

ZATCH BELLEGO  
THE CARD BATTLE

**ZATCH BELL!**

**THE CARD BATTLE**

**SCANLATION PROJECT &**

**EXTENSION PROJECT**

**GAME MANUAL VER.1.0**

**TABLETOP SIMULATOR**



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# WELCOME TO ZATCH BELL : THE CARD BATTLE!

“Every thousand years, one-hundred mamodo descend upon earth from the mamodo world to engage in the ultimate battle. Each mamodo needs a human partner to activate the powerful spells contained in their spell books.

In Zatch Bell! The Card Battle, you are one of these humans. Construct your spell book and join in the battle for control of the mamodo world!”



# Spell Book Construction

## Rules for Spell Book Construction

In Tabletop Simulator, the Spell Book used in Zatch Bell! The Card Battle looks like a tiny replica of an opened book that can be colored however you like, containing 32 pages that are clicked through using buttons on either side of the book – enough to include 32 cards.

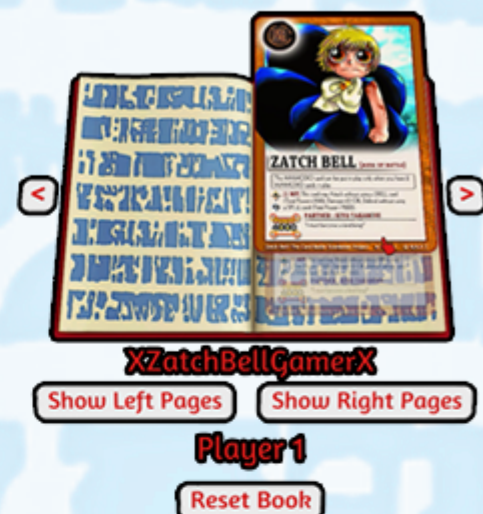
Assemble your 32-card deck in the strategic order of your choice and place the deck on either page of the Spell Book. Then, select a player color of your choice and click the “Take Control” button to create your own Spell Book. When building a Spell Book, follow these guidelines:

- A Spell Book **must** consist of exactly 32 cards before play begins.
- The first page **must** contain a regular MAMODO card, and the last page **must** contain a SPELL card.
- “Intermediate” Class cards can **only** be placed in page 12 or further.
- “Superior” Class cards can **only** be placed in page 22 or further.
- Up to 8 MAMODO cards **total** may be included in a Spell Book.
- Up to 4 duplicate copies of a card **total** with the same card number can be included in a Spell Book.

**Example :** You are able to include 4 of S-001 Zaker and 4 of S-002 Zaker in the same Spell Book.

## Rules for Spell Books During Play

- Select a Tabletop Simulator player color and place your deck of cards on top of either page of the Spell Book model. Then, click “Take Control” to start the game with your own loaded deck. You will be able to see cards in your open pages, but your opponent will **not**.
- MAMODO and PARTNER cards are removed from the Spell Book's pages and put in play. EVENT cards remain in their pages when played and are shown to your opponent. SPELL cards are temporarily removed from the Spell Book and placed on the SPELL card zone below the MAMODO card on the game mat to calculate Power. They are then placed back on top of their proper page after you have finished using them for the Battle.
- You may look into the other pages of your own Spell Book at any time. You may want to use a page shield to help you keep track of what page you are currently on (see pg. 47).
- A Spell Book **cannot** be altered in any way during a game, unless called for by card effects.



# The Spell Book Garage

The Zatch Bell: The Card Battle Booster Pack Generator addon provides players with everything they need in order to craft their own 32-card deck that can be loaded into a Spell Book object of their choice.



## Putting a Deck Together

1. First, assemble the cards you plan on incorporating into your deck by dragging and dropping them out of the deck boxes on the top left side of the table or by pulling them from booster packs (see pg. 6).

※ You can hold down the ALT key while hovering your mouse cursor over any card in order to see it enlarged. You can also use your scroll wheel to zoom in even more while doing this. If a card is Rare or Super Rare, you can alter the card's appearance by hovering your mouse cursor over the card and pressing the "2" key to change it to an animated holofoil state. You can change it back by hovering your cursor over the card and pressing the "1" key instead. If the card has an "e" or a "j" at the end of its card number, that means there is a disparity in the ENG and JPN versions of the card and you will have the option of choosing between either version to use.



Lastly, you are able to right-click a deck and click "Search" to type in key terms and filter your card searches for specific results (see pg. 54).



2. Next, place down your cards in the strategic order of your choice by dragging and dropping them on the labeled card zones. The number above each zone represents its page number in the Spell Book. Remember that "Intermediate" Class cards can **only** be organized on zone 12 or higher and "Superior" Class cards can **only** be organized on zone 22 or higher.

3. Now that all of the cards for your deck have been arranged in the proper order, move your mouse cursor to the bottom-right of the table. Hold down left-click, and draw a box from card #32 all the way to card #18 from right to left. Once you've highlighted all of the cards on the bottom row this way, release the left-click button.



4. Now, right-click any of the highlighted cards on the bottom row and click "Group". This will arrange the cards for you automatically in a way that the Spell Book will be able to properly detect when it loads your deck. However, this only takes care of the latter half of your deck... so you will need to repeat the process for the top row as well.



5. Move your mouse cursor to the right of card #17 on the table. Hold down left-click, and draw a box from card #17 all the way to card #1 from right to left. Once you've highlighted all of the cards on the top row this way, release left-click. After this, go ahead and perform step #4 on this new row of highlighted cards.



(TIP : Instead of right-clicking a highlighted card and clicking the "Group" option, you can choose to just press the "G" key as a keyboard shortcut.)

6. The final step to complete your deck is to hold down left-click on the stack of cards in the top row. Then, carefully drag the stack so that you can release left-click when your mouse cursor is hovering over the stack of cards on the bottom row. (Be VERY careful not to shake the mouse as you do this, or you might end up shuffling the deck by mistake!) This should drop the top half of cards onto the bottom half and combine the two stacks into one 32-card deck with your main mamodo front and center. After this, all that's left is to right-click the deck and choose "Save Object". Give the deck a name and save it into your files. You've just made your first deck!



## Booster Packs & Customization

Every available card that the game supports so far can be found on this table. All promo cards, holiday cards, and spell book insert cards are readily available for you to use (just copy and paste them for duplicates if need be), but the boxes at the top left of the table allow you to pull out officially released decks and even set up booster pack simulators for all four currently released sets in English. (With more coming soon in scanlated form!)



### Setting Up the Card Pool

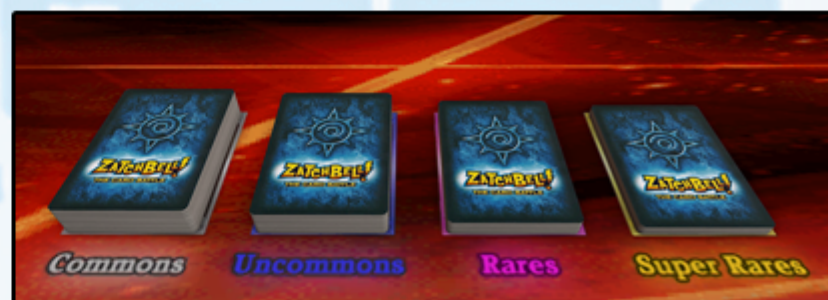
The four zones near the center of the table are where you will want to place down your stacks of cards separated by rarity. To do this, you can pull out the 3 objects in each booster set box to get started.

Each booster set box contains the following:

- 1 booster pack container object
- 1 bag with 4 stacks of cards separated by rarity
- 1 stack containing all cards in the entire set

The booster pack object is just there for visual appeal but can also be used as a “bag” to hold your cards. If you would rather look through all of the cards in the set instead of drawing them for yourself at random, feel free to just use the larger stack that contains all of the cards from the set. However, if you want to try your luck and draw from a booster pack, you need to perform the following steps:

1. Pull all four card stacks out of the bag, face-down.
2. Drag and drop each card stack on top of its rarity zone (to pick up entire decks of cards, you will need to **hold down left-click** on them and **then** drag and drop them).
3. Once all four card stacks have been placed down in their proper zones (you can also choose to exclude cards by leaving them out), you are ready to use the booster pack generator!



## Using the Booster Pack Generator

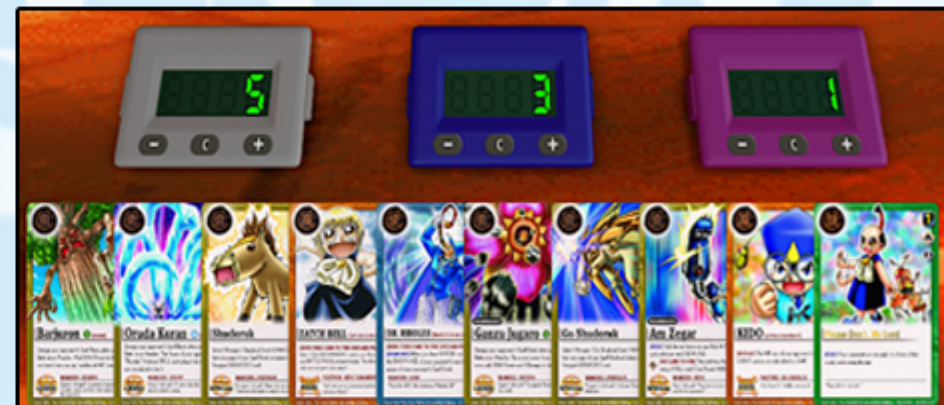
The booster pack generator itself is a simple tool that lets you choose the number of Common, Uncommon, and Rare cards that you will pull each time you click on the “Pull from Booster Pack” button. Super Rare cards **cannot** be guaranteed pulls, and have a 1 in 6 chance of appearing with every Rare card you pull from the pack. The default pack ratio is 5 Commons, 3 Uncommons, and 1 Rare.

※ You **must** have cards in your “Rares” zone in order for the booster pack generator to acknowledge the cards in your “Super Rares” zone at all!

To prevent severe lag, none of the cards in the decks of cards are in their animated foil state. Instead, the booster pack generator has been programmed to set any Rare or Super Rare card that it pulls from the card pool to their animated foil state automatically. Remember, if you ever need to turn off the animated foil for any reason, you can always do so by hovering your mouse cursor over the card and pressing the “1” key. (You can also select multiple cards by drawing a box around them and then pressing the “1” or “2” key to change them all at once.)

Once you’re ready, click the “Pull from Booster Pack” button and the randomly selected cards will appear directly in front of the number counters, face-down, allowing you to pull each card from the top of the pile one by one. You can also select a player color and pull all of the cards directly into your hand by hovering your mouse cursor over them and pressing the number on your keyboard that matches how many cards are currently in the pile.

※ It is possible (but rather unlikely) that you will pull the same card more than once in the same pack. The booster pack generator leaves the original stacks of card rarities untouched as it completes this process, which lets you click the button as much as you want, so cards from the set will **not** disappear as you continue to click the button to pull more cards!



# Customizing Your Spell Book

You can flip any card or Spell Book face-up or face-down by hovering your mouse cursor over it and pressing “F”. Each Spell Book object has 6 different states that you can cycle through by pressing “1” or “2” on the book.

1. Player 1: Standard (colorable covers)
2. Player 1: Black (colorable lines)
3. Player 1: Standard with gold lines (colorable covers with semi-colorable lines)
4. Player 2: Standard (colorable covers)
5. Player 2: Black (colorable lines)
6. Player 2: Standard with gold lines (colorable covers with semi-colorable lines)

To change the color of the Spell Book, right-click the book object and click “Color Tint”. You will now be able to use the color sliders to set the book to any color imaginable.

