The *Kingdom Hearts Trading Card Game* is a card battle game for two players set in the world of Kingdom Hearts. Join the fight against the Dark forces alongside characters such as Donald Duck, Goofy, and all your other friends.

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KINGDOM HEARTS

What is a "Trading Card Game?"

In a trading card game (TCG), you can enjoy collecting and trading cards with friends and other players. You can also use the cards in your collection to make your own deck and duel with your friends.

Contents of This Starter

This box of cards is a starter pack. **To start playing a game of the *Kingdom Hearts TCG* (which we will call "dueling"), you will need another player with his/her own starter pack.** Each starter pack includes the following components:

41 Cards (for one deck)

This starter pack includes a 41-card deck – enough cards to begin enjoying the *Kingdom Hearts Trading Card Game* immediately after opening this box.

Play Mat

When dueling, a player should face his/her opponent and spread out a play mat in front of him/herself.

Official Rulebook

This is the official rulebook. When playing the *Kingdom Hearts TCG*, follow all the rules written in this booklet.

Component Overview

Each player should prepare the following items to start a *Kingdom Hearts TCG* duel:

Deck

Each deck must contain between 41 and 60 cards from *Kingdom Hearts TCG* starters and boosters. The cards a player chooses to put in his/her deck help decide the outcome of the duel. This starter pack includes a 41-card deck.

A player's deck can be modified based on the "Building a Deck" rules found on page 17 of this rulebook..

Play Mat

The play mat is the sheet upon which a player places his/her cards. First-time players should use play mats, but experienced players can easily play without the play mats.

Marker (not provided)

Each player needs a marker to indicate his/her current number of Heart Points. A coin or other small object can be used as a marker. Each player indicates his/her current Heart Points by placing his/her marker on the Heart Point Track on his/her play mat.

⬤ Object of the Game

A player wins a *Kingdom Hearts TCG* duel by fulfilling one of the following two victory conditions:

> • **The total level of the player's World Cards reaches 13 or more.**
> <div align="center">or</div>
> • **The player's opponent is reduced to zero Heart Points.**

The game ends immediately when either player reaches one of these goals.

● Important Terms: In Play, Control, and Discard

During the game, players play a variety of cards drawn from their decks. Cards that are played onto a play mat (i.e., not in a player's hand, deck, or discard pile) are considered **in play**. When in play, cards are put on their *owner's* play mat unless the card text or rules say otherwise. Cards in their owner's hand, deck, or discard pile are **not in play** and are not considered to be controlled by either player.

Usually, a player **controls** all of his/her cards that are in play. However, there are some situations where a player loses control of a card from his/her deck to an opponent. For example, an opponent may capture a card, allowing him/her to control that card temporarily. Regardless of such game effects, all cards are returned to their original owners at the end of the game.

Any card that is **discarded** from play is placed faceup on top of its owner's discard pile, regardless of who controlled it or which play mat it was on while it was in play.

● Card Names and Home Worlds

When a card is referred to by name, quotation marks are used around the card name. For example, a card may discard an "Aladdin" card. Cards with a name that contains part of another card name are treated as that card. For example, "Riku" and "Dark Riku" are both affected by effects that target "Riku" cards.

Home Worlds are the world affiliations that some cards have above their card names. When a type of card is referred to by its Home World, the Home World reference is in ***bold italics***. For example, a card may discard an *Agrabah* Friend Card.

Card Types

There are ten types of cards in the game. Cards are played differently depending on their type. The following section explains the information found on each of the ten card types.

● 1. Player Cards

Player Cards are characters that represent the players during the game. Each player must choose a Player Card from his/her deck at the beginning of the game and place it in the Player Card area of his/her play mat. Unless the player is using a Player/XIII Card, there may only be one Player Card in a given deck (this does not include Form Changes).

