on the downed holomem are executed.

11.3.1.1.1. From the corresponding pending abilities, if the turn player is the controller of any of the pending abilities, the turn player will select one of their pending abilities and execute it. If there are no pending abilities that belong to the turn player, the non-turn player will select one of their pending abilities and execute it.

11.3.1.1.2. If there are any corresponding pending abilities that have not been executed yet, return to 11.3.1.1.1.

11.3.1.2. Place all holomem cards in the stack of that holomem into the archive, and increase the life damage of the controller of that holomem by 1.

11.3.2. If there are multiple downed holomem waiting to be resolved at the same time, start with a holomem among them whose controller is the turn player, and resolve 11.3.1. Otherwise, resolve 11.3.1. for a holomem among them whose controller is not the turn player, and continue resolving downed holomem until there are none left.

11.4. Resolving illegal cards

11.4.1. If there is a card on the stage that is not a holomem, and it does not have any associated holomem that it is attached to, that card is placed into the archive as a rules resolution.

11.4.2. If there is a holomem that has cards attached to it that is above the limit, the controller will choose cards equal to the limit from the cards attached, and the remaining cards not chosen will be placed into the archive.

11.4.3. If there is a card on the stage that has specific conditions for cards that it can be attached to, and that condition is not fulfilled, the card being attached will be placed into the archive.

11.5. Resolving life damage

11.5.1. If any player has 1 or more life damage, and there are no other rules resolution pending, that player reveals the top card of their life, and that player sends (5.21) that card to any holomem that they control. Then, reduce the life damage of that player by 1.

11.5.1.1. If multiple players have 1 or more life damage, while the turn player has 1 or more life damage, the non-turn player will not resolve life damage.

12. Oshi skill and Arts

①Cost of Oshi skill ②Name of Oshi skill ③Effect

12.1. Oshi skill / SP Oshi skill

12.1.1. Oshi skill and SP Oshi skill are abilities with special information that can be played during the main phase.

12.1.2. SP Oshi skill is a type of Oshi skill, and the resolution is handled the same way.

12.1.3. To pay the cost required for playing the Oshi skill, the controller of that Oshi skill will need to place cards from their holo Power area equal to the number in the cost information on the Oshi skill into the archive.

12.1.3.1. If the value of a holo Power is “X” and it is not specified in the Oshi skill, please choose a value equal to or more than 1.

12.1.4. There are Oshi skills with the text “[(Usage Limitation)](Ability),” and it indicates the maximum limit that the Oshi skill can be resolved within a duration. If an Oshi skill has a limit, the number of executions of the Oshi skill cannot be more than the stated limit within that duration.

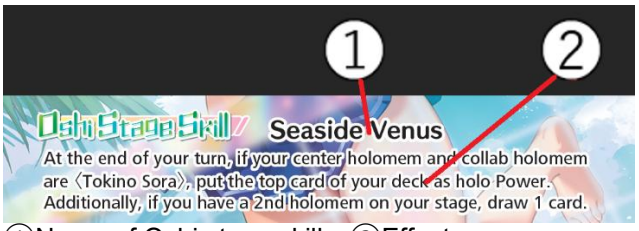
12.1.5. When executing Oshi skills, follow the text stated in the Oshi skill.

12.1.5.1. If the text has "Usable if… would (Condition): …instead…(Effect)" or "Usable if… would (Condition): (Effect) instead ", it is resolved as a replacement (10.11.3) effect of the (Condition).

12.1.5.2. If the text has “(Specified holomem) is downed…”, it is resolved as part of down resolution (11.3.1.1).

12.1.5.3. If the text has “Usable when (Condition other than downed): (Effect)”, then it is resolved as an Automatic ability with “When (Condition) is met, you may choose to resolve (Effect). If (Effect) did not resolve, it will not count towards the limit of the Oshi skill”.