✂ When changing the color of the pitch black Spell Book, the color of the covers will remain black, but you will be able to change the color of the lines that make up the symbols of the Spell Book instead. When changing the color of the standard book with gold lines, the covers will change color and the lines will also experience a slight color shift along with them. It will blend your choice of color for the book with the golden yellow of the lines that make up the symbols on the book.

Make sure to change the state of your book to whichever player you end up playing as: Player 1 or Player 2. The difference between them is important for automatic cleanup when resetting the book to load a new deck (see pg. 47). It is highly recommended that you set your color changes to both the Player 1 and Player 2 states of the type of book you have decided to change the color of. Once you’re done customizing your Spell Book, right-click the Spell Book and click “Save Object”. Give it a name and save it into your files. Once you have a deck, a Spell Book, and an optional “page shield” if you want – which can be found in the Elite Collection deck boxes on the table (see pg. 47), you’ve got everything you need to play!



# Card Types

There are five main card types used in Zatch Bell! The Card Battle. Some card types are removed from the Spell Book and placed onto the game mat, while others remain in the Spell Book when played.

## Cards That Are Put in Play

### MAMODO Cards



### PARTNER Cards



### MJ12 Cards



## Cards Played From Inside the Book

### EVENT Cards



## Cards Played That Return to the Book

### SPELL Cards



# MAMODO Cards

## MAMODO cards are used to wage Battles during the BATTLE PHASE.

- A maximum of 3 MAMODO cards may be placed in the MAMODO card area on your side of the game mat by pulling them out of your Spell Book during either player's BATTLE PHASE.
- The MAMODO cards' effect(s) are valid while the cards are in play.
- **No** two cards sharing the same MAMODO name can be placed on your side of play.
  - ※ MAMODO cards that share the same name (excluding anything in parentheses) but have different card numbers [such as **M-024 Robnos (Double)** and **M-025 Robnos (Complete)**] are also considered to be duplicates.
- The effects of your in-play MAMODO cards can be applied during either player's BATTLE PHASE.
- Some MAMODO cards have card rules contained inside a box that is positioned above their effect text. These card rules usually **cannot** be negated by card effects, except in rare cases.
  - ※ Some MAMODO card effects and card rules require a MAMODO card to be placed directly on top of another MAMODO card. For example, **M-007 Gofure (Transformed)** is put in play directly on top of an in-play **M-006 Gofure** card (the standard, or "regular" **Gofure** card). In such cases, any attached PARTNER card for **M-006 Gofure** is then attached to the new MAMODO card. Unless otherwise stated, all MAMODO cards underneath a card being sent to the Discard Pile are discarded along with it.

### A Card Type

Identifies this as a MAMODO card.

### B MAMODO Name

### C Subname

### D Power

The amount of Power that this MAMODO card can Attack or Defend with. The higher the Power, the more advantageous this MAMODO will be in Battle.

### E Card Rules

Conditions / restrictions for the use of a card. Effects **cannot** affect this text unless stated otherwise.



### F Rarity & Card Number

### G Icon Area

Icons, when present, indicate the timing of when you are able to apply the effect.

### H Effect

The MAMODO card's effect(s), which can be applied during gameplay.

### I PARTNER Name

Indicates the names of which PARTNER cards can be attached to this MAMODO card.

### J Flavor Text

# Stone Tablet MAMODO Cards

A fearsome opponent in the previous battle for king a thousand years ago has left many of the original participants of that battle trapped in stone tablets. But in the present day, a certain mamodo in the current battle has found a way to make these ancient warriors emerge from stone to fight again!

- A Stone Tablet MAMODO can be identified by a lithograph design around its card icon. While Stone Tablet MAMODO cards play no differently from regular MAMODO cards, they can activate and be selected by card effects that specify Stone Tablet MAMODO cards.
- When you put a Stone Tablet MAMODO card in play, it **must** be placed on the game mat in face-up Normal Status, and **not** in face-down Petrified Status (see pg.39).



# DUAL MAMODO Cards

Any MAMODO card with 2 MAMODO names separated by an "&" is a DUAL MAMODO card.

- You **must** send 1 of the specified MAMODO cards you have in play to the Discard Pile in order to put the DUAL MAMODO card in play.
- A DUAL MAMODO card **cannot** be put in play if you already have both of the specified MAMODO cards in play.
- **Only** 1 PARTNER card that matches either of the DUAL MAMODO's specified PARTNER names can be attached to the DUAL MAMODO card at any given time.
- SPELL cards for both of the DUAL MAMODO card's MAMODO names can be played for the DUAL MAMODO card.



# PARTNER Cards

The mamodo's book owner. **PARTNER** cards are played to gain additional game effects which work during either player's **BATTLE PHASE**.

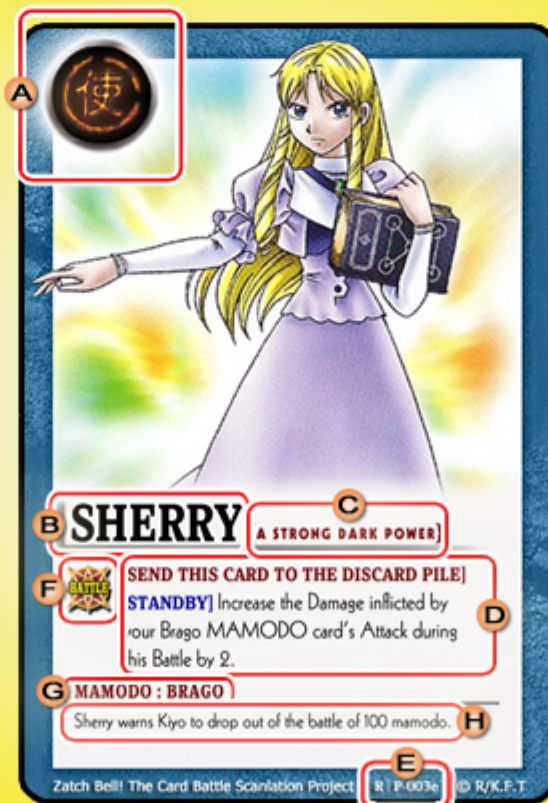
- A maximum of 3 PARTNER cards may be placed in the PARTNER card area on your side of the game mat by pulling them out of your Spell Book during either player's BATTLE PHASE.
- PARTNER cards are played by attaching them to the in-play MAMODO card specified as the PARTNER card's MAMODO name. If you do not have the corresponding MAMODO in play on your side of the game mat, then the PARTNER card cannot be put in play.
- No two cards sharing the same PARTNER name can be placed on your side of play.
- Only 1 PARTNER card can be attached to each MAMODO card unless stated otherwise on the card.
- PARTNER cards are removed from the Spell Book to be put in play, and are sent to the Discard Pile when the MAMODO card they are attached to is sent to the Discard Pile.

**A Card Type**  
Identifies this as a PARTNER card.

**B PARTNER Name**

**C Subname**  
\* Does not apply to official English PARTNER cards.

**D Effect**



**E Rarity & Card Number**

**F Icon Area**  
Icons, when present, indicate the timing of when you are able to apply the effect.

**G MAMODO Name**  
Indicates the name of which MAMODO card you can attach this card to.

**H Flavor Text**

# MAJESTIC 12 (MJ12) Cards

## A mysterious group of beings originating from the USA – the Majestic 12!

- MJ12 cards can be placed in the “OUT OF PLAY” area on the game mat by pulling them out of your Spell Book during either player’s BATTLE PHASE.
- Specific MAMODO and PARTNER cards (such as **Kido** and **Dr. Riddles**) are not required to already be in play in order to use or put MJ12 cards in play.
- There is **no** limit to the number of MJ12 cards a player can have in play. However, **no** two cards sharing the same MJ12 card name can be placed on either player's side of play.
- Unlike PARTNER cards, MJ12 cards are **not** attached to MAMODO cards.
- The effects of in-play MJ12 cards can be applied during either player's BATTLE PHASE.

**A Card Type**

Identifies this as an MJ12 card.

**B Card Name**

**C Effect**



**D Rarity & Card Number**

**E Flavor Text**

# SPELL Cards

## The spells and commands used by mamodo in battle.

- SPELL cards are played during the Battle to initiate an Attack or Defense and provide additional Power to MAMODO cards.
- SPELL cards are played by pulling them out of the Spell Book and placing them on the SPELL card zone directly below the MAMODO card that it was played for. Once the Battle is over, return the SPELL card to its page in the Spell Book.
- They can be played **only** for the MAMODO whose name is specified as the SPELL card's MAMODO name, and can be used for any variation of the specified MAMODO's name.

**Example :** If a SPELL card specifies "Gofure" as the MAMODO, the SPELL card can be used for both "Gofure" and "Gofure (Transformed)". However, if a SPELL card specifies "Ponygon (Dioemur Shudoruk Form)" as the MAMODO, the SPELL card can **only** be used for Ponygon (Dioemur Shudoruk Form) and **not** for other forms of Ponygon.

- If a MAMODO card with a different card name (such as "Milordo-Z") than what is specified on the SPELL card is stated in its card rules that it is the same as a MAMODO that is specified on the SPELL card (such as "Zofis"), then the SPELL card can be played for that MAMODO card.
- If a MAMODO card's card rules or effects state that it can use the SPELL cards of other MAMODO or that it can use another characteristic of those SPELL cards (such as having a specified Attribute), those SPELL cards can be played for that MAMODO card.

### A Card Type

Identifies this as a SPELL card.

### B SPELL Name

### C Attribute

\* Recreated versions of official English cards use both text and an icon from official Japanese cards to specify Attributes. Official English cards specify Attributes with text and no icon.

### D Power

### E Effect

### F MP Cost



### G Icon Area

- Can be used for Attacking.
- Can be used for Defending.
- Can be used when a Battle is not in progress during the BATTLE PHASE. Using it will not begin any Battles.

### H MAMODO Name

### I Damage

### J Rarity & Card Number

### K Flavor Text

# EVENT Cards

## The many people, places, objects, and incidents from the story of Zatch Bell!

- EVENT cards are played to gain a tactical advantage over your opponent.
- EVENT cards are played by showing them to your opponent during the BATTLE PHASE, and **always** remain in their page of the Spell Book. You reveal them to your opponent by toggling the “Show Pages” button for the appropriate page of your Spell Book.
- EVENT cards can **only** be played when there is **not** a Battle in progress, unless stated otherwise. Using them will **not** begin any Battles.
- **Only 1** EVENT card can be played by each player per turn.
- The effects of an EVENT card remain active until the END PHASE of the turn in which it was played, unless stated otherwise.

**A Card Type**  
Identifies this as an EVENT card.

**B Card Name**

**C Effect**

**D MP Cost**



**E Icon Area**

**A** – Can be used during your BATTLE PHASE.

**D** – Can be used during your opponent's BATTLE PHASE.

**F Rarity & Card Number**

**G Flavor Text**

# Sequence of Gameplay

In this game, both players alternate turns repeatedly.

## PREPARATION PHASE

Put first mamodo in play / decide who is the first Attacker.

## 1st ATTACKER'S TURN

The 1st attacker takes the first turn.

### STEP 1

START PHASE

### STEP 2

BATTLE PHASE



### STEP 3

END PHASE

## 2nd ATTACKER'S TURN

The 2nd attacker takes the next turn.

### STEP 1

START PHASE

### STEP 2

BATTLE PHASE



### STEP 3

END PHASE

REPEAT UNTIL THE GAME IS WON

## WINNING THE GAME

A player has no remaining pages to turn when they are required to do so.

