hololive
OFFICIAL CARD GAME

Official Rule Book
Ver1.04

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What is the hololive OCG?

The hololive OFFICIAL CARD GAME is a trading card game built on the concept of “Comp-Creation” — Co-creation and competing with everyone.

Players, as fans of the talent, will produce the most impressive stage with their chosen “Oshi holomem” and other “holomem.”

Players send “Cheers” to their holomem to reach the top of the “hololive Exstreamer Cup.”
Make new friends and make the most of your hololive “Oshi” Katsu (or, in short, holoKatsu) with this new trading card game!

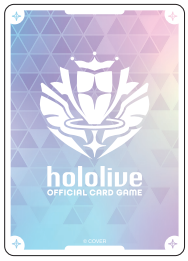
“holomem” is the abbreviation for the hololive member(s).



Card Introduction

Oshi holomem Cards

Oshi holomem cards are special cards that are not placed in your deck, and remain on the stage from the start to the end of the game. The Oshi skill, SP Oshi skill, Oshi stage skill, and your starting life are determined by the chosen card. This is an extremely important card that determines how your deck moves.



Back of an Oshi holomem card



Oshi skill

The ability of the card.
Requires holo Power to use the ability.

SP Oshi skill

The ability of the card. Just like the Oshi skill, it requires holo Power to use the ability.
It is a very powerful move and can only be used once per game.

Card name

The name of the card. Refer to this if the ability of a card specifies a card name.

Life

You will start your game with the same number of life as the value written here.

Color

The color of the card. Refer to this if the ability of a card specifies a color.

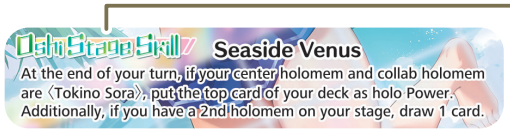
Rarity

Shows the rarity of the card.

Card number

The serial number of the card. Cards with the same numbers are considered the same card in the game.

There are some Oshi holomem who have an Oshi stage skill instead of an Oshi skill or an SP Oshi skill.



Oshi stage skill

This is an ability of this card. It is always active, or activates at a specified timing during the game.

holomem Cards

holomem cards can use Arts if they received cheers.
The game focuses on these cards, each with its own unique statuses and skills.



Back of a holomem card



Card name
The name of the card. Refer to this if the ability of a card specifies a card name.

Color
The color of the card. Refer to this if the ability of a card specifies a color.

HP
The hit points of the holomem.

Arts
The Arts that the card can use. Send cheers to your holomem to use them.

Extra
If the card has a special ability, it will be shown here.

Card number
The serial number of the card. Cards with the same numbers are considered the same card in the game.

Rarity
Shows the rarity of the card.

Tags
The traits of the card. Refer to this if the ability specifies a # (hashtag).

Baton pass
The cost required for this card to use baton pass.



Critical
If this card uses Arts on a holomem of the specified color, it will deal extra damage.

Support Cards

Support cards are cards that help a player and their holomem.
There are a variety of abilities, from one-time use cards to cards that remain on the stage supporting the holomem.



Back of a support card



Icon type

Indicates the type of the card.
Refer to this when the card's ability specifies a support card type.
There are 6 types, staff, item, event, tool, mascot and fan.

Limited

A card will have this label if it is a limited card.
Only 1 support card with LIMITED can be used each turn.

Card name

The name of the card. Refer to this if the ability of a card specifies a card name.

Card ability

The ability that activates when you use the card.

Rarity

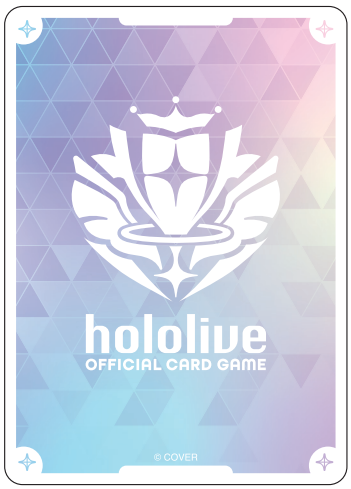
Shows the rarity of the card.

Card number

The serial number of the card. Cards with the same numbers are considered the same card in the game.

Cheer Cards

Send these cheer cards to your holomem cards to use them.
holomem cards require cheers to use their Arts.
Holding more required cheers allows the player to use stronger Arts.



Back of a cheer card



Card name

The name of the card. Refer to this if the ability of a card specifies a card name.

Color

The color of the card.
Refer to this if the ability of a card specifies a color, such as when using Arts.