Player Cards come in three varieties: Light, Dark, and XIII. Player/Light Cards use Friend Cards as allies. Player/Dark Cards use Dark Cards as allies. Player/XIII Cards use Nobody Cards and other Player/XIII Cards as allies. The card type is always presented before the group to which the card belongs. No matter which Player Card a player selects, he/she is still able to play Dark/Heartless, Dark/Villains, and Nobody Cards on his/her opponent's World Cards.

Along with these three types of Player Cards, players may also use Form Changes (FC) which do not count as normal Player Cards. Instead, they represent different states that can be used to modify a Player Card. When a FC comes into play, it is placed directly on top of the existing Player Card. A Player may only use a FC containing the name of his/her Player Card. A FC can be discarded at any time.

1. Card Name (Name of Character)

2. Level

At the start of the game, the player with the lower-level Player Card takes the first turn. (In the case of a tie, flip a coin or the younger player goes first.)

3. Attack Value

The number on a red background shows the player's Attack Value. During a battle or a challenge, the damage a player inflicts is based on his/her Attack Value.

4. Magic Value

The number on a blue background shows a player's Magic Value.

5. Heart Points (HP)

Heart Points show the player's initial toughness. When his/her Heart Points (indicated on the Heart Point Track on the play mat) are reduced to zero, that player loses the game.

6. Card Text

7. Card Type

2. Friend Cards

Friend Cards represent the player's companions. Friend Cards support Player/Light Cards in both battles and challenges, and can use Magic Cards to aid him or her. Friend Cards that are in play stay in the Friend Area and are discarded after they participate in a battle or challenge or when another card's text instructs a player to discard them.

1. Card Name (Name of Friend)
2. Home World
3. Level

Whether or not a Friend Card can be played depends on its level. A player cannot play Friend Cards whose level is more than 1 level above other Friend Cards or Magic/Friend Cards under his/her control. If a player has no Friend Cards in play, he can only play level 0 or level 1 Friend Cards.

4. Support Value

The number on a red background shows this card's Support value. A Friend Card's Support Value is added to the Player Card's Attack Value during battles or challenges.

5. Magic Value

The number on a blue background shows this card's Magic Value.

6. Card Text

7. Card Type

● 3. Magic/Friend Cards

Like Friend Cards, Magic/Friend Cards represent a Player/Light Card's companions. Magic/Friend Cards are played as if they were Magic Cards, but once in play, they are placed in the Friend Area of the play mat and treated as Friend Cards. Like Friend Cards, Magic/Friend Cards are discarded after they participate in a battle or challenge or when another card's text instructs a player to discard them. However, Magic/Friends only stay in play for a limited amount of time. At the end of a player's turn, he/she must discard all Magic/Friend Cards he/she has in play.

1 Card Name (Name of Character)
2. Home World
3. Level

A Magic/Friend Card's level shows the Magic Value necessary to play that card. A Magic/Friend can be played if the Magic Value of a Player Card, a Friend Card, or a Magic/Friend Card the player controls is greater than or equal to the Magic/Friend Card's level.

4. Support Value

The number on a red background shows this card's Support Value. Just as with Friend Cards, a Magic/Friend Card's Support Value is added to the Player Card's Attack Value during battles or challenges.

5. Magic Value

The number on a blue background shows this card's Magic Value.

6. Card Text
7. Card Type

The " ⚡ " symbol means **"when this card is played."** The moment such a card is chosen from a player's hand and put on a play mat, the text after the " ⚡ " symbol immediately comes into effect. In other words, when a player plays a card containing the " ⚡ " symbol in its card text, the player must immediately read and resolve the text to the right of the " ⚡ " symbol.

Example: "SIMBA Level 2"
⚡PROUD ROAR: Each player must choose and discard a Friend or Magic/Friend Card he/she controls.

The "Unique Card" Rule

A player cannot play a Friend Card or Magic/Friend Card with the same name as a card he/she already has in play. If a player wants to play a Friend Card or Magic/Friend Card which has the same name as a card already in his/her control, he must first discard the card with the same name under his control (which can be done immediately before the new card is played).