**THE PLAYER WHO RUNS OUT OF PAGES TO TURN LOSES THE GAME.**

# PREPARATION PHASE

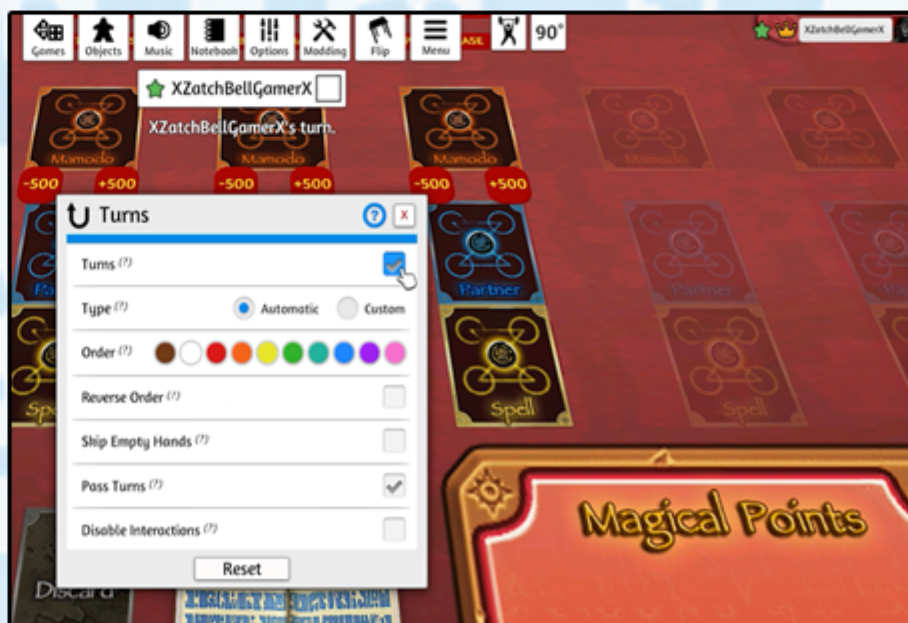
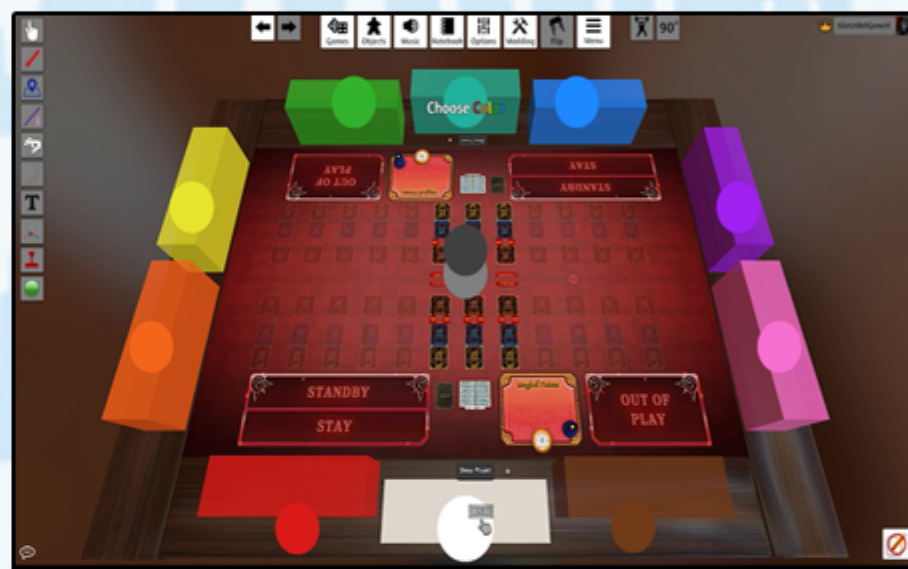
## Loading Up the Game Room

Once both players (and any spectators) have entered the game room, the owner of the room must click on the name of the other player at the top right of the screen and click “Promote”. This will give both players the ability to load their decks and books, as well as copy/paste/delete cards on the table for gameplay purposes.

Next, both players click their own name at the top right of the screen and click “Change Color”. They may choose any color except for gray and black.

- **Gray:** For spectators, they will **not** be able to interact with game objects at all.
- **Black:** For the referee, they can see the cards in both players’ pages and will be able to interact with any objects on the table at any time.

Lastly, the owner of the room clicks the “Options” button at the top and then clicks “Turns”. Be sure to check the “Turns” box and then close the “Turns” window.



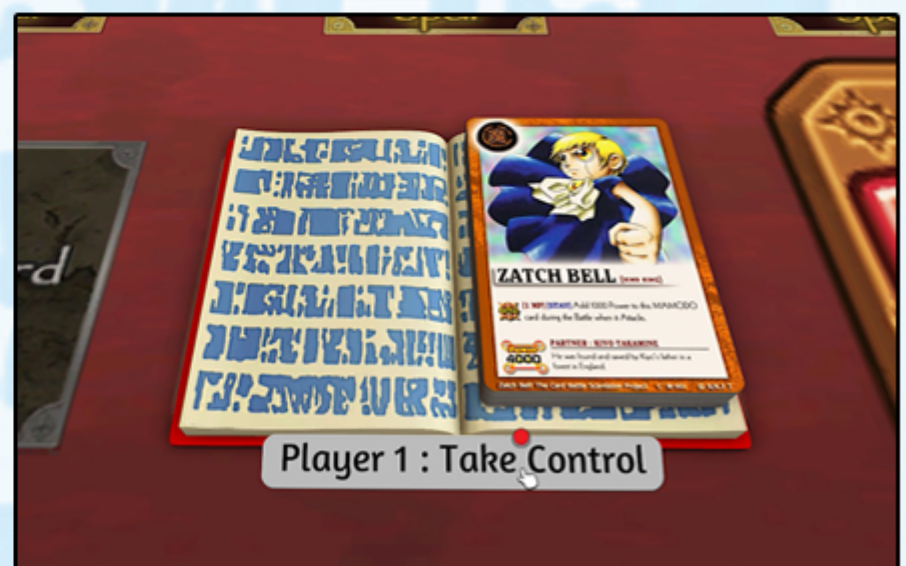
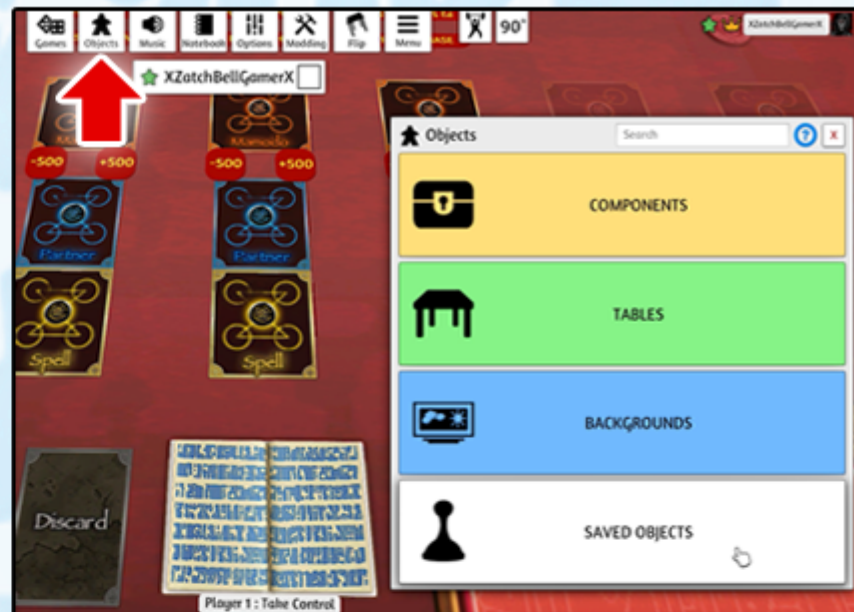
## Loading Up Your Book and Deck

Now that the turns system has been enabled, both players can click “Objects” at the top of the screen and click on “Saved Objects”.

Drag out the Spell Book(s) and deck(s) that you plan on using for the game. Drag the book out and drop it near the book object that’s already on the table in your play area (delete the default book on the table). Drag your deck into the left edge of the box that matches your player color. If you do this, no one except for your own player color will be able to see the cards inside.

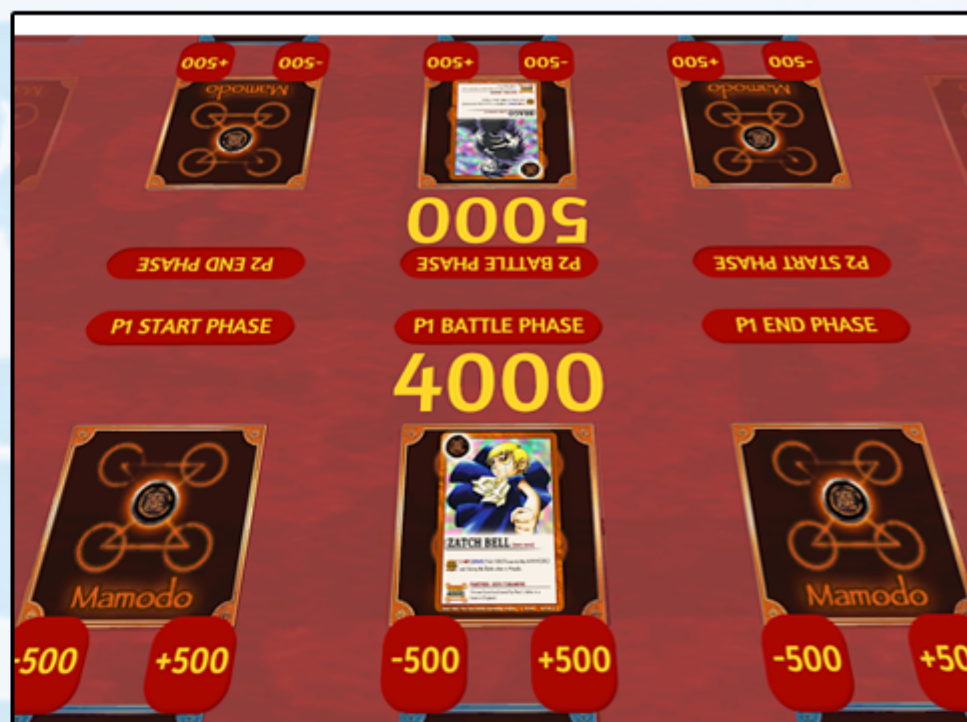
If your deck has a lot of foil cards in it, the book might have trouble loading the cards in the right order. So to make sure that they do, it’s best to right-click the deck and click “Spread”. After that, draw a box around all of the cards in the deck from the last card to the first card, and then press “G” to group them all back together into a stable pile.

Finally, drag your deck on top of either page of the opened book and click the “Take Control” button to load your deck.



## 1. Send in the First Mamodo

Both players take the MAMODO card from the first page of their Spell Books and puts it in play in the MAMODO card area on their side of the game mat, in face-up vertical position. The Power of the MAMODO card will be displayed directly above the card for both players to easily refer to during the game.



## 2. Turn 1 Page of your Spell Book

Both players turn 1 page by clicking the ">" button on the right side of their books, and get 2 MP by placing 2 MP chips in their own MP area by dragging them out of the infinite supply within the blue bag nearby.

※ If a player would rather not keep track of individual chips, they are free to use the MP counter calculator tool instead of the MP bag.

## 3. Decide the Turn Order

Flip a coin to determine who will go first. The player to go first begins the game as an Attacker. To flip the coin, right-click it and then click the "Roll" option repeatedly to toss it into the air. Once it falls back down onto the table, the side it lands on will be the outcome. You can also change which coin to use with the "1" and "2" buttons.



# Sequence of Turns

## Begin the Turn!




The player who wins the coin toss starts the first turn as an Attacker, and the other player starts the turn as a Defender.

## STEP 1 START PHASE

- The Attacker may turn up to 3 pages of their Spell Book (they may also choose to **not** turn any, and they may **not** turn back any pages).
- The Attacker gets 2 MP for each page turned this way (max. 6 MP).

## STEP 2 BATTLE PHASE

The Attacker and Defender each take turns performing 1 Action (The Attacker gets priority to perform the first Action).