Rarity

Shows the rarity of the card.

Card number

The serial number of the card.
Cards with the same numbers are considered the same card in the game.

Description of the Areas

The areas used in a game. Place cards in the specified positions.



❶ **Stage** : The stage consists of the center, collab, and back positions. Each player can place up to 6 holomem on stage.

❷ **Oshi position** : Where the Oshi holomem is placed.

❸ **Center position** : Where holomem are placed. A holomem placed in this position is called a center holomem.

❹ **Collab position** : Where holomem are placed. A holomem placed in this position is called a collab holomem.

❺ **Back position** : Where holomem are placed. A holomem placed in this position is called a back holomem.

❻ **Deck** : Where decks are placed. Cards are placed facing down.

❼ **holo Power** : Where holo Power is placed. Place a card from your deck here as a cost to perform a collab. Archiving the specified number of cards from the holo Power allows Oshi holomem to use their skills.

❽ **Life** : Where life cards are placed. When all the cards here are gone, you will lose the game.

❾ **Cheer deck** : Where the cheer deck is placed. Cards are placed facing down.

❿ **Archive** : Used cards and downed holomem are placed here.

Deck Construction

What is a Deck?

A deck is built with a set of designated cards.
In this game, a deck is constructed with holomem and support cards, while the cheer deck is built with a set of cheer cards.

● Deck

A deck consists of 50 cards, divided into two types: holomem and support cards.
You may include up to four cards with the same card number in a deck.

● Cheer deck

A cheer deck consists of 20 cards. Only cheer cards can be included in this deck.
You may include any number of cheer cards with the same card number in a cheer deck.

Game Setup

To start a match, you will need to prepare one Oshi holomem card, a deck (50 cards), a cheer deck (20 cards), damage counters, and a die if necessary. We also recommend using a playmat if you are still unfamiliar with the game for smoother gameplay.

1 Shuffle **your deck** and place it face down in the **deck position.**

2 Shuffle **your cheer deck** and place it face down in the **cheer deck position.**

3 Place **your Oshi holomem card** face up in the **"Oshi Position".**

4 Play a round of rock-paper-scissors. **The winner** decides if they will go first or second.

5 Draw **seven cards** from your deck for your hand.

6 You may choose to redraw your cards once, or not to redraw. **If you do not have a single Debut holomem in your hand, you must redraw.** When redrawing your cards, repeat steps ❶ to ❷. In each step, actions are taken in turn, starting with the first player.

❶After revealing your hand to your opponent, return your hand to your deck and shuffle it, and draw **seven cards** again. If you have a Debut holomem in your hand, do not proceed to ❷ and end your redraw here.

❷If you still do not have any Debut holomem, **repeat the following process until your hand contains a Debut holomem: reveal your hand, return it to your deck, shuffle it, and draw seven cards again.**
Once your hand contains a Debut holomem, choose one Debut holomem and place it face down in the center position. **Then, choose a number of cards from your hand equal to the number of times you redrew your hand during step ❷, and place them on the bottom of your deck in any order.**

Once both the first and second players have finished choosing one Debut holomem from their hands and placing it face down in the center position, proceed to step **7**

7 If you have one or more **Debut or Spot holomem** in hand, you may place them face down in the **back position.**
(You may have **up to six** holomem on stage, including the center position)

8 Place the same number of cheer cards as **the life value** on **your Oshi holomem card** from **your cheer deck** face down.

9 Turn all your **holomem cards** face up.

10 The first player begins their turn.

Winning Conditions

Players must fulfill one of the following conditions to win the game.

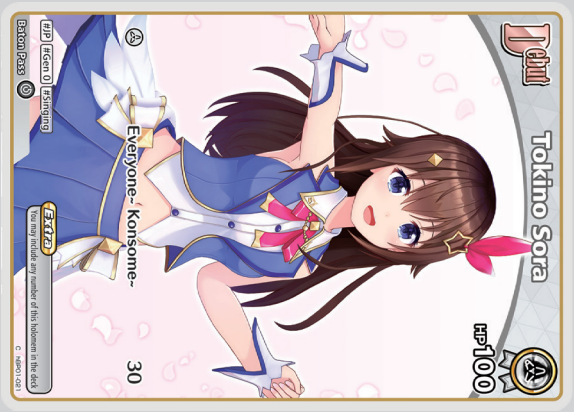
- Reduce the opponent's life to 0.
- When your opponent's deck has no more cards, and they cannot draw a card from their deck during the draw phase.
- When there are no holomem on your opponent's stage, apart from their Oshi holomem.