The "Unique Card" Rule is applied to each player individually; therefore, a player can freely play a card with the same name as a card controlled by his/her opponent.

4. Magic Cards

Magic Cards represent the magical spells the player and his/her companions may use. The Magic Value of Player Cards, Friend Cards, and Magic/Friend Cards are used to bring Magic Cards into play.

Magic Cards provide a variety of benefits: Some cause damage to an opponent's cards (Magic/Attack), while others are played to recover Heart Points or alter the state of the game in some way (Magic). When playing a Magic Card, a player should place it on his/her play mat until its effects have worn off, then discard it.

1 Card Name (Name of Magic)
2. Level (Level of Magic)
The Magic Card level shows the minimum Magic Value necessary to play that card. The Magic Card can be played if the Magic Value of a Player Card, a Friend Card, or a Magic/Friend Card the player controls is greater than or equal to the Magic Card's level.
3. Card Text
4. Card Type

5. Equipment Cards

Equipment Cards represent the weapons and items a player's characters can use during battles and challenges. These cards are attached to a Player Card or a Friend Card

1. Card Name (Name of Equipment)
2. Home World
3. Support Value

The number on a red background shows this card's Support Value. This number is added to the Attack Value of the Player or Friend Card possessing this card during battles or challenges.

4. Magic Support Value

The number on a blue background shows this card's Magic Support Value. This number is added to the Magic Value of the Player or Friend Card possessing this card during battles or challenges.

5. Card Text
6. Card Type

6. Dark and Nobody Cards

Dark Cards represent the Heartless and various Villains disrupting the movement of Player Cards during the game. Nobody Cards represent a threat that also obstructs a Player Card's movement. When playing a Dark Card or Nobody Card, a player places it on top of his/her opponent's World Card. While Dark Cards or Nobody Cards are on a player's World Card, he/she cannot move.

An exception to the normal placement of Dark and Nobody

Cards occurs when either player is using a Player/Dark or a Player/XIII Card. In addition to normal placement, Player/Dark Cards can use Dark Cards as Friend Cards and Player/XIII Cards can use Nobody Cards as Friend Cards.

1. Card Name (Name of Dark or Nobody)
2. Home World
3. Level

The use of Dark Cards and Nobody Cards is limited by their levels, as discussed under "Disrupt an Opponent" on page 27.

4. Power (POW)

The Power Value (POW) shows the toughness of the Dark or Nobody Card. If a Dark or Nobody Card is dealt damage greater than or equal to its POW during a single Action Phase, it is defeated and discarded.

5. Card Text
6. Card Type

Dark Cards and Nobody Cards

The Nobody Card is a new type of card, which first appears in this set. While not a Dark Card, Nobody Cards function the same way as Dark Cards except in relation to Player Cards. See the individual Player Card's text to see how it can use these types of cards. Throughout the rulebook, **when the term Dark Card is used, it is refers to Nobody Cards as well**.

World Cards are played when a player moves. A player can play only one World Card during the Action Phase of each turn. A player wins the game if he/she can play World Cards whose total level reaches 13 or more.

1. Card Name (Name of World)
2. World Card Level
A World Card's level determines the level of the Dark and Nobody Cards that may be played on it. In addition, if the levels of the World Cards under a player's control reach a total of 13 or more, that player wins the game.

3. Dark Level
A World Card's Dark Level determines how many Dark or Nobody Cards may be played on it.

4. Card Text
5. Card Type

● 8. Event Cards

Event Cards are played during a player's Action Phase. After being played and resolved, Event Cards are discarded. It is important to note that Event Cards do not have names. Instead, they are referred to by an "event number" in the bottom right of the Event Card.

1. Card Text
2. Card Type
3. Event Number

● 9. Technique Cards

Technique Cards are played only during a battle. Characters listed in parentheses after the keyword **Cooperation** are cards the player must have in play to use that Technique Card.