- Both players may put cards in play from the open pages of their Book.
- Both players may apply the effects of their in-play cards.
-  The Attacker may play **only** 1 “Attack” EVENT card.
-  The Defender may play **only** 1 “Defend” EVENT card.
-  The Battle begins when the Attacker declares “Battle In!” and plays a card or applies an effect that declares an Attack.

## STEP 3 END PHASE

- The Attacker **must** turn 1 page of their Spell Book (**not** optional).
- The Attacker gets 2 MP from turning the page this way.

## End of Turn

The Attacker & Defender roles have now switched; play resumes at the START PHASE of the next turn.

## WINNING THE GAME

If your opponent *cannot* turn pages of their book, you win!

# START PHASE

- The Attacker clicks the “START PHASE” button above their MAMODO card area.
- The Attacker can increase their MP by turning pages of their Spell Book.
- For each page turned this way, the Attacker gets 2 MP.
- The Attacker may turn a maximum of 3 pages per turn (for 6 MP max.).
- The Attacker may choose to **not** turn any pages at all during this time (and will get **no** MP).
- Pages may **not** be turned back without the use of card effects.
- When finished, the Attacker clicks their own “BATTLE PHASE” button.



## Resolving Effects:









- In-play cards with **[IN PLAY]** effects that activate during the START PHASE are resolved at this time.
  - **[STANDBY]** effects that activate during the START PHASE are resolved at this time.
- ※ These effects resolve after the page-turning step of the START PHASE.
- ※ Effects that are **not** activated during the START PHASE cannot be applied.
- ※ **[STAY]** & **[STANDBY]** effects are kept track of by making a copy of the card that is applying the effect and placing it in the [STAY] zone or [STANDBY] zone on your side of the game mat. When the effect expires, delete the card copy.

## Tournament Rule:

In official tournament settings, the first Attacker will **not** get MP from turning pages during the START PHASE of the first turn, but may still turn the pages. Also, cards with an “e” at the end of their card number will normally be banned.

# BATTLE PHASE

Here is a summary of what can be done during the BATTLE PHASE.

What Can Be Done	What Can Be Used	Attacker	Defender
Putting a card in play from your Spell Book	<ul style="list-style-type: none"> <li>● MAMODO cards</li> <li>● PARTNER cards</li> <li>● MJ12 cards</li> </ul>	CAN DO ※1	
Applying your in-play card's effects	<ul style="list-style-type: none"> <li>● MAMODO cards</li> <li>● PARTNER cards</li> <li>● MJ12 cards</li> </ul>	CAN DO ※2	
Playing SPELL cards in your Spell Book	 Icon	CAN DO ※3	CANNOT DO
	 Icon	CANNOT DO	CAN DO ※4
	 &  Icons	CAN DO	
Playing 1 EVENT card in your Spell Book	 Icon	CAN DO	CANNOT DO
	 Icon	CANNOT DO	CAN DO
	 &  Icons	CAN DO	
Declaring "Battle In!"		CAN DO	CANNOT DO
Turning pages of your Spell Book to get MP		CANNOT DO	

※1 The card's effects **must** be applied when the card is put in play.

※2 Some cards specify the BATTLE PHASE of a specific player.

※3 The Battle begins when the Attacker declares an Attack with an effect or a SPELL card.

※4 The Defender **cannot** play a SPELL card until the Battle begins.

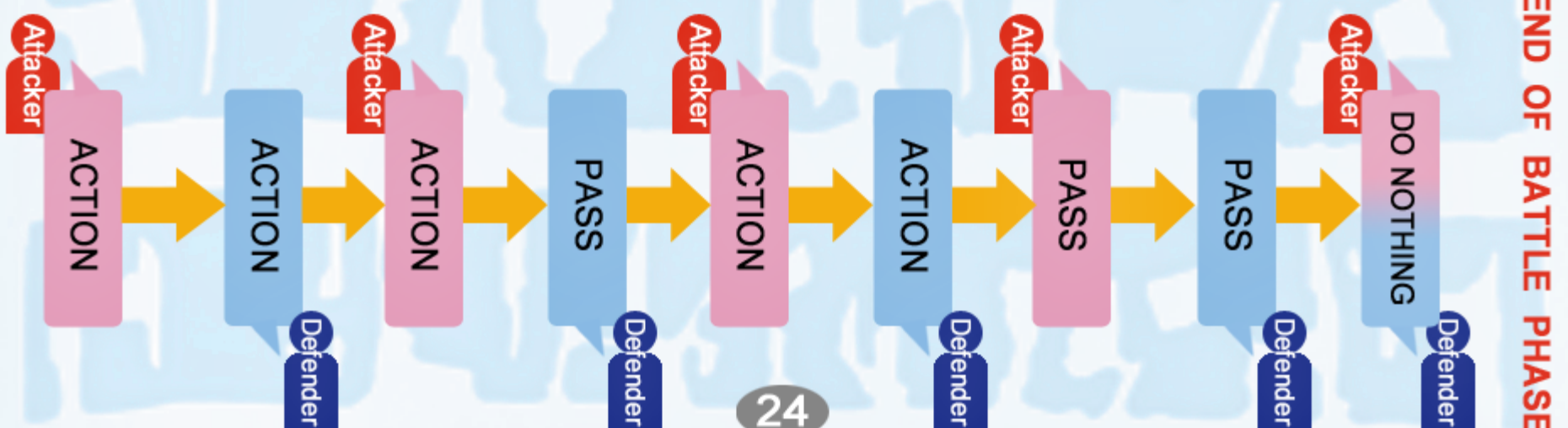
## THE ACTION SYSTEM

※ The act of doing anything during the BATTLE PHASE is called performing an "Action."

1. Putting a card in play from your currently open pages.
2. Applying the effect of your in-play card.
3. Playing an EVENT card in your currently open pages.
4. Playing a No Battle SPELL card in your currently open pages.
5. Declaring "Battle In!" (Attacker only).

## THE ALTERNATING RULE

- The Attacker performs an Action during the Battle Phase.
- When a player performs an Action, the other player may also perform an Action.
- A player can choose to pass and **not** perform any Action.
- Even when a player passes, the other player can perform an Action, but you may then perform your own Action immediately after the other player does.
- When an effect is applied during a Battle, the Attacker can perform an Action before the Defender does.
- When a Battle is over and you have returned to Non-Battle, the Attacker can perform an Action before the Defender does.
- When both players decide to **not** perform any more Actions, it calls for the end of the BATTLE PHASE.



## 1. Putting a Card in Play From Your Spell Book

You can *only* put 1 card in play per Action, but you can put any number of cards into play from the currently open pages of your Spell Book per turn.

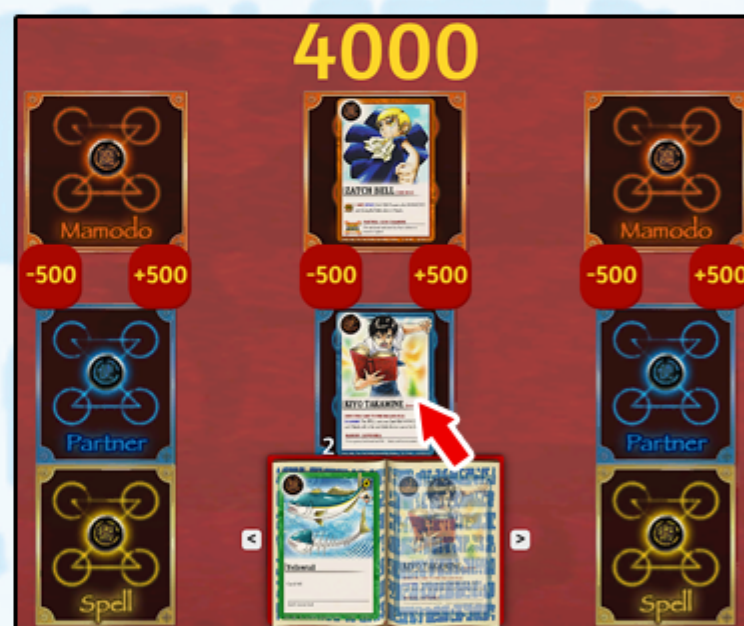
### MAMODO Cards

- Up to 3 MAMODO cards can exist on any player's side of play.
- No two MAMODO cards can share the same MAMODO card name on your side of play.



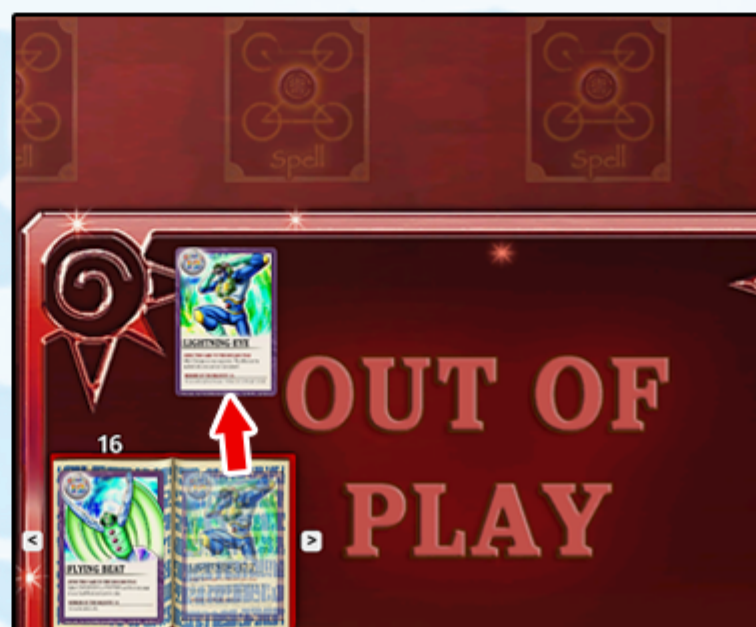
### PARTNER Cards Are Attached to Their In-Play MAMODO Cards

- You can *only* attach PARTNER cards to their specified MAMODO card.
- No two PARTNER cards can share the same PARTNER card name on your side of play.



### MJ12 Cards Are Put In Play Separately

- Place these cards in the "OUT OF PLAY" area on your side of the game mat.
- There is *no* limit to the number of MJ12 cards you can have in play.
- No two MJ12 cards can share the same MJ12 card name on your side of play.



Apply the effects of **MAMODO**, **PARTNER**, and **MJ12** cards you have in play.

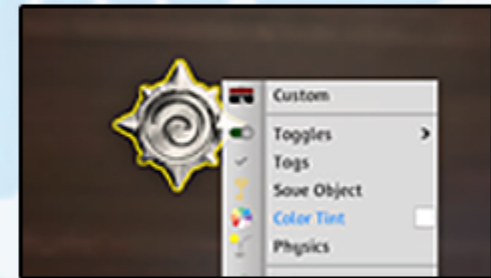
※ You will be able to use the “special effect marker” near the MP area to place on a card that has applied its effect in order to keep track. The marker can even be colored with “Color Tint”. Copy and paste more of them if necessary with CTRL+C and CTRL+V.



Use the effect described here.

### [DECLARE TO USE]

- This effect can be applied simply by declaring its use to your opponent (no MP is required to be paid).
- These effects can be applied **only** once per turn (per player).



### [X MP] (X = any number)



- Declare the use of this effect to your opponent. Then, pay the amount of MP shown.
- These effects can be applied **only** once per turn (per player).

### [SEND THIS CARD TO THE DISCARD PILE]

- After declaring the use of this effect to your opponent, the card is then immediately sent to the Discard Pile.
- These effects can be applied **only** once per turn (per player).
- Even if you put in play another copy of the card you applied this effect for in the same turn, the effect **cannot** be applied again during the same turn.
- If a card with this effect is being sent to the Discard Pile due to a card effect, this effect **cannot** be applied at that time.

