



Cardfight!! Vanguard Quick manual

What is Vanguard?

The hottest and newest trading card game around. That is Vanguard!
On a planet much like the Earth called "Cray", you battle your opponent with the help of your units.
Cardfighters become vanguards, and lead their units towards victory!

How do I win?

Deal damage to your opponent by attacking his or her vanguard. You win if you deal 6 damage.
But, you lose if your deck runs out. Keep attacking until you win!

Getting Ready If you have a deck, let's start!

- 1 Pick the card that will become your vanguard! Choose a grade 0 unit from your deck, and place it face down on your vanguard circle.
- 2 Shuffle the rest of your cards, and place it face down as your deck.
- 3 Determine who goes first randomly.
- 4 Draw five cards from you deck, and put it into your hand. Hold it so that only you can see your hand.
- 5 You may change your opening hand just once. First, pick any number of cards from your hand, and return them to your deck. Shuffle your deck, and draw cards from your deck until you have 5 cards in hand. (Try to have a Grade 1, 2, and 3 unit in your opening hand.)
- 6 Say "Stand up!" and turn your vanguard face up!



Turn Order Cardfight start! Beginning with the first player, each player performs his or her turn in the following order.

I Stand Phase

●Get your units ready to boost and attack!

Turn the units that were in the rest (sideways) state into the stand (straight) state.

II Draw Phase

●Gather your units for battle!

Draw a card from the top of your deck, and put it into your hand.

III Ride Phase

●Ride your vanguard to grade up!

Declare that you are riding, and choose a unit from your hand that is either the same grade or 1 grade higher than your vanguard. Place that card from your hand on top of your vanguard.

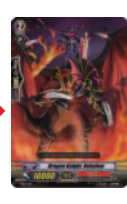
You can only ride up to once per turn!



Grade check!



Ride!



IV Main Phase

●Get ready to attack!

You can do the following actions as many times as you like!

◆"Call" a rear-guard!

Choose from your hand a unit that is a grade no higher than your vanguard's grade, and place it on a rear-guard circle.

◆Move your rear-guards!

You can swap or move your rear-guards back and forth within the same column. (You cannot move your rear-guards sideways or to the vanguard circle.)

◆Use your units' **ACT** (activated ability)!

Use the abilities that begin with **ACT** by paying the cost (do what is written inside the **[]**).



V Battle Phase

●Now it's time to attack!

- 1 First, choose the unit you will attack with from your front row, and rest it (turn it sideways). Next, choose the target unit of your attack from your opponent's front row.
- 2 Units in the back row can join forces! You can "Boost" your attacking units!

The defending fighter can "Call" guardians to strengthen the unit being attacked!

- 3 If the attacking unit is a vanguard, the "Drive Check" will trigger!
Cards put into the trigger zone during the drive check go to your hand.

Compare the power of the attacker and target. If the power is the same, or the attacking unit's power is greater, the attack will hit!
(Even if the attacker has a lesser power, the attacker does not get hit nor does it retire, and the attacking player does not take damage.)

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| 4 | A rear-guard is hit | The rear-guard retires!
Retired units are put into the drop zone. |
| | A vanguard is hit | The defending fighter takes damage equal to the number of the attacker's critical!
(For example, if the attacker's critical is 1, then the defending player takes 1 damage.) |

- 5 Steps 1 to 4 are the steps required for one attack (the whole process is called a battle). The defending player retires his or her guardian.
If you still have units in the front row that you want to attack with, return to step 1 and attack! Otherwise, go to "VI End Phase".

VI End Phase

●If you are done attacking, it becomes your opponent's turn.

Declare "Turn end." to your opponent. It becomes your opponent's turn beginning with "I Stand Phase".

Stand and Rest



Stand



Rest

Only units in the stand state can attack or boost!

Boost



Attack with power 18000!

If the unit directly behind the attacking unit is grade 1 or 0, rest it to "Boost (aid the attack)".

Boost!!
Power +8000

Add the power of the unit in the back to the power of the attacking unit.

Guardian

The defending fighter can call units to the guardian circle from their hand.
Only units that have a "Shield" and is a grade no higher than your vanguard can be called as guardians.
As long as the guardian is in the guardian circle, the amount of the shield gets added to the power of the unit being attacked.
(You can call any number of guardians each battle, but guardians will be retired at the end of the battle. So, be careful not to call too many of them!)



Call two guardians to give +5000 and +10000 power

The vanguard's power builds up to 23000

The vanguard's power is 8000

Trigger Check

When a trigger check activates, flip over the top card of your deck, and place it on the trigger zone.
If the revealed card is a trigger unit, and it is the same clan as either your vanguard or one of your rear-guards, the effect will activate according to the icon in the upper right-hand corner.



Give one of your units +5000 power until end of turn, and draw a card from your deck.



Give one of your units +5000 power until end of turn, and give one of your units +1 critical until end of turn.



Give one of your units +5000 power until end of turn. If the number of cards in your damage zone is more than or equal to your opponent's, heal 1 damage. (You can choose either face-up or face-down cards to heal!)



Give one of your units +5000 power until end of turn, and stand one of your rear-guards.

Regardless of whether there is a trigger icon or not, cards revealed as a drive check go to your hand. If it is the result of damage, revealed cards go to your damage zone.

If I Receive Damage?

When a player takes damage, a "Damage Check" will activate.
When a damage check activates, check for a trigger.
Cards placed on the trigger zone as a result of damage go to the damage zone.