1. Card Name (Name of Technique)
2. Requirements
The characters listed on the card show the necessary cards that need to be in play under the player's control in order to make a team attack. If the listed characters are not in play, this card cannot be played.
3. Card Text
4. Card Type

10. Attack Cards

Attack Cards represent the weapons a player can use during battles and challenges. Attack Cards raise the Attack Value of the Player Card. When two or more Attack Cards that have the same name are played at the same time, a bonus is sometimes added (refer to the card's text). When playing an Attack Card, a player places it on his/her play mat to raise his/her Player Card's Attack Value. Discard it immediately after its effects have worn off. It is important to note that while Attack Cards can still be used in your deck, they are only available in *Kingdom Hearts* sets 1–3.

1. Card Name (Name of Attack)
2. Support Value
The number on a red background shows this card's Support Value. This number is added to the Attack Value of the Player Card during battles or challenges.
3. Card Text
4. Card Type

Building a Deck

Each player must prepare his/her own separate deck to play the *Kingdom Hearts TCG*. When building a deck, players use the rules below. As long as these rules are followed, a player can select any card from his/her collection.

- Each deck must have at least 41 cards, but not more than 60 cards.
- Each deck must contain exactly one Player Card unless the chosen Player Card is a Player/XIII character. In this case only, other Player/XIII Cards can be present since they may be used as Friend Cards.
- Each deck may contain only one copy of any given Promo Card.
- Each card name with the same level in a deck may occur only three times.

For example, a deck may contain not only three "Donald Duck level 1," but also three "Donald Duck level 2," and three "Donald Duck level 3," too.

The 41-card contents of this starter pack will serve perfectly as a deck for a new player learning the game.

Note: Some cards specify that only a certain number of that card name may be in a deck. Such card text has priority over the rules.

For example, ["Simba" limit 3] means a player may not have more than three "Simba" cards in his/her deck regardless of their level.

Preparing to Play

Players prepare for the game as follows:

- The two players sit facing each other.
- When using a play mat, a player places it faceup in front of him/herself. Each player then takes the Player Card from his/her deck and places it faceup on the Player Card area of his/her play mat simultaneously.
- The player whose Player Card's level is **lower** is the first player. If the Player Card levels are tied, the younger player is the first player, or first player should be determined randomly.
- Each player checks the HP Value of his/her Player Card and puts a marker on the matching number on the Heart Point Track on his/her play mat. This indicates his/her initial Heart Points. Heart Points may increase/decrease during play.
- Each player shuffles the rest of his/her deck and places it facedown on the Deck area of his/her play mat.
- Each player draws six cards from his/her deck so that the opponent cannot see them. These six cards are his/her initial card hand.
- Preparation now ends. The first player begins the game by taking his/her turn.

After starting the game, players alternate taking turns. They keep taking turns until the game ends.

Overview of a Player's Turn

Each turn consists of several steps called "phases." During a player's turn, he/she performs the following four phases in order. After the fourth phase (the Discard Phase), that player's turn ends, and then his/her opponent then takes his/her turn.

For more about the rules governing each phase, please refer to "Details of Game Play" on page 21.

1. Draw Phase
The active player draws cards from the top of his/her deck and adds them to his/her hand.

Note: In this game, "draw" means for a player "to take cards from the top of his/her own deck and place them into his/her hand" unless the card text or rules state otherwise.

2. Action Phase
The active player may perform any or all of the following actions:

- Move to a World (once per turn)
- Start a Battle (once per turn)
- Disrupt an Opponent
- Play Friend Cards
- Play Equipment Cards
- Play Event Cards
- Play Magic Cards and Magic/Friend Cards

3. Challenge Phase
A player may attack his/her opponent's Player Card. This is called a **challenge**.

● 4. Discard Phase

A player may discard any unwanted cards from his/her hand.

Note: In this game, "discard" means "to place a card faceup on its owner's discard pile" unless the card text or rules state otherwise.

After a player's Discard Phase, it is his/her opponent's turn.