### [IN PLAY]

- This effect is **always** applied as long as the card remains in play.
- Effects that activate at a specific timing or condition can resolve as many times as possible per turn. (Example : This **MAMODO** card does not receive **Damage** or **Injury**.)
- **[IN PLAY]** effects are automatic and do **not** require an Action to apply them.


- From the currently open pages of your Spell Book, you can play “No Battle” SPELL cards and **only 1 EVENT** card.
- If it has an  icon, it can be played when you are an Attacker.
- If it has a  icon, it can be played when you are a Defender.
- Declare your use of the EVENT card in the Spell Book to your opponent by clicking the “Show Pages” button. Then, pay the MP cost shown on the card.

#### EVENT Cards

- **Only 1 EVENT** card can be played once per turn (per player).
- If you are able to play more than 1 EVENT card per turn by a card effect, the same copy of the EVENT card **cannot** be played more than once in the same turn.



#### No Battle SPELL Cards



- Play the SPELL card by pulling it out of your book and placing it on the SPELL card zone directly below the MAMODO card that is playing it. When the Battle that involves the SPELL card is over, return it to its page.
  - SPELL cards with a  icon are No Battle SPELL cards.
  - A Battle does **not** begin when a No Battle SPELL card is played. Its effect will be applied, like an EVENT card.
  - Once used, the SPELL card **cannot** be played again during the same turn (it can be played on the next turn).
- ※ See pg. 45.



## 4. Declaring "Battle In!"

- Attacking with a SPELL card or a card effect to transition from Non-Battle to Battle is declaring "Battle In". Before confirming "Battle In", the Attacker asks the Defender if they can proceed to "Battle In".



- "Battle In" can only be declared with a card or effect that has an  icon
-  When a card or effect is not available or cannot be played due to an inability to pay MP costs or other criteria, you cannot declare "Battle In".
- Ask the Defender if you can "Battle In" when declaring an Attack. When they are ready for you to confirm "Battle In", show the card or effect you are Attacking with.

### If the Defender Does Not Perform an Action

- The Attacker must confirm "Battle In" by revealing the card or effect they are Attacking with.

### If the Defender Performs an Action

- The Defender may perform 1 Action.
- At this time, the Attacker can either declare "Battle In" again, or perform another Action of their own.
- If the initiator effect of "Battle In" has been negated, the Attacker is not required to declare "Battle In" again and may continue their turn without waging Battle.

# BATTLE

When the Attacker plays a SPELL card or applies a card effect to Attack without using a SPELL card, "Battle In" is declared, and the Battle begins. During the Battle, the player who is currently taking their turn is the Attacker, and the other player is the Defender.

## Battle Steps

## 1. Attack


**The Attacker applies the effects of their Attack.**

1. From the currently open pages of their Spell Book, the Attacker declares 1 Attack using a SPELL card (or an in-play card effect that has an "Attack" Icon).
2. The Attacker pays the MP cost of their Attack.

※ **The Attack has not fully resolved here yet.**



The MP cost of the SPELL card the player Attacked with.

The Attacker can declare this Attack because the card has an  icon on it.



# Battle Steps


## 2. Defend

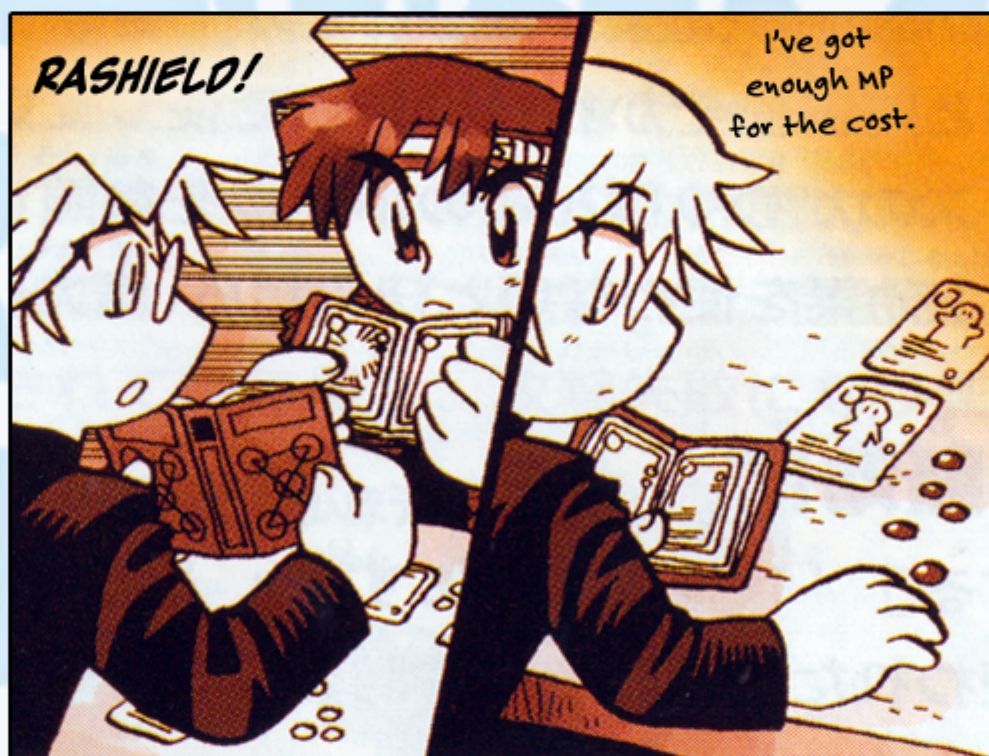
If the Defender chooses to, the Defender has the chance to Defend against an Attack.

1. From the currently open pages of their Spell Book, the Defender declares 1 Defense using a SPELL card (or an in-play card effect with a "Defend" Icon).
2. The Defender pays the MP cost of their Defense.  
※ The Defense has not fully resolved here yet.




The MP cost of the SPELL card the player Defended with.

The Defender can declare this Defense because the card has a  icon on it.





### IMPORTANT :

For effects that allow players to Attack or Defend without using a SPELL card, and for effects that make the player select a card to target (such as an effect that says to select 1 of your opponent's in-play MAMODO cards), the effects resolve upon the effect's declaration of use. For effects that require a player to flip any coins, all coins are flipped at the time of declaration.

In this step, cards and effects with a  icon can be used.

✘ **The Attack and Defense used in the Battle have not fully resolved here yet.**

- Both the Attacker and Defender may apply effects that have a  icon.
- Any effects without a  icon **cannot** be used in this step.
- Putting cards in play from your Spell Book **cannot** be done in this step without the use of card effects.
- The Attacker can first choose to apply an effect or pass. Then, the Defender can either apply an effect or pass.
- When both players decide to **not** apply any more effects, proceed to comparing Total Power.

You can use effects marked with this icon.



### Negating an Attack or Defense

- If an Attack or Defense is negated at the time it was declared, the effects of the Attack or Defense are also negated.
- An Attack or Defense **cannot** be negated by other effects that don't specify the negation of an Attack or Defense (such as the reduction of MP, sending the MAMODO card(s) involved in the Battle to the Discard Pile, and turning pages of a Spell Book away from a SPELL card involved in the Battle).
- A new Attack or Defense **cannot** be declared with the same card or effect that initiated the Attack or Defense in question after that Attack or Defense has been negated.

# Battle Steps

## 4. Compare Total Power

Determine whether the Attacker or Defender wins the Battle.

1. Compare the Total Power of both players (this is usually done automatically):

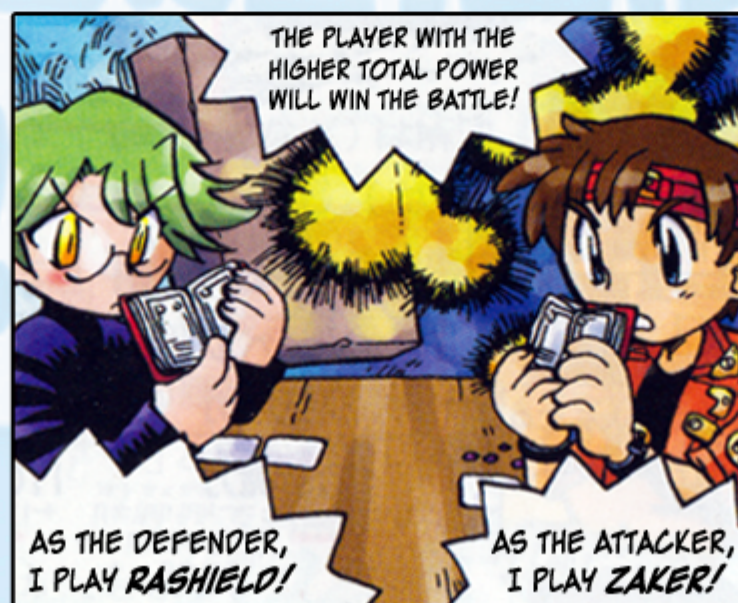
- **Attacker's Total Power** = The Power of the Attacking MAMODO card + the Power of the SPELL card they are Attacking with.
- **Defender's Total Power** = The Power of the Defending MAMODO card + the Power of the SPELL card they are Defending with.

2. Determine the Battle's outcome:

- **Attacker's Total Power is Higher** = The Attack is successful, and Damage is inflicted to the Defender's Spell Book.
- **Defender's Total Power is Higher Than or Equal to the Attacker's Total Power** = The Attack is negated, and no Damage is inflicted.

### Regarding Power

- If the Defender is **not** Defending, their Total Power is considered to be 0.
- When a MAMODO card Attacks or Defends with an effect that allows them to do so without using a SPELL card, the Total Power of that Attack or Defense is already calculated within the effect, and the regular Power of that MAMODO is **not** applied. This Total Power will need to be set manually.
- The Attack fails when the Attack is negated.




## DEFENSE

<b>Brago</b>	<b>Power</b>	<b>5000</b>
<b>Dioga Gravidon</b>	<b>Power</b>	<b>+6000</b>
<b>Total Power</b>		<b>11000</b>

Add this Power to your total.

Reduce MP by the number shown on the card's MP cost.

You can Defend with SPELL cards that have a  icon.

**5000**

**+6000**

**TOTAL POWER 11000**


**4000**

**TOTAL POWER 12000**

**The Attacker Wins This Battle!**

The Attacker has the higher Power Total. The Attack succeeds!

Reduce MP by the number shown on the card's MP cost.

You can Attack with SPELL cards that have an  icon.

Add this Power to your total.

If you win the Battle, your opponent will turn pages equal to the number shown here as Damage.

**+8000**

## ATTACK

<b>Zatch Bell</b>	<b>Power</b>	<b>4000</b>
<b>Bao Zakeruga</b>	<b>Power</b>	<b>+8000</b>
<b>Total Power</b>		<b>12000</b>

**When the Attacker wins the Battle, the Attack's effects are resolved.**

### When the Attacker Wins the Battle

1. Damage the Defender's Spell Book – your opponent turns pages equal to the amount of Damage specified from the Attack (no MP is gained from the turning of these pages).  
✂ Your opponent might use one of their in-play MAMODO cards to PROTECT their Spell Book from Damage instead (see pg. 35).
2. If the effect of the Attack inflicts Injury to MAMODO cards, then inflict Injury to any selected MAMODO card(s) of your choice (see pg. 35).
3. If any effects occur when the Attack inflicts Damage or Injury, these effects are now resolved.
4. Resolve any other effects that do not inflict Damage or Injury.

### When the Defender Wins the Battle

1. The Attack is negated, and no Damage is inflicted.
2. Unless a **[COUNTER]** tag is present, any effects and Damage listed on the Defender's Defense are not applied.
3. All effects that apply "regardless of Power" are also resolved at this time.