12.1.5.4. If the text does not fall into any of the above categories, it is resolved as an activated ability.



①Name of Oshi stage skill ②Effect

12.2. Oshi stage skill

12.2.1. Oshi stage skills are continuous abilities which Oshi holomem possess.

①Cost ②Name of Arts ③Default Value
④Critical Icon ⑤Text

12.3. Arts

12.3.1. Arts is a special type of activated ability that can be played during the performance phase, or continuous ability with an optional replacement effect.

12.3.2. If the text has “Usable if (Condition): (Text)” or “When (Condition): (Text)”, it is a continuous ability with an optional replacement effect. All other Arts with text that do not fall into the above category is an activated ability.

12.3.3. An Arts that is an activated ability is played in the following steps:

12.3.3.1. The cost for playing the specified Arts refers to the cost indicated on the holomem with the specified Arts, and the cost checks if the number of cheers attached to that holomem is sufficient.

12.3.3.1.1. Even if an Arts is played, the required number of cheers will not be archived.

12.3.3.2. When choosing to play an Arts, select a holomem in the non-turn player’s center position or collab position as the target.

12.3.4. An Arts that is played as an activated ability is resolved in the following steps:

12.3.4.1. The damage dealt by the Arts is set as the default value.

12.3.4.2. Resolve the text of the Arts as its effects. If there are any modifications to the damage dealt by the Arts, it will be applied.

12.3.4.3. If the target has the same color as the color indicated by the critical icon, the damage is increased by the value indicated in the icon.

12.3.4.4. Then, if there are any effects that increase or decrease the damage dealt by this Arts, they are applied.

12.3.4.5. Deal the finalized amount of damage to the target holomem chosen in 12.3.3.2.

12.3.4.5.1. The resulting damage dealt is known as “Arts damage”.

12.3.5. An Arts that is a continuous ability is played in the following steps:

12.3.5.1. Arts with text “[(Usage Limitation)]Usable if (Condition): (Text)” is resolved as “if (Condition) is met, and the number of times this ability has resolved is less than (Usage Limitation), and the number and type of Cheers attached to this holomem meets the cost requirement of this Arts, you may instead declare the usage of this Arts. If you do so, resolve the (Text) as the replacement of any associated (Condition)”.

13. Keywords and keyword abilities

13.1. Overview

13.1.1. Keywords are terms that are used to abbreviate abilities that execute specific processes. Abilities that are indicated by specific keywords are called keyword abilities.

13.2. Collab effect

13.2.1. A collab effect is an automatic ability that triggers when the holomem collabs.

13.2.1.1. Collab effect is indicated by Collab Effect in the card text.

13.2.2. If an ability name has “《collab effect》” in it, that ability has “When this holomem is placed in the collab position by collab (5.16), (effect).”

13.3. Bloom effect

13.3.1. A bloom effect is an automatic ability that triggers when the holomem blooms.

13.3.1.1. Bloom effect is indicated by Bloom Effect in the card text

13.3.2. If an ability name has “《Bloom Effect》” in it, that ability has “When this card blooms, (effect).”

13.4. Gift

13.4.1. Gift is a keyword that appears in some of the abilities.

13.4.1.1. Gift is indicated by Gift in the card text.

14. Miscellaneous

14.1. Perpetual cycles

14.1.1. When executing a process, it may be possible for a sequence of actions to be repeated an infinite number of times. This is called a "perpetual cycle," and is handled as follows:

14.1.1.1. When a perpetual cycle occurs, the turn player declares the sequence of actions they wish to execute and then specifies the number of times they wish to execute that sequence. Next, the non-turn player can either allow the proposed sequence to be executed the specified number of times, or have it executed a lesser number of times by declaring that an action or actions not included in the sequence will be executed at a specific point in the perpetual cycle. The

turn player then executes the actions according to the decision of the non-turn player.

14.1.1.2. If the turn player executes an action that results in the game state remaining completely identical to before the action was executed, the turn player may not execute that action again.

14.1.1.3. If neither player is able to stop the perpetual cycle, the game ends in a draw.