Card Statuses

If there are no special conditions, holomem are always placed vertically on stage.
When holomem are turned horizontally due to a condition, they are resting, and can only be turned vertically (active) again during the next reset phase.



Vertical



Horizontal (resting holomem)

<What holomem cannot do when resting>

- Use Arts
- Collab
- Baton pass

* Baton pass requires the center holomem and the chosen back holomem to be vertical (active).

<What holomem can do when resting>

- Blooming holomem
- Moving or swapping positions through abilities

Game Progression

Reset Phase

- Turn your resting holomem to the active state.
- Move your collab holomem to the back position, and rest them.
- If you do not have a center holomem, move one back holomem to the center position.

Draw Phase

- Draw one card from your deck.

Cheer Phase

- Check the top card of your cheer deck and send (attach) it to your holomem.

Main Phase

You may perform any of the following actions any number of times (as long as it is possible), in any order.

- **Place a holomem**
- **Bloom a holomem**
- **Collab a holomem**
- **Use an Oshi holomem skill**
- **Use a support card**
- **Baton pass**

Perfomance Phase

You can use Arts in any order

- **Use your center holomem's Arts**
- **Use your collab holomem's Arts**

End Phase

- Abilities with "during this turn" written on them are nulled.
- If you do not have a center holomem, choose a back holomem that is not resting and move it to the center position.

Pass the turn over to your opponent.

Reset Phase

This phase is skipped on both players' first turn.

●Make your resting holomem active.

Turn your resting holomem on stage vertically (active).



●Move your collab holomem to the back position.

Move the collab holomem to the back position.
Then, turn them horizontally (resting).

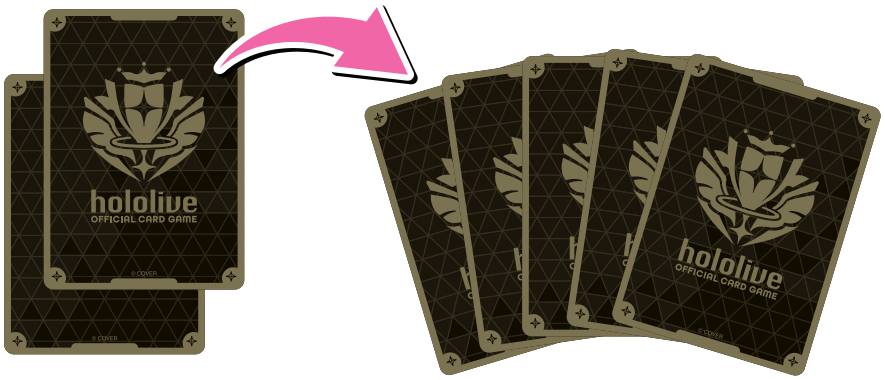


●Move a holomem to the center position.

If you do not have a center holomem, choose a holomem that is not resting from the back position and move it to the center position.
If all your holomem on stage are resting, you will choose one resting holomem and move it to the center position.

Draw Phase

In the draw phase, you will draw one card from your main deck to replenish your hand.



Deck **Hand**

- **Draw the top card of your deck and add it to your hand.**

* If you have no more cards to draw from your deck during the draw phase, you will lose the game.

Cheer Phase

In the cheer phase, you will send a cheer card, required to use Arts, to one of your holomem.
If there are no more cards in your cheer deck, you will proceed to the main phase without sending any cheers.



Cheer deck **holomem on the stage**

The steps are as follows.

1	Reveal the **top card** of **your cheer deck.**
2	Choose **one holomem** to send **the cheer card you have just drawn.**
3	Send the **revealed cheer card** to the holomem you have chosen.

* If there are no more cards in your cheer deck, you will not be able to send any cheers, but you will not lose the game. You will proceed to the next phase.

Main Phase

In the main phase, you may perform any of the following actions any number of times (as long as it is possible) in any order.

- Place a holomem
- Bloom a holomem
- Use a support card
- Use an Oshi holomem skill
- Collab your holomem
- Baton pass

Once you are done with this phase, proceed to the performance phase.

Placing a holomem

You may place your Debut or Spot holomem from your hand onto the back position.
You may place multiple holomem in one turn, but the maximum number of holomems that can be on your stage—including the center holomem and collab holomem, excluding your Oshi holomem—is six.
Additionally, you cannot play 1st holomem or 2nd holomem directly onto the back position.



Debut holomem



Spot holomem





1st holomem



2nd holomem



Blooming a holomem

You can bloom holomem on stage.
You can bloom each holomem only once per turn.
Additionally, a holomem cannot bloom on the turn it was placed on the stage or during either player' s first turn.