# MAMODO Cards & Damage

- When a MAMODO card SACRIFICES or PROTECTS their Spell Book from Damage, the MAMODO card becomes Injured.
- Regardless of the amount of Damage inflicted from the Attack, the MAMODO card is **only** Injured once per infliction of Damage.
- When an Injured MAMODO card receives Damage or Injury again, it is sent to the Discard Pile. Any cards underneath and attached to it (such as PARTNER cards) are sent to the Discard Pile as well, unless stated otherwise.
- If a player receives multiple inflictions of Damage or Injury, that player can freely decide where to apply each infliction of Damage or Injury.






# SACRIFICING / PROTECTING

- An in-play MAMODO card on your side of play can PROTECT your Spell Book from Damage, and can SACRIFICE to protect another in-play MAMODO card on its same side of play from Injury.
- As long as the MAMODO card is in play, it can SACRIFICE / PROTECT as many times as you desire per turn.
- A MAMODO card can **only** SACRIFICE or PROTECT against an infliction of Damage, and **cannot** do so against effects that turn pages of a Spell Book or send cards to the Discard Pile.

※ "SACRIFICE" and "PROTECT" are considered to be the same term in the ENG game, which was split from the JPN game that used only one term.

# BATTLE PHASE Precautions

## During Battle and Non-Battle

- If you declare "Battle In" using an Attacking effect while in Non-Battle, a Battle will begin. After the Battle, when Damage and effects are resolved, "Battle Out" is declared, and it is now Non-Battle once again.
- Only cards and effects with a , , and/or a  icon can be applied during a Battle.
- Effects with **[IN PLAY]** remain active during the Battle.

## Attacking with SPELL Cards More Than Once

- If you have a SPELL card in both of the open pages of your Spell Book, you may Attack using both, one at a time. The Power of both SPELL cards are **not** applied simultaneously.
- Play either SPELL card first to declare "Battle In!" When the Battle ends and the game has returned to "Battle Out", you may then play the other SPELL card to start a new Battle.

## Playing Cards After Your Pages Have Been Turned

- While you are **not** free to turn pages of your Spell Book during your BATTLE PHASE, if you turn pages as a result of Damage or by applying card effects of either player, you are able to play any cards in the newly open pages.

8 9

First, you choose to play the Zaker in the left page (1st Battle).



8 9

When the Battle is over, you are free to play the Zaker in the other page (2nd Battle).



9 10 11



You are now free to play both cards in the newly opened pages.

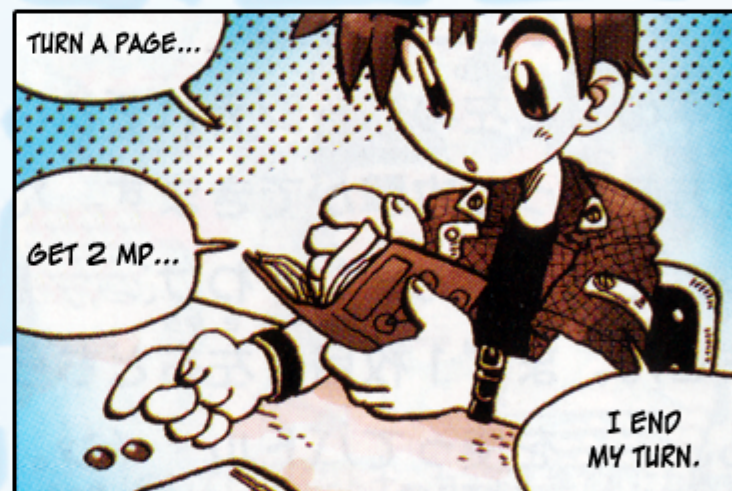


You then apply a card effect to turn a page of your own Spell Book.

# END PHASE

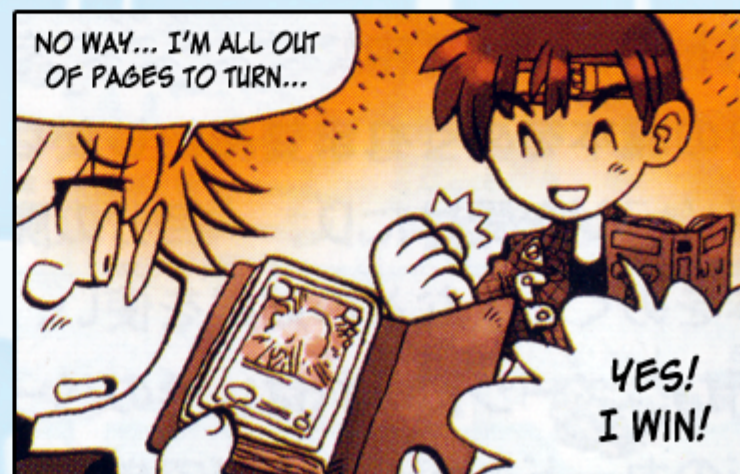
When both players are no longer in the BATTLE PHASE, the END PHASE begins.

1. The Attacker clicks their "END PHASE" button and both players resolve any effects that are to be resolved during the END PHASE. When any effects are "duplicated", the Attacker decides the order of what effects are resolved.
  - **[IN PLAY]** effects that activate during the END PHASE.
  - **[STANDBY]** effects that activate during the END PHASE.
  - Returning Petrified MAMODO cards to Normal Status (by paying the required MP cost).
  - What to do when a player has no MAMODO cards in play.
2. The Attacker always turns 1 page of their Spell Book and gets 2 MP to end their turn.



# Winning the Game

When your opponent is on the last page of their Spell Book and cannot turn any more after that when they are required to do so, you have won the game. You have not won quite yet when your opponent turns to their last page...



## Last Page Bonus

- When you are on the last page of your Spell Book, the MP cost of the SPELL card in your last page is considered to be 0 (other MP costs described on the card are not set to 0).
- If a card effect is used to play the SPELL card in the last page, the usual MP cost for that SPELL card **must** be paid.
- Unless stated otherwise, the SPELL card in the last page **cannot** be removed from the page by card effects.

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## Player Has No MAMODO In Play

- When a player has no MAMODO cards in play at the END PHASE of either player's turn, they select 1 playable MAMODO card from the currently open pages of their Spell Book and put it in play. If there are no MAMODO cards in the open pages, the player turns pages until they locate an applicable MAMODO card that can be put in play from the newly open pages, and remains on the page that the MAMODO card was put in play from. The player loses the game if there are no more applicable MAMODO cards in the rest of the pages of their Spell Book when this method is invoked.
- This method of putting a MAMODO card in play is performed regardless of card effects.
- After putting a MAMODO card in play through this method, the Attacker turns 1 page of their Spell Book to get 2 MP, and ends their turn.

## Injured Status

- Turn an Injured MAMODO card sideways on the game mat with “Q” or “E”.
- **Only** in-play MAMODO cards can receive Damage or Injury unless stated otherwise.
- SPELL cards can be played for an Injured MAMODO card; it can also still SACRIFICE, PROTECT, and can apply its effects.
- When an Injured MAMODO card receives Damage or Injury again, it is immediately sent to the Discard Pile, along with any attached cards.

## Petrified Status

- Turn a Petrified MAMODO card face-down (vertically) on the game mat with “F”.
- **No** SPELL cards can be played for Petrified MAMODO cards.
- The effects of Petrified MAMODO cards **cannot** be applied.
- **No** PARTNER cards can be attached to the Petrified MAMODO card, and the effects of any PARTNER cards attached to the Petrified MAMODO card **cannot** be applied.
- Petrified MAMODO cards **cannot** SACRIFICE or PROTECT their Spel Book from Damage.
- Petrified MAMODO cards **cannot** be a target of any card effects unless those card effects are specified to target Petrified MAMODO cards.
- Petrified MAMODO cards can still be sent to the Discard Pile.
- Petrified MAMODO cards do **not** count as in-play MAMODO cards, however, they **do** still count toward the 3 MAMODO card limit that each player is allowed to have in play.
- At the END PHASE of your turn, you may pay 2 MP for each Petrified MAMODO card of your choice in order to turn them to Normal Status. You may also send any of your Petrified MAMODO cards to the Discard Pile (but at least 1 MAMODO card **must** remain in play).

# STAY

- When a **[STAY]** effect is applied, the player makes a copy of the card that used the effect with CTRL+C and pastes it into their [STAY] zone with CTRL+V.
- **[STAY]** effects remain active for a specified amount of time.
- **[STAY]** effects **cannot** be negated once they are resolved (immediately after one is applied, it can be negated by a cut-in effect).
- **[STAY]** effects can only be negated by card effects that target **[STAY]** effects.
- When a **[STAY]** effect expires or is negated, the player simply deletes the copy of the card from their [STAY] zone by selecting the card and pressing DELETE.

# STANDBY

- When a **[STANDBY]** effect is applied, the player makes a copy of the card that used the effect with CTRL+C and pastes it into their [STANDBY] zone with CTRL+V.
- **[STANDBY]** effects wait for a specified time and/or condition to be fulfilled in order for them to be activated and resolved.
- **[STANDBY]** effects **cannot** be negated once they are resolved (immediately after one is applied, it can be negated by a cut-in effect).
- When the **[STANDBY]** effect activates, it **cannot** be negated by a cut-in effect.
- **[STANDBY]** effects only can be negated by card effects that target **[STANDBY]** effects.
- When a **[STANDBY]** effect expires or is negated, the player simply deletes the copy of the card from their [STANDBY] zone by selecting the card and pressing DELETE.

# DUAL MAMODO Card Details

## How to Put in Play

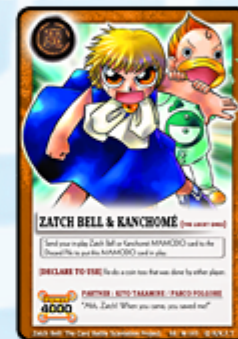
- When you have 1 of the MAMODO cards in play that is specified on a DUAL MAMODO card (even if Petrified), you can send that MAMODO card to the Discard Pile to put the DUAL MAMODO card in play.
- When you already have both of the specified MAMODO cards in play, the DUAL MAMODO card cannot be put in play.
- Any PARTNER card attached to the MAMODO card you sent to the Discard Pile will then be attached to the DUAL MAMODO card.
- DUAL MAMODO cards are put in play in Normal Status regardless of the status of the MAMODO card you sent to the Discard Pile.



OR



DUAL MAMODO



Discard any Zatch Bell OR Kanchomé MAMODO card you have in play.

Attach either one (not both)



## DUAL MAMODO Card Rules

- Each DUAL MAMODO card is treated as 1 card, but the 2 MAMODO specified on it are both considered to be in play.
- SPELL cards for both of the specified MAMODO names can be played for the DUAL MAMODO card.
- 1 of either PARTNER card of the DUAL MAMODO card's specified PARTNER names can be attached to the DUAL MAMODO card.
- PARTNER card effects that specify a MAMODO card that affects SPELL cards played for that MAMODO are only applicable to one of the specified MAMODO on the DUAL MAMODO card at a time.

**Example :** For a Zatch Bell & Kanchomé DUAL MAMODO card, P-001 Kiyo Takamine's effect "The SPELL card your Zatch Bell MAMODO card Attacks with in the next Battle during this turn cannot be Defended." – while it is applicable to a SPELL card that would be played for Zatch Bell, it is *not* applicable to a SPELL card that would be played for Kanchomé.

# Applying & Resolving Effects


## The Majority of Effects

- Card effects with **[DECLARE TO USE]**, **[X MP]**, **[SEND THIS CARD TO THE DISCARD PILE]** (as well as effects on EVENT cards and No Battle SPELL cards) are all resolved right away.
- Immediately after these effects are applied or cards are played, they can be negated with a cut-in effect.
- During a Battle, effects will resolve in Battle Step 5.

