

Parts of a Card



Grade Raise the grade of your vanguard, and call high grade rear-guards!

Trigger Icon If the card revealed as a trigger check has an icon here, and it is the same clan as either your vanguard or one of your rear-guards, the effect will activate.

Skill Icon

Units have one of the following abilities according to their grade!



Boost

When the unit directly in front is attacking, units with this icon can aid the attacker! (Check the front side on how to boost!)



Intercept

When another unit is being attacked, if a unit with this icon is on a rear-guard circle in the front row, that unit can go to the guardian circle to become a guardian!



Twin Drive!!

When a unit with this icon does a drive check, perform a trigger check twice. Increase your hand and chances of flipping over a trigger icon! It's super powerful!

Shield As long as a unit is a guardian, the amount of shield gets added to the power of the unit being attacked.

Text Some units have special abilities written here!

Card Name This unit's name.

Clan The name of the group that this unit belongs to. Try to have cards with the same clan in your deck.

Race This unit's race. It may be referred to in a card's ability.

Card Type The type of this card. The types are normal units and trigger units.

Critical When this unit hits a vanguard, it deals damage equal to the critical!

Power The power is used when battling an opponent's unit. Of course, the bigger the stronger!

Parts of the Playmat



Guardian Circle Place to call guardians when defending against an opponent's attack. The amount of shield gets added to the power.

Trigger Zone Cards revealed from the top of the deck during a drive check or a damage check is placed here. Check for a trigger!

Vanguard Circle Your vanguard is placed here. The vanguard is your avatar.

Rear-guard Circle Place to call rear-guards that will fight for you. There are five in all. Only rear-guards can move or exchange places back and forth within the same column.

Deck Shuffle your deck well, and put it face down here.

Drop Zone Retired units are placed here.

Damage Zone Cards go here when an attack hits, and your vanguard takes damage.

Hand Your hand is the group of cards that you can use. Hold it so your opponent cannot see what you have!

Soul The pile of unit cards that are under your vanguard.

Use your Unit's Special Ability!

Unit's text abilities can be used by paying the cost (performing what is written inside the []). Be sure to check the timing and cost!



AUTO [Cost]: At the beginning of your main phase, [Skill], and this unit gets +2000 until end of turn.
ACT [Cost]: [Skill], [Skill] Choose up to three of your opponent's rear-guards, and retire them.

"Soul Charge" from your deck to stack up your soul!



Send cards from your soul to your drop zone to "Soul Blast"!

Turn over face-up cards in your damage zone to "Counter Blast"!

AUTO Automatic Ability This ability takes effect whenever a specific condition or timing is met. The condition or timing is written as "When ~" or "At ~".

ACT Activated Ability During your main phase, you can activate this ability by paying the cost written inside the []. You can activate this ability multiple times as long as you can pay the cost.

CONT Continuous Ability If no requirements are specified, this ability takes effect as long as the unit is on a [Skill] [Skill] [Skill]

CB Counter Blast If you have taken damage, you can use abilities with counter blast to turn the tide! Abilities that have counter blast in its cost can be used by turning over face-up cards in your damage zone. (For example, if it says [CB] 2, you can activate the ability by turning over two cards.)

SB Soul Blast Release the spirits of your past vanguards to activate special abilities! Abilities that have soul blast in its cost can be used by sending cards from your soul to your drop zone. (For example, if it says [SB] 2, you can activate the ability by sending two cards from your soul to your drop zone.)

SC Soul Charge Charge the power of your units into your soul! This ability lets you put cards from your deck into your soul. (For example, if it says [SC] 1, put the top card of your deck into your soul.)

Make Your Own Powerful Deck!

With "Cardfight!! Vanguard", you can mix cards from separate trial decks and booster packs. There are infinite possibilities of card combinations! Build your one and only deck to cardfight!

But, you have to follow the rules below when building a deck.

- Decks must be exactly 50 cards including your starting vanguard.
- There can only be four cards with the same card name in one deck.
- You must have 16 trigger units in your deck. No more, no less! Trigger units are units that have yellow borders at the bottom of the card.

Tips for Making a Strong Deck

- Put units with the same clan in your deck. If you make a deck with mostly the same clan such as «Royal Paladin» or «Kagero», you cannot go wrong! If you have multiple clans in your deck, chances are you will miss triggers or cannot use abilities.
- So, try to have units with the same clan in your deck!
- Have a balanced number of cards from each grade. If you cannot ride to grade 3, it will be a tough fight. To consistently ride to grade 3, try to build a deck that has close to the following numbers for each grade.
- Grade 3: 8 cards Grade 2: 10 cards Grade 1: 15 cards Grade 0: 17 cards (including your starting vanguard)

Check for the Latest News and Information!

You can check the official web site for upcoming sets, tournaments, events, and the latest news!

Cardfight!! Vanguard Official Website

<http://www.facebook.com/CardfightVanguard/>