Stacking holomem on stage with another card of the same name is called **blooming**. Blooming makes the holomem **stronger**.

When blooming holomem, the bloom levels must follow this **order: Debut → 1st → 2nd**. However, you may bloom a 1st or 2nd holomem to the **same level**, such as **1st → 1st.**

When you bloom a holomem, the **cheer** and **support cards**, **previously stacked holomem**, **damage**, and **status (resting, etc.) of the holomem will carry over**.





● Buzz holomem

Among holomem, there are cards with Buzz, and they are called Buzz holomem.
Buzz holomem are indicated with "Buzz" written on the card.
Buzz holomem also have bloom levels like regular holomem, and are indicated by the level written on the card.

* hSD01-006 Tokino Sora's bloom level is 1st.



● Spot holomem

Among holomem, there are cards with Spot, and they are called Spot holomem.
Spot holomem cannot be bloomed into or to any level.

You cannot bloom a holomem under the following conditions:

- Blooming a 1st holomem to Debut, or any bloom that reduces the level
- Blooming a holomem to another that has less HP than the damage taken on that holomem

  (E.g. You cannot bloom a holomem that has already taken 100 damage with a holomem with 100 or less HP)
- On each players' first turn
- holomem that are placed during that turn
- Blooming a Debut holomem to another Debut holomem

Using a Support Card



Staff Event Mascot

●Using support cards

You can use as many support cards as you would like from your hand. As a general rule, once a support card is used, it is put in the archive. However, some support cards are attached to a holomem upon use and grant abilities while attached.

●Types of support cards

There are **six types** of support cards: **Staff**, **Item**, **Event**, **Tool**, **Mascot** and **Fan**.

●Support cards that are archived after use

Staff, **Item**, and **Event** support cards are **archived** once the ability has been used.

●Support cards that are attached to holomem after use

Tool, **Mascot**, and **Fan** cards are **attached** to a holomem on stage once they are used.
A support card activates the effect written on it while it is attached to a holomem.
Additionally, **you may only attach one Tool** and **Mascot** to each holomem, but you can attach **multiple Fans** to one holomem.

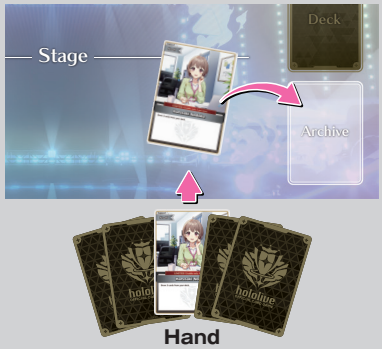
* Once a support card is attached to a holomem, it cannot be moved to another holomem or switched to another support card.

●Limited support cards

Cards with **"LIMITED"** on them may only be used **once per turn**.
Even if cards have different names, only one "LIMITED" card can be used in the same turn.

* The first player cannot use limited cards on their first turn.

Staff, Item, and Event cards are archived after use.



Tool, Mascot, and Fan cards are attached to a holomem on stage.



Using an Oshi holomem Skill

●Using Oshi skill or SP Oshi skill

Oshi skills and SP Oshi skills are abilities of an Oshi holomem, and can be used when you archive the specified number of holo Power.

Oshi skills and SP Oshi skills are powerful, but SP Oshi skills are dynamic abilities that can only be used once in the game.

You can use these skills when you archive the required number of holo Power.

Additionally, when you archive holo Power, you will archive from the most recently placed holo Power first.

Some Oshi holomem skills can also be used at other specified timings apart from the main phase.

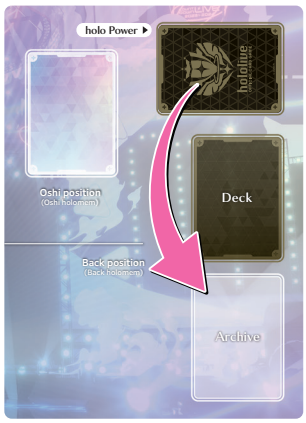
* Abilities that state [1/Turn] or [1/Game] can only be used once per turn, or once per game, respectively.



Number of holo Power required to archive

If it states [holo Power: -1], you are required to archive 1 holo Power.

When archiving holo Power, start with the recently placed holo Power first.



●Activating Oshi stage skills

An Oshi stage skill, which is an ability of an Oshi holomem, **is always active, or activates at a specified timing** during the game.



Collab with a holomem

●What is collab?

You can collab by moving a back holomem to the collab position.
By performing collab with a holomem, you can accumulate holo Power and use Arts like holomem in the center position.
The accumulated holo Power can be archived to use Oshi skills and SP Oshi skills.
The steps are as follows.