Example: Bill and Kim start the game. Bill takes the first turn. When Bill has completed all four phases, starting with the Draw Phase and ending with the Discard Phase, it becomes Kim's turn. She begins her turn with the Draw Phase, and her turn continues until the end of her Discard Phase, and so on.

Details of Game Play

● 1. Draw Phase

If, during this phase, the active player has fewer than six cards in hand, that player now draws cards from his/her deck until he/she has six cards in hand.

Example: Bill has two cards in hand at the beginning of his Draw Phase. Bill draws four cards, bringing the total number of cards in his hand to six.

If a player draws the last card in his/her deck , his/her discard pile is shuffled and placed facedown in the Deck area of his/her play mat. That player continues drawing cards if necessary.

● 2 Action Phase

During this phase, a player can perform the below actions in any order. If possible, a player may perform all five actions, but a player does not have to perform any actions if he/she does not want to. Note that only one Move action and only one Battle action can be performed in a given turn. It is possible to play Dark Cards, Friend Cards, Magic Cards, and Magic/Friend Cards multiple times and in any order, even during a battle.

- Move to a World (once per turn)
- Start a Battle (once per turn)
- Disrupt Your Opponent
- Play Friend Cards
- Play Equipment Cards
- Play Event Cards
- Play Magic Cards and Magic/Friend Cards

• Move to a World

To move, a player chooses one World Card from his/her hand and plays it faceup on the World area of his/her play mat. If there is already a World Card there, he places the new World Card **on top** of the current one.

During his/her Action Phase, a player cannot move (that is, he cannot play a new World Card) unless all the Dark Cards (played by the player's opponent) on top of that World Card are defeated and removed. Since actions are performed in any order, a player can move after defeating all the Dark Cards on his/her current World Card with his/her Battle action.

If a player chooses to "escape" from battle, he cannot move later in the same turn.

Whenever a player moves, *he gains 1 Heart Point*. That player immediately moves the marker on his/her Heart Point Track to show this increase.

After a player moves (places a new World Card), if his/her total World level number (the cumulative level numbers of all World Cards on his/her World area) has reached 13 or more, the game is over and that player wins!

A player can perform a Move action only once per turn. In other words, a player can place only one World Card on his/her World area each turn.

Bill plays a level 2 World Card. Bill's total World level is now 5.

Total World level is 3.
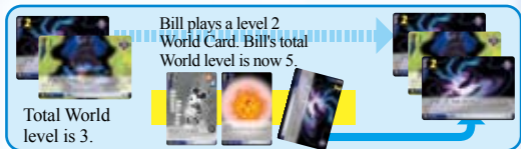
Example: *Bill has previously played two World Cards to his World area and his total World level is 3. During his Action Phase, Bill moves by playing a World Card (with a level of 2). Bill's total World level is now 5.*

Note: The latest (topmost) World Card on a player's play mat is considered the present location of the Player Card and the Friend Cards he/she controls. If there are several World Cards on the World area, only the card text of the latest World Card has any effect.

• Start a Battle

As long as the opponent's Dark Cards are on a player's World Card, that player cannot move. He/she needs to defeat these Dark Cards in order to move. The player can defeat the Dark Cards by performing a Battle action during the Action Phase.

During a battle, the Attack Value of the Player Card is the amount of damage the player deals to the Dark Cards at that location.

If a Dark Card is dealt damage greater than or equal to its Power Value, it is defeated. Defeated Dark Cards are discarded.

While fighting a battle, a player can have Friend or Magic/Friend Cards take part in the battle. If the player chooses to

have a Friend or Magic/Friend Card help in the battle, that player moves it from the Friend area on the play mat to the World area, showing that the Friend or Magic/Friend Card is participating in the battle.

Friend and Magic/Friend Cards that participate in battle add their Support Value to the Player Card's Attack Value. Equipment Cards attached to the Player Card or Friend Cards taking part in the battle also add their Support Values to the Attack Value. Attack Cards and/or Magic Cards can also be used to raise the Player Card's Attack Value or deal damage directly to the opponent's Dark Cards (see below for details).