## & Effects (Attacking Without Using a SPELL Card)

- These effects are **not** immediately resolved. After comparing Total Power, the effect resolves when the MAMODO applying the effect wins the Battle. Any additional effects on the Attack or Defense that are applied with the effect are resolved in Battle Step 5. For an effect that increases Power, etc. it is resolved when comparing Total Power.
- These effects **cannot** be negated with a cut-in effect immediately after they are applied.
- During Battle Step 5 of the Battle, the Attack or Defense made by these effects can be negated by effects, such as those that negate an Attack or Defense.

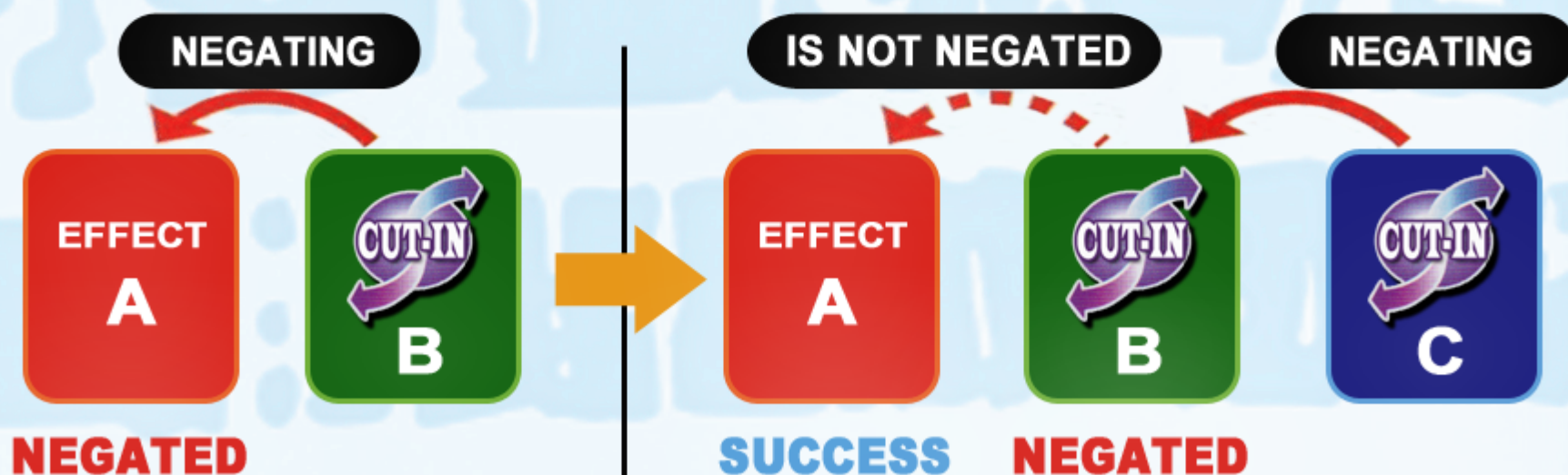
## **[IN PLAY]** Effects

- **[IN PLAY]** effects do **not** need to be declared in order to apply them. As long as cards with these effects are in play, the effect is always active. When timing or criteria is specified on these effects, the effect will resolve once the timing or condition has been fulfilled.
- These effects **cannot** be negated by a cut-in effect.
- These effects are active even when it is prohibited to apply them.
- These effects are active during Battle, even if they have no  icon.

# Cut-In Effects

- Any effects with a “Cut-In” icon are considered to be cut-in effects.
- When your opponent performs an Action, you can perform an Action of your own to immediately apply a cut-in effect.
- The types of cards or effects that are able to be negated by the cut-in effect are specified in the cut-in effect.
- When an effect is negated, it is treated as **before** the effect is able to resolve. However, costs paid such as MP costs and/or cards sent to the Discard Pile to enable the use of the negated effect are **not** restored. The effect or card is still considered to be used even when negated.
- **[IN PLAY]** effects and **[STANDBY]** effects that are activated **cannot** be negated by cut-in effects.
- A cut-in effect can be negated by another cut-in effect.

Effects marked with this icon are called “Cut-In” effects.



# IMPORTANT

## Termination of Effect Interruption

- The "effect interruption" rule was terminated as of 11/26/2005.
- From now on, interfering with a player's effect now requires for it to be either prohibited by an effect, or negated via a cut-in effect.
- During a Battle, effects that resolve in Battle Step 5 are reduced greatly (as only effects with a Battle icon are valid), and many of these effects must now be applied before the Battle begins.

### Sequence of Effect Resolution Before:



### How Effects Resolve Now:



### It will now be impossible to do the following:

- Interrupting your opponent's effect or card with an effect that reduces their MP, so they are rendered unable to pay the MP cost for their effect or for the play of their card.
- Interrupting your opponent's effect by applying an effect to turn pages of their Spell Book to prevent them from playing a card that was in their former open pages.
- A player interrupting an effect by sending their in-play MAMODO or PARTNER card to the Discard Pile to apply its effect as their opponent is about to send it to the Discard Pile with their own card effects.



## Battle Effects

- Any effects with a “Battle” icon are considered to be Battle effects.
- Battle effects can be applied during Battle Step 5 of any Battle.
- Battle effects resolve immediately after they are applied.
- Battle effects can be negated by cut-in effects that are also Battle effects.

Effects marked with this icon are called “Battle” effects.



## No Battle Effects

- SPELL cards with a “No Battle” Icon are called No Battle SPELL cards.
- If it has an  icon, you can play it during your own BATTLE PHASE, and if it has a  icon, you can play it during your opponent's BATTLE PHASE.
- No Battle SPELL cards can be played only in Non-Battle.
- “Battle In” will not be declared (no Battles will begin) when No Battle effects are applied.
- No Battle SPELL cards can be negated by cut-in effects that specifically negate No Battle effects.

Effects marked with this icon are called “No Battle” effects.



# "Negating" & "Prohibiting"

## Negating

- Cancels out an effect that the other player just applied.
- Cancels out an Attack, Defense, and/or SPELL cards that were immediately declared/played.
- Negating only applies to effects that are already active, and cannot be negated in advance.

## "Cannot"

- Prevents the specified effect before it has been applied.
- An effect applied in advance that prevents specified effects from being applied, and cannot negate effects that are already active.
- Capable of negating **[IN PLAY]** effects.

## "Cannot be negated"

- This effect cannot be negated by a Battle effect or cut-in effect.
- Even if the effect that cannot be applied is a **[STAY]** effect, and a player applies an effect that makes it so this unusable **[STAY]** effect 'cannot be negated', it does not mean that the **[STAY]** effect can now be applied.
- Capable of negating **[IN PLAY]** effects.

## "... even when prohibited to do so"

- This effect can be applied even when prohibited to do so by a **[STAY]** effect.
- This effect can be negated by a cut-in effect.
- The same applies to "...regardless of card effects."

# Additional Features

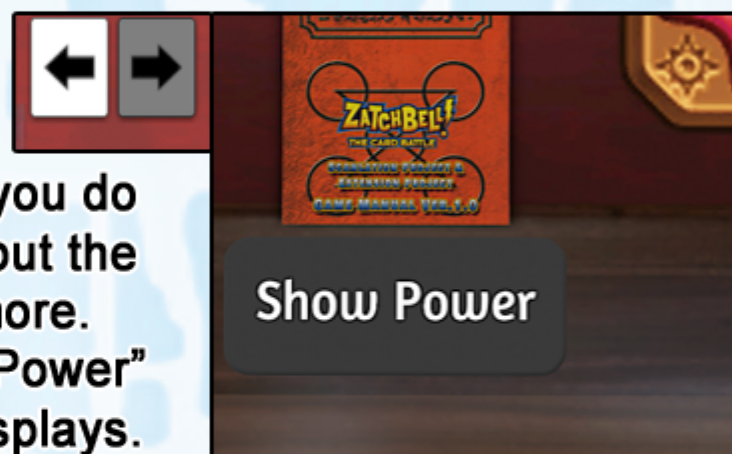
## Ideal Settings

The buttons to the right of the “Menu” button at the top of the screen control how high an object will be when you pick it up, and how many degrees that object will turn when you press the “Q” or “E” button to rotate it. If you set them to these parameters, the card will not get in the way when lifted, and you will be able to perfectly rotate them sideways with just a single press of the “Q” or “E” button.



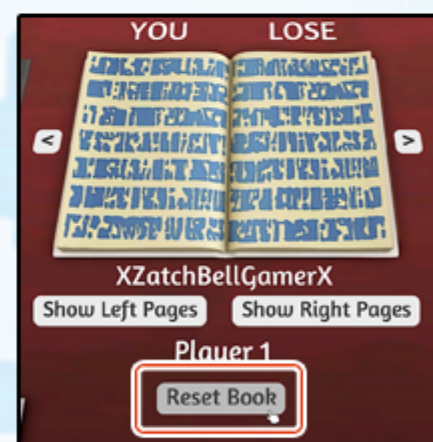
## The Show Power Button

During gameplay in Tabletop Simulator, you will be able to undo and redo the game's autosaved state to go back in time and fix possible mistakes. When you do this, your pages will still keep their number values, but the power levels will not be displayed on the table anymore. To fix this, either player can simply click the “Show Power” button on either side of the table to refresh those displays.



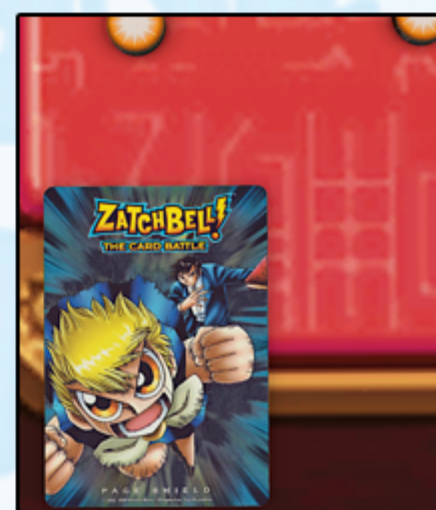
## Automatic Cleanup

When the game is over, any player has the option of clicking the “Reset Book” button to remove their current deck from the book so that they can load in a new one. This will also take the liberty of deleting all cards that are present on that player's side of the game mat before restoring the spell book to its unclaimed state. It also keeps the color of the book intact!



## Page Shields



When looking through the pages of your Spell Book, you can keep track of which page you're currently on by placing a “page shield” on it as a bookmark (face-up). You'll be able to flip back to the current page, press “F” on the face-down card in the page to flip it face-up again, and remove the page shield when ready.



# Glossary

Here is a list of terms used during gameplay and what they mean.

- **Coin** : Used to determine effects that call for flipping coins. The side with a mamodo's face is "heads".
- **MP (Magical Points)** : The power from within, needed to pay the MP costs of cards and effects. It can be gained by turning pages of your Spell Book during the START PHASE and END PHASE.
- **Discard Pile** : Cards in the Discard Pile are always face-up.
- **Next page** : The page immediately after the currently open pages of your Spell Book.
- **Previous pages** : Any of the pages before the currently open pages of your Spell Book.
- **Player** : The owner of a card in question.
- **Opponent** : The other player or their card in question.
- **Attacker** : The player with an active turn whom is currently Attacking in the Battle.
- **Defender** : The player whose turn is not yet active, that is Defending in Battle.
- **During the Battle** : The period between "Battle In" and "Battle Out". It is different from an effect specifying the BATTLE PHASE.
- **During Non-Battle** : A period of the BATTLE PHASE when a Battle is not taking place.
- **No Battle SPELL Card** : A SPELL card played during Non-Battle that does not cause a Battle to begin.
- **Battle effect** : An effect that can be used during Battle, but not during Non-Battle.
- **Battle In** : Declared when an Attack is performed.
- **Battle In Confirm** : To confirm when it is okay to declare "Battle In".