1	**Place the top card** of your deck face down into your **holo Power area.**
2	Move your holomem in the **back position** to the **collab position.**

* holomem that are resting cannot collab.
* If you have no more cards in your deck to place as holo Power, you cannot collab.
* If you do not have any holomem to collab, you cannot place any holo Power.



Baton Pass

●What is baton pass?

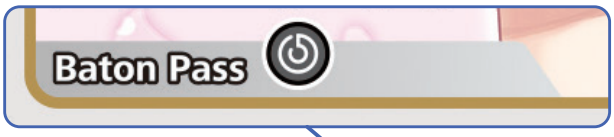
By performing baton pass, you can switch your center holomem with a back holomem.
By archiving the number of cheers stated as the cost on your center holomem, you can perform baton pass.
The steps are as follows.

1	**Archive the number** of cheers stated on **your center holomem** to perform baton pass.
2	Switch one **holomem in the back position** with **your holomem in the center position.**

* Baton pass requires both the center holomem and the chosen back holomem to be vertical (active).
* If you do not have enough cheers to archive, you cannot perform baton pass.
* Baton pass not done through abilities and support cards can only be done once per turn.

Cost for baton pass

(According to the image, the number of cheers required to be archived is one)





Performance Phase 1

This phase is skipped on the first turn of the player going first.

●What is performance phase?

The center and collab holomem can use Arts. By using Arts, you can deal damage to your opponent's holomem.
The performance phase will proceed as follows:

1	Choose a **holomem** to use Arts
2	Choose the **Arts to perform**
3	Choose an **opponent's holomem** to perform Arts on
4	**Damage** determination ・Critical ・Abilities
5	**Downing** a holomem and **life reduction** ・If a holomem is downed ・Reduction of the player's life

Once the Arts have been processed, you can proceed back to ① if there are still holomem that can perform Arts.
If there is none, proceed to the end phase.

Performance Phase 2

❶Choose a holomem to Use Arts

Choose either your center or collab holomem to use Arts.
You may also choose not to use Arts.
In this case, you will proceed to the end phase.

* The first player cannot use Arts on their first turn.
* holomem that are resting cannot use Arts.

❷Choose the Arts to perform

Choose an Arts from the holomem you chose in ① to perform.
You will require cheers to perform an Arts.



E.g. AZKi, who has 1 white and 2 green cheers

●Using Arts

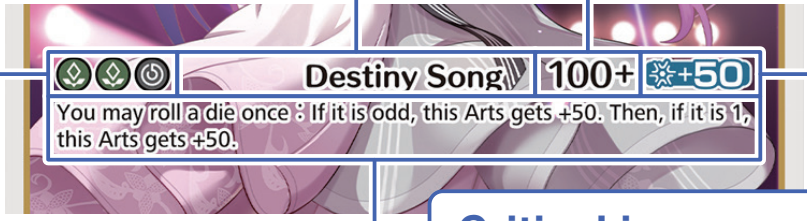
When using Arts, you will need the specified number of cheers.
When you use Arts, the cheers will remain.

Cheers required for an Arts
When using Destiny Song, it requires two green and one colorless, totaling three cheers.

* Colorless cheer
A colorless cheer means it does not require a specific color.

Arts name
The name of the Arts.

Base damage
The base damage that the Arts will deal.



Ability text
The stated text will trigger as part of the Art's ability.

Critical icon
When the critical icon matches the opponent's holomem color attribute that you are dealing damage to, it adds additional damage to the base value.

Performance Phase 3

❸ Choose an opponent's holomem to perform Arts on

Choose either your opponent's center or collab holomem as the target of the Arts.



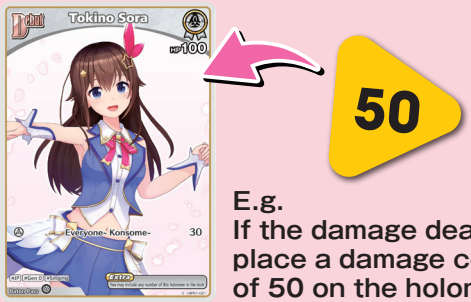
Performance Phase 4

❹Damage Determination

The damage dealt by the Arts will be determined by the following steps.

1	If the **Arts** has an ability, **it will be triggered.**
2	Check the **critical color**. If the color matches(If it matches your opponent's holomem' s color), the **critical damage will be added.**
3	If there are effects that modify the value of this Arts, reflect the change in values accordingly.