A Player Card attacks all the Dark Cards on a World Card at once. If there is more than one Dark Card in the battle, the battling player can choose how to assign the total damage among the Dark Cards. Dark Cards which have not been dealt enough damage are not defeated. Those Dark Cards remain on the World Card. The damage dealt to Dark Cards accumulates during a Battle action. At the end of the player's Action Phase, all the damage on undefeated Dark Cards disappears.

Playing Cards During a Battle
A player can play cards during a battle.

If the active player has Attack Cards in hand, he/she can play one or more of them to raise the Attack Value of the Player Card. Friend Cards, Magic Cards, and Magic/Friend Cards can also be played according to the rules found later in this booklet.

A player can also play a Technique Card if he/she has the required characters in play. They do not have to be in the battle!

Example: Kim has put a "Barrel Spider" (Power 9) and a "Soldier" (Power 6) on Bill's current World Card. The Power of these cards is a total of 15.

POW9

POW6

Battle

POW9

POW6
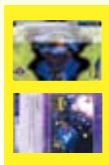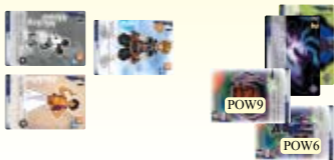
During Bill's Action Phase, he takes a Battle action to have "Sora" (Attack 4) attack along with "Mickey Mouse" (Support 3) and "Aladdin" (Support 3). Before starting the Battle, Bill can't use his Technique Card "Comet" because "Donald Duck" is not in play. Bill deals a total of 10 damage to Kim's Dark Cards.

Bill decides to assign 9 damage points to the "Barrel Spider" and 1 damage point to the "Soldier."

The "Barrel Spider" is defeated (discarded) because it received damage equal to its Power. Because of the text of the "Barrel Spider" card, Bill loses 1 Heart Point. The

POW6

Soldier stays on Bill's World Card, because he did not deal it enough damage to destroy it. Next, Bill discards his "Mickey Mouse" and "Aladdin" cards, ending the battle. Note that the "Sora" card, Bill's Player Card, is never discarded after a battle. Since a Dark Card ("Soldier") still remains on his World Card, Bill cannot move this turn.

At the end of a battle, all Technique Cards, Attack Cards, and Magic Cards are discarded. Any Friend or Magic/Friend Cards that participated in the battle are also discarded, along with any Equipment attached to their cards. The active player can decide whether or not he/she will perform a Battle action during the Action Phase. Even if Dark Cards are on the active player's World Card, he/she does not have to perform a Battle action. In this situation, he/she simply cannot move during that turn, but all other actions may be performed normally.

Escaping a Battle

If there are Dark Cards on a player's World Card, and that player has not yet initiated a Battle action this Action Phase, the player can choose to **escape** instead.

When escaping, a player discards his/her current World Card. All of the Dark Cards on the discarded World Card are also discarded (into the opponent's discard pile).

In addition, there are other penalties for escaping, as follows:

• A player must discard all the *Friend Cards and Magic/Friend Cards* he/she controls after escaping.

• *The escaping player loses 1 Heart Point*. The player moves the marker on the Heart Point Track to indicate this loss.

• Finally, once a player has chosen to escape, he/she *cannot move* later in the same turn.

Example: Kim has placed a "Barrel Spider" (Power 9) and a "Soldier" (Power 6) on Bill's current World Card. Bill only has "Mickey Mouse" in play. Bill decides to escape, since it seems that he has no chance to defeat the Dark Cards.
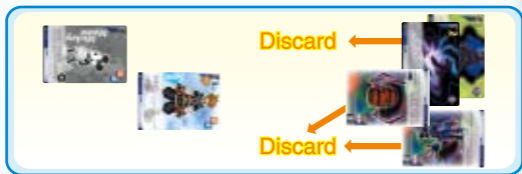
First, Bill discards his current World Card (which is "End of the World" level 2). "Barrel Spider" and "Soldier" are then discarded.
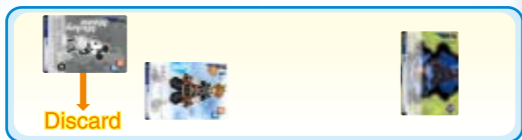
Bill must then discard the "Mickey Mouse" card, his only Friend Card in play. Finally, Bill loses 1 Heart Point. This is the last step in his escape. Bill cannot move later during his Action Phase.