When the damage is determined, deal the amount to the holomem chosen in ②.
Place damage counters equivalent to the damage dealt on the holomem.



E.g.
If the damage dealt is 50, place a damage counter of 50 on the holomem.

●Restoration

Certain cards have a restore ability.
By restoring HP, you can remove the damage counters placed on holomem that have taken damage.
You cannot restore more HP than the damage taken.



E.g.
If you restore 50 HP, remove a damage counter of 50 from the holomem.

Calculating Critical

If you use **hSD01-011 AZKi's Arts, SorAZ Gravity,** on your opponent's **blue holomem**, it will match the **critical** of the Arts and will add **critical damage of 50 on top of the base damage of 60**, dealing a total of **110 damage.**





Performance Phase 5

❺Downing a holomem and Life Reduction

When holomem take damage greater than their HP, they are downed. The downed holomem are placed in the archive.



●Downing

When holomem take damage greater than their HP, they are downed, and the downed holomem, including any holomem stacked under them, are placed in the archive.
Any cheers and support cards attached to that holomem are also placed in the archive.
After that, the player whose holomem was downed loses 1 life.



●Life reduction

・Players who have their life reduced turn one card face up from their life.

・The player chooses one holomem and sends the face up cheer to that holomem.

* Players who have no life cards remaining lose the game immediately.

●Down processing

When a holomem is downed, follow the rule processing in the order below.
If there are multiple downed holomem on the stage, process them one at a time.

1	**[If this holomem is downed]** and **[If your opponent's holomem is downed]** abilities will trigger.
2	**The downed holomem** will be **archived together with all cards** placed on them.

●Life reduction

After all down processing have been completed, flip the top card of your life face up, then choose one holomem on your stage and send the cheer to them.
If there are multiple downed holomem, repeat this process for each downed holomem.

Abilities That Are Used in Special Conditions

●About abilities that are used in special conditions

Besides gifts, bloom effects, and collab effects, there are card abilities that are used at special timings.
This will explain the abilities that are used at special timings during the performance phase.

●Performance phase

1	Choose a **holomem** to use Arts
2	Choose an **Arts to use**
3	Target an **opponent's holomem** to deal damage
4	Resolving **Arts ability**
5	Checking **critical**
6	Determing **Arts damage**
7	**Dealing Arts damage** to the targeted holomem
8	Processing downed holomem / Resolving abilities triggered between 1 and 7

●"If the holomem ~ would use Arts"

Abilities with this description **will be triggered at 2**
This is mainly applicable for support cards with the ability to be used as cheers.





●"When the holomem ~ uses Arts"

Abilities with this description **will be triggered at 8**
(If there are downed holomem, the ability **will be triggered after the downed holomem has been processed**. If multiple abilities are triggered, see page 31.)





●"If your holomem would take damage"

Check if the holomem **receiving damage** has an ability with this description. It will be triggered when the damage amount is confirmed and it is being dealt.
At the performance phase, the ability will be triggered at **step 4 or 7**, **before receiving special damage and Arts damage**.
The ability will trigger in the same manner at other times when taking damage.





●"When the holomem ~ takes damage"

If the holomem has abilities with this description, it will be triggered when the **damage is taken**.
At the performance phase, if the damage is taken at **step 4 or 7**, the ability will resolve at **8**.
If the above conditions are met in other instances, the ability will be triggered in the same manner.



●If your opponent's holomem is downed

Abilities with this description will be triggered when the **opponent's holomem is downed**. During the performance phase, they will mainly take damage on **steps 4 or 7**. **If the HP of the holomem hits zero**, **the down processing** will be prioritized as a rule at **step 8**, and the ability will be resolved at that point. If the above conditions are met in other instances, the ability will be triggered in the same manner.





●If your holomem is downed

Abilities with this description will be triggered when **a holomem is downed**.
During the performance phase, they will mainly take damage on **steps 4 or 7**. **If the HP of the holomem hits zero**, **the down processing** will be prioritized as a rule at **step 8**, and the ability will be resolved at that point. If the above conditions are met in other instances, the ability will be triggered in the same manner.





●If your holomem's ability would roll a die

Abilities with this description will be triggered at **step 4**, where you roll a die due to an ability. The ability will trigger **before rolling a die**.



●If the holomem ~ rolled a die

Abilities with this description will be triggered at **step 4**, **after you roll the dice** due to an ability. The ability will be triggered **before the rolled number determines the damage amount or effect** of the ability triggered.
If the rolled number is changed due to an ability, the ability will be triggered based on the newly rolled number. If the above conditions are met in other instances, the ability will be triggered in the same manner.



What Happens When Multiple Abilities are Triggered at the Same Time

Ⓐ [hBP01-032 Aki Rosenthal with hBP01-114 Stone Axe and hBP01-119 Jobs]

Ⓐ uses Alo~na! on the opponent's holomem.

Cards placed on the holomem

②hBP01-114 Stone Axe
When the holomem uses Arts, deal 10 Special Damage to this holomem.

③hBP01-119 Jobs
When the holomem uses Arts, restore 10 HP to 1 of your holomem.



Ⓐ

①hBP01-032 Aki Rosenthal

Processing abilities

The abilities **"When the holomem uses Arts,"** on Stone Axe and Jobs will be triggered. The turn-player will resolve the abilities of Stone Axe and Jobs **separately** after dealing Arts damage from Aki Rosenthal.

Important rules

If multiple abilities of the player are on standby on their turn, the player **can choose the order** in which the abilities are resolved.

Ⓐ uses the Arts, Did I Luive You Waiting?, on Ⓑ.

Ⓐ [hBP01-056 Takane Lui with hBP01-120 Ganmo]

Ⓑ [hBP01-009 Amane Kanata with hBP01-116 Upao]

①hBP01-056 Takane Lui

②hBP01-120 Ganmo
When the holomem uses Arts, draw 1 card from your deck.



Ⓐ

③hBP01-009 Amane Kanata

④hBP01-116 Upao
When the holomem takes damage, deal 20 special damage to your opponent's center holomem.



Ⓑ

Processing abilities

- **The ability for Ganmo states, "When the holomem uses Arts,"**
- **The ability for Upao states, "when the holomem takes damage,"**

As the two abilities above have been triggered, **first resolve the ability of the turn-player's Ganmo, then resolve the ability of the non-turn-player's Upao.**

Important rules

When both players have abilities of their own on standby that can be resolved, it will be resolved in the following order:

❶The player in-turn will resolve all of their own abilities.
❷The player who is not in turn will resolve all of their own abilities.

Ⓐ uses the Arts, Did I Luive you waiting?, on Ⓑ and downs a holomem.

Ⓐ [hBP01-056 Takane Lui with hBP01-120 Ganmo]
Ⓑ [hBP01-038 Usada Pekora] Ⓒ [hBP01-004 Usada Pekora]

①hBP01-056 Takane Lui
②hBP01-120 Ganmo
When the holomem ~ uses Arts, draw 1 card from your deck.



Ⓐ



Ⓑ
③hBP01-038 Usada Pekora



④hBP01-004 Usada Pekora Ⓒ
Usable if your holomem is downed during the opponent's turn:Reattach all green cheers from 1 of your downed holomem divided as you choose to your other holomems.

Processing abilities

As the rule processing of downed holomem will be prioritized, resolve the abilities in the following order:

❶ **The non-turn-player will process their downed Debut holomem Usada Pekora.**
❷ **While their downed holomem is being processed, the Oshi skill, Little Wild Rabbits ~ , can be used.**
❸ **After the downed Debut holomem Usada Pekora has been processed, resolve the "When the holomem ~ uses Arts" ability from Ganmo.**

Important rules

When Arts damage is dealt and a holomem is downed, resolve in the following order:

❶ **Both players will resolve the "If your opponent's holomem is downed" and "if your holomem is downed" abilities.**
❷ **Archive all downed holomem, and reduce the life.**
❸ **Resolve the "When the holomem ~ uses Arts" abilities that are on standby.**

Ⓐ uses the Arts "Oh Dear" against Ⓑ.

Ⓐ [hBP01-032 Aki Rosenthal with hBP01-114 Stone Axe and hBP01-119 Jobz]
Ⓑ [hBP01-009 Amane Kanata with hBP01-116 Upao]

②hBP01-114 Stone Axe
When the holomem ~ uses Arts, deal 10 special damage to this holomem.
③hBP01-119 Jobz
When the holomem ~ uses Arts, restore 10 HP to 1 of your holomem.



Ⓐ
①hBP01-034 Aki Rosenthal

④hBP01-009 Amane Kanata
⑤hBP01-116 Upao
When the holomem ~ takes Damage, deal 20 Special Damage to your opponent's center holomem.



Ⓑ

Processing abilities

❶ **Stone Axe "When the holomem ~ uses Arts"**
❷ **Jobs "When the holomem ~ uses Arts"**
❸ **Upao "When the holomem ~ takes damage"**
The above three abilities will be triggered. The turn-player will resolve abilities ❶ and ❷ in any order they prefer. Afterwards, the non-turn-player will resolve ability ❸.