• Disrupt an Opponent

During this action, a player can seek to hinder his/her opponent's movement by playing Dark Cards from his/her hand.

When playing a Dark Card, a player places it on his/her opponent's current (topmost) World Card. Even if an opponent has several World Cards in play, the player must place his/her Dark Cards on his/her opponent's current (topmost) World Card.

The Dark level of an opponent's current World Card determines how many Dark Cards a player can play at a time. In other words, the maximum number of Dark Cards the active player can play during this action is equal to the Dark level of his/her opponent's current World Card. For example, if the opponent is currently on a World Card that has Dark level 2, the active player can play up to two Dark Cards on that World Card.

In addition, the World Card levels of an opponent determine the maximum level of each Dark Card placed on the current World Card. Each Dark Card must be less than or equal to the sum of the levels of the opponent's World Cards.

Example: Kim controls two World Cards: One is level 3, and the other, topmost, World Card is level 2 with a Dark level of 9. Bill can play up to 9 Dark Cards each of whose level must be equal to or less than 5.

• Play Friend Cards

A player can choose Friends Cards from his/her hand and play them by performing the Play Friend Cards action. During this action, the number of Friend Cards a player can play is unlimited.

Neither player may control more than one Friend Card of the same name at the same time, even if the two cards have different levels.

If a player wishes to play a Friend Card with the same name as a card already under his/her control, he must first discard the card already in play (this is done before playing the new card). A player cannot play a Friend Card whose level is more than 1

level above the highest level Friend or Magic/Friend Card already under his/her control (the level of a card that is being discarded to play a card with the same name counts for the purpose of playing the new card).

Example: Bill already controls the level 2 Friend Card, "Donald Duck." Bill may play any Friend Card from level 0 to level 3. If Bill plays a level 3 "Donald Duck," he discards his level 2 "Donald Duck" and replaces it with the level 3 one.

Thus, if a player controls no Friend or Magic/Friend Cards, he/she can play only level 0 or level 1 Friend Cards.

• Play Equipment Cards

A player can choose Equipment Cards from his/her hand and play them by performing the Play Equipment Cards action. During this action, the number of Equipment Cards a player can play is limited only by the number of characters he/she has without Equipment Cards on them. However, each character may only have one Equipment Card on it.

To play an Equipment Card, its player places it on top of a Player Card or Friend Card. This is known as "equipping" a card. Certain Equipment Cards can only be placed on certain characters (which is indicated in the card text).

If a player wishes to play an Equipment Card with the same name as a card already under his/her control, he must first discard the card already in play (this is done before playing the new card). Additionally, any Equipment Card can be discarded at any time. In this way, a player can give a character with an Equipment Card a more powerful Equipment Card.

Example: Kim wants to play the Equipment Card, "Olympia." The card text states that only "Riku" or "Sora" can equip this card. Kim plays the card on her "Sora" Player Card that does not yet have a card equipped.

• Play Event Cards

A player can choose Event Cards from his/her hand and play them by performing the Play Event Cards action. During this action, the number of Event Cards a player can play is unlimited.

The player should resolve the effect(s) on the Event Card's card text and then discard the Event Card.

Example: Bill wishes to play the Promo Card "Event 1." He plays the card, causing both players to lose -1 HP. After each player takes the loss, the card is discarded to Bill's discard pile.

• Play Magic Cards and Magic/Friend Cards

A player can play Magic Cards and/or Magic/Friend Cards by taking the Play Magic Cards and Magic/Friend Cards action. The number of Magic Cards and Magic/Friend Cards a player may play is unlimited.