[Example] When the turn-player recovers Aki Rosenthal's HP using ability ❷

After resolving ability ❷ from Jobs, a new ability, ❹ **"When this holomem is restored" from Stone Axe**, will be triggered.
The turn-player will resolve abilities ❶ and ❹ **in any order they prefer**.
Afterwards, resolve the non-turn-player's abilities.

Special Rules for Support Cards

●About attached support cards

By using support cards like mascots, tools, and fans, you can attach them to holomem.
The attached cards will remain attached to the holomem unless removed by an ability, or if the holomem with the card has been downed.

●If the holomem that the fan is attached to changes

The support cards will remain attached to the holomem unless removed by an ability, or if the holomem with the card has been downed.
If the name of the holomem that the fan is attached to has been changed due to an ability apart from the reasons stated above, and the condition "You may only attach this fan to your ***," of the fan's ability cannot be met, the fan will be archived.



If **hSD01-013 <SorAZ>**, with **hBP01-124 Pioneers** attached, **blooms** to **hSD01-006 Tokino Sora**, the extra ability of **hSD01-013 SorAZ**, which allows it to be regarded as **AZKi**, will be lost.
Therefore, the condition for **hBP01-124 Pioneers** **cannot be fulfilled**, and **hBP01-124 Pioneers** **will be archived.**

End Phase

During the end phase, proceed with the necessary actions below to prepare for the next turn.

●Nullify abilities that were activated

Abilities that state effects such as [during this turn] or otherwise last only for the current turn will be removed.

●Move a holomem to the center position

If there is no holomem in the center position, choose 1 holomem that is not resting and move it from the back position to the center position.
If all holomem on your stage are resting, choose 1 resting holomem instead and move it to the center position.
If you only have holomem in the collab position, end the process as is without moving any holomem to the center position.

Glossary

The glossary of abilities stated on the cards will be listed here.

holomem — Refers to the cards of the hololive talents.

Cheers — Refers to the cheer cards.

Center holomem — Refers to the holomem placed in the center position.

Collab holomem — Refers to the holomem placed in the collab position.

Back holomem — Refers to the holomem placed in the back position.

Bloom Effect — Refers to the ability that triggers when a holomem with a bloom effect is bloomed.

Collab Effect — Refers to the ability that triggers when a holomem with a collab effect performs a collab.

Gift — An ability of a holomem that is always active, or can be activated at a specified timing during the game.

Damage Counter — Used to display the damage that a holomem has taken.

Draw X cards — Refers to drawing the top X cards from your main deck to your hand. Draw the cards one by one.

Send — Refers to attaching a cheer card to your holomem.

Archive — Refers to moving card(s) from areas other than the archive to the archive.

Return to hand — Refers to moving cards from the stage or archive to the hand.

Move — Refers to moving a card from its current position.

Stacked holomem — Refers to the holomem that are stacked.
When counting the stacked holomem, exclude the top card and count the cards below.
holomem can be stacked by blooming.

Reveal — Refers to checking a card that is in a hidden zone, taking the specified card from amongst them, and showing it to you and the opponent.
The revealed card is regarded as a card in its original zone.

Shuffle — To randomize the order of the applicable items.
This action is mainly used on the deck and cheer deck after checking their cards.

Glossary

Life -1 — Refers to reducing the life of the applicable player by 1. The player whose life is reduced will turn over one card from their life and send it to a holomem on stage at the point when their holomem is downed.

Life Reduction -1 — Refers to reducing the life reduction of the applicable player by 1.

Arts +X — Refers to adding the indicated value from the Arts' ability.

<> — Used when specifying a card's name.

Restoring — Refers to removing the same amount of damage counters from the holomem as the value restored.

Special Damage — Refers to the damage other than the base amount dealt with Arts. Damage reduction applies to this damage in the same way they do to damage from Arts.

Set HP to X. — Refers to adjusting the HP of the applicable holomem to the stated value by adding or removing damage counters. This ability does not apply to abilities that deal damage or restore HP.

Damage is not Taken — Refers to nullifying the damage taken by the applicable holomem. The original damage amount does not matter and will be reduced to zero.

Takes -X Damage — Refers to reducing the damage taken by the applicable holomem by the indicated amount.

Also Regarded as — Refers to a card being able to be regarded as having another card name in parentheses apart from its original card name.

Swapping — Refers to swapping the center or collab holomem with a back holomem using a card's ability.
In this case, the cost to perform a baton pass does not need to be paid. Additionally, the inflicted conditions will be brought over.