To play a Magic Card or Magic/Friend Card, either the Player Card or one of the Friend or Magic/Friend Cards the player controls must have a Magic Value equal to or greater than the Magic Value of the card the player wants to play.

When a player plays a Magic Card or Magic/Friend Card, he must declare which of his/her current cards meets the Magic level condition. In other words, the declared card must have a Magic Value that is greater than or equal to the level of the Magic or Magic/Friend Card played.

● 3. Challenge Phase

A player can attack the opponent's Player Card with his/her own Player Card. This is called a **challenge**. Only the opponent's Player Card can be the subject of a challenge. A player does not have to challenge an opponent during his/her turn if he/she does not wish to do so.

Challenge Procedure

When a player has declared a challenge, each player must move his/her Player Card to the Challenge area on his/her play mat. The active player (who declared the challenge) is the **attacker**, while his/her opponent is the **defender**.

To begin a challenge, the attacker chooses **one** of the following options:

1. Choose to have one of his/her Friend Cards or Magic/ Friend Cards participate in the challenge, supporting his/her Player Card.
2. Play one or more Attack Cards from his/her hand. They take part in the challenge.
3. Play one Magic Card from his/her hand.
4. Do nothing.

Note: A player may only play Friend Cards during his/her Action Phase. During the Challenge Phase, neither player may play new Friend Cards from his/her hand. However, since Magic/Friend Cards are brought into play as if they were Magic Cards, players can play Magic/Friend Cards from their hands during the Challenge Phase.

After the attacker has selected one of these four options, the defender chooses one of the four options. Then the attacker again chooses one of the four options, and so on, until both players have chosen option #4 (do nothing) consecutively.

Once both players have chosen to do nothing, they determine the results of the challenge. Both the attacker and defender count the damage dealt to each other. The amount of damage dealt is equal to the Attack Value of a player's Player Card plus the Support Values of all his/her participating Friend, Magic/Friend, and Attack Cards. Magic Cards may also increase the total Attack Value, as indicated by their card text.

Whichever player's total Attack Value is higher wins the challenge. The player who loses the challenge loses 1 Heart Point and moves the marker on his/her HP Track to indicate this.

In the case of a tie, neither player wins the challenge. Neither player loses a Heart Point in that instance.

At the end of the challenge, both players discard their Attack Cards, Friend Cards, and Magic/Friend Cards that participated in the challenge.

Bill **Kim**

Example: Bill's level 3 "Sora" (Attack 6) challenges Kim's level 1 "Sora" (Attack 4).

Bill's level 3 "Sora" has a higher Attack Value, so Bill declares that he will do nothing.

Since Kim will lose if she does nothing, she plays "Pumpkin Head" (Support 2) from her hand to make her total Attack Value 6.

Bill (the attacker) chooses to have the Friend Card "Goofy" (Support 4), which Bill already has in play, participate in the challenge. Bill's total Attack Value becomes 10.

WIN **LOSE** HP-1

Kim (the defender) declares to do nothing, because she has no additional cards that can take part in the challenge. The result of the challenge is then determined.

Discard   Discard

The total Attack Value of the attacker is 10, while that of the defender is 6, so the attacker wins. The defender loses 1 Heart Point, and moves her marker on her HP Track accordingly. Both players discard all their cards that participated in the challenge (except for their Player Cards). The challenge is over.

Important: A challenge is considered to be held on the **defender's** current World Card. This means that the abilities and effects of that World Card and any Dark Cards on it could affect the challenge (as per any relevant text on those cards).

● 4. Discard Phase

A player begins the Discard Phase by placing all Magic/Friends under his/her control onto the Discard area. A player then discards as many of his/her cards as he/she wishes, although a player does not have to discard any except the Magic/Friends currently in play.

Place all discarded cards faceup onto their owner's discard pile. After the Discard Phase, that player's turn ends. That player must then announce to his/her opponent that he/she has finished his/her turn. Then the opponent's turn begins with the opponent's Draw Phase.

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