- **Battle Out** : To resolve effects applied during the Battle, and the game returns to a Non-Battle state.
- **Attack** : Declaring an Attack with a SPELL card or effect with an  icon.
- **Defense** : Declaring a Defense with a SPELL card or effect with a  icon.
- **Resolving effects (see Battle Step 5)** : The timing for when Battle effects can be applied and confirmed in the Battle.
- **Compare Total Power (see Battle Step 5)** : Compare the Total Power of both the Attacker and the Defender in the Battle.
- **Total Power** : The final sum of the MAMODO's Power and the Power of the SPELL card they are Attacking or Defending with (as well as any other active Power boosts or reductions). For effects that allow a player to Attack or Defend without using a SPELL card, the Total Power is already specified in the effect.
- **Normal Status** : Regular status for an in-play MAMODO card, oriented as vertical and face-up.
- **Injured Status** : Status for a MAMODO card that has received Damage or Injury one time, oriented sideways (top of card pointing right).
- **Defender** : The player whose turn is not yet active, that is Defending in Battle.
- **Petrified** : Status for a MAMODO card that has been turned into a stone tablet during gameplay, flipped face-down vertically.
- **Select your...** : Effect that allows its user to select a target.
- **Select 1 \*type\* card...** : Effect that allows its user to select a card of the specified type: (MAMODO/PARTNER/EVENT/SPELL/MJ12).
- **Select all \*type\* cards...** : Effect that allows its user to select all cards of the specified type: (MAMODO/PARTNER/EVENT/SPELL/MJ12).
- **Select 1 card** : Effect that specifies any type of card to be targeted by the effect.
- **Cannot be selected** : This card cannot be selected as a target of an effect.
- **Cut-In effect** : An effect with a  icon, which negates a card/effect your opponent just played/applied.

- **Just played/applied** : Refers to the card/effect that was played/applied in the previous Action.
- **Action** : Performed during the BATTLE PHASE; putting cards in play, applying effects, declaring "Battle In", etc...
- **When you inflict Damage or Injury** : Effect that activates when Damage is inflicted to your opponent's Spell Book or when an Injury was inflicted to their MAMODO card.
- **Damage your opponent's Spell Book** : Damage will be inflicted on the opposing Spell Book (its pages must be turned), unless a MAMODO card is used to PROTECT the Spell Book from Damage.
- **Damage your opponent's Spell Book X times** : Damage will be inflicted on the opposing Spell Book by a specified amount of times, and each infliction of Damage can be PROTECTED against separately.
- **This effect can be applied only once per game (per player)** : This effect can be used **only** once by each player per game.
- **Turn X page(s)** : Turn a page(s) forward in your Spell Book. Since this is an effect instead of Damage, it **cannot** be prevented by SACRIFICING / PROTECTING.
- **Turn back X page(s)** : Turn a page(s) backward in your Spell Book.
- **MAMODO effect** : The subname (see Card Types) is the name of the effect and it is printed in curly brackets { } to the right of the MAMODO card name.
- **Card rule** : Text within a box on a card that is positioned above its effect text. It usually **cannot** be negated or affected by other card effects.
- **Effect already applied** : An effect with a specified timing that has **not** resolved yet, as it has already been applied but is waiting to be activated.
- **[STAY]** : An effect that remains active until a specified time. **Only** effects that specify the ability to negate **[STAY]** effects are able to negate it.
- **[STANDBY]** : An effect that activates when specified timing or criteria are fulfilled. **Only** effects that specify the ability to negate **[STANDBY]** effects are able to negate it.
- **Negate** : To cancel an effect, Attack, or Defense your opponent just applied with your own cut-in effect. Any costs paid are **not** restored, and the negated effect is still considered to have been used.

- **“Cannot”** : An effect that prevents a specified effect from being used. It is applied in advance and cannot negate an effect that has already been resolved.
- **“Cannot be negated”** : An effect that cannot be negated by a cut-in effect or other effects.
- **“... even when prohibited to do so”** : An effect that can be used when it normally cannot be due to another effect. The effect can still be negated.
- **Negate Damage** : No Damage or Injury will be inflicted.
- **[COUNTER]** : An effect that allows the Defender to inflict Damage when they win the Battle against an Attacker.
- **Duplicated** : The same effect is applied more than once simultaneously or is copied by another effect.
- **Effect Conflict** : Multiple effects stacked over each other, and the result depends on the order in which the Attacker resolves them.
- **During the PREPARATION PHASE** : Effects that are resolved during the PREPARATION PHASE of the game. After the START PHASE of the first turn, it cannot be negated by an effect that negates other effects.

## Q & A

**Q1 :** Can I turn pages of my own Spell Book during my own BATTLE PHASE?

**A1 :** You **cannot** turn them unless you use the effect of a card.

**Q2 :** Can I “Battle In” more than once during the same BATTLE PHASE?

**A2 :** Yes, you can.

**Q3 :** My opponent has turned a page of my Spell Book. Can I play the cards that are in the newly open pages of my Spell Book?

**A3 :** You may use them.

**Q4 :** I played a **Zaker** SPELL card to Defend during my opponent’s turn and have **not** turned any pages. Can I play the same **Zaker** card again during my next turn?

**A4 :** Yes, you can use it during the BATTLE PHASE of your next turn.

**Q5 :** Can MAMODO cards play SPELL cards without an attached PARTNER card?

**A5 :** Yes, they can. You are considered to be the mamodo’s partner in this case.

**Q6 :** If a MAMODO card receives 2 Damage, is it sent to the Discard Pile?

**A6 :** Regardless of the amount of Damage that a MAMODO card receives from Damage, that MAMODO card will **only** receive one Injury per infliction of Damage. A Normal Status MAMODO (vertical) will change to Injured Status (sideways).

**Q7 :** Can a MAMODO in Injured Status still play SPELL cards and apply its effects?

**A7 :** Yes, it can.

**Q8 :** Can I freely send my own in-play MAMODO cards to the Discard Pile?

**A8 :** You **cannot**. However, if you apply a card effect that says to send the card to the Discard Pile, you may do so then.

**Q9 :** Can I use my in-play MAMODO to PROTECT against an effect that makes me turn a page(s) of my Spell Book?

**A9 :** Effects that turn pages are **not** “Damage” and **cannot** be PROTECTED against.

**Q10 :** Can I use my in-play MAMODO to PROTECT against an effect that says “inflict 5 Damage on your opponent”?

**A10 :** The effect inflicts Damage, so that Damage can be PROTECTED against.

## Q & A

**Q11 :** Can I apply the effects of MAMODO and PARTNER cards as soon as I put them in play?

**A11 :** You can apply the effect(s) of each one separately during your Actions.

**Q12 :** Can I apply only a part of an effect (example: an effect that includes negating the effect of an EVENT card) when I have **not** played an EVENT card?

**A12 :** No, you **cannot**.

**Q13 :** When various effects are activated at the same time, such as **[IN PLAY]** effects, which effects are resolved first?

**A13 :** The Attacker for that turn determines the order of the resolving effects.

**Q14 :** When and how do I apply effects that re-do a coin toss or change its outcome?

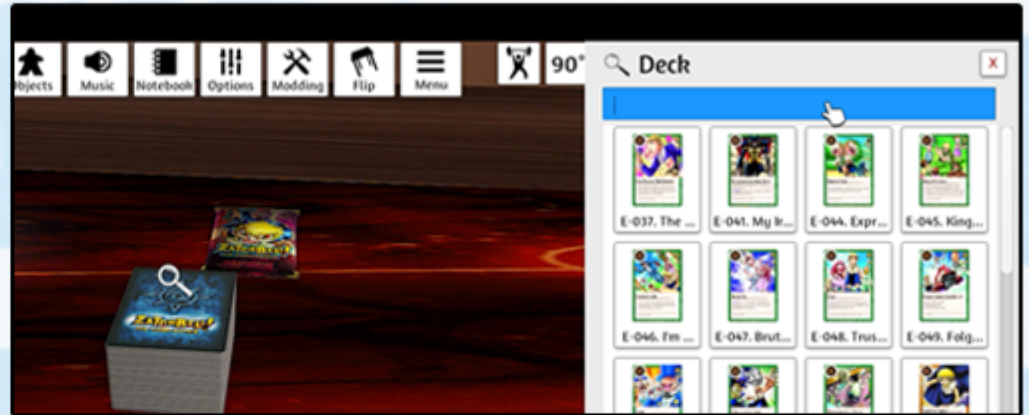
**A14 :** It can be used immediately after flipping all of the coins required in the effect in order to change the result of the coin toss. This coin-altering effect can be applied without the need for an Action. The right to use the effect **cannot** be transferred to the other player. Effects that change the outcome of a coin toss are **not** cut-in effects, and they **cannot** be negated by cut-in effects.

**Q15 :** What rule changes are there for tournament play?

**A15 :** The rules for any tournament will vary depending on the tournament. However, it is a given that the first Attacker of the first turn **cannot** gain any MP during their START PHASE by turning pages of their Spell Book. Rule and rulings should be based on the judgment of the tournament organizer first and foremost. You can keep yourself up to date on upcoming tournaments at the Zatch Bell CCG unofficial home page: <https://www.sweetcharm.net/CardGames/ZatchBell/>

# Card Search Terms

Right-click any deck of cards and then click "Search". Once you have, you can search for any card by either their names (or parts of their names) or by their unique traits (power, MP cost, effect type, etc.)



When searching, you can surround the search criteria in [ ] for more specific results: (for example: searching for "in play" will bring up cards that have **[IN PLAY]** on them, as well as other cards that involve putting cards in play. If you want to narrow your search down to JUST cards that have the **[IN PLAY]** tag, then you can search for "[in play]" instead, and it will remove the other cards that involve putting things in play from your search.)

You can freely combine search terms however you want to narrow down the results to your specifications!

NOTE: You must replace # with any number on your keyboard that you choose (for example: #MP means that you can search for "0MP"... "1MP"... "2MP", etc.)

## Card Rarities

What You're Searching For	What to Type
Common cards	(C)
Uncommon cards	(U)
Rare cards	(R)
Super Rare cards	(SR)

# Card Search Terms

## Card Types PT I

What You're Searching For	What to Type
MAMODO cards	M-
Stone Tablet MAMODO cards	ST-M
DUAL MAMODO cards	dual
PARTNER cards	P-
EVENT cards	E-
SPELL cards	S-
MJ12 cards	MJ-
EX cards	EX-
Promo cards	PR-
Effects that mention MAMODO cards	mamodo
Effects that mention Stone Tablet MAMODO cards	st-mamodo
Effects that mention PARTNER cards	partner
Effects that mention SPELL cards	spell
Effects that mention EVENT cards	event
Effects that mention MJ12 cards	MJ12
Effects that mention EX cards	[EX]

# Card Search Terms

## Card Types PT II

What You're Searching For	What to Type
Effects that mention Promo cards	promo
Effects that mention in-play MAMODO cards	in-play mamodo
Effects that mention in-play Stone Tablet MAMODO cards	in-play st-mamodo
Effects that mention in-play PARTNER cards	in-play partner
Effects that mention in-play MJ12 cards	in-play MJ12
Effects that mention in-play EX cards	[in-play EX]
Effects that mention in-play Promo cards	in-play promo
Effects that mention a specific MAMODO card by name	mamodoname
Effects that mention a specific Stone Tablet MAMODO card by name	st-mamodoname
Effects that mention a specific PARTNER card by name	partnername
Effects that mention a specific SPELL card by name	spellname
Effects that mention a specific EVENT card by name	eventname
Effects that mention a specific MJ12 card by name	mj12name
Effects that mention a specific EX card by name	exname
Effects that mention a specific Promo card by name	promoname

# Card Search Terms

## Power

What You're Searching For	What to Type
Cards that increase Power	+pwr
Cards that reduce Power	[-pwr]
Cards that multiply Power	xpwr
Cards that set Power to a specific amount	set pwr
Cards that combine the Power of 2 or more MAMODO	combine pwr
A card's specific total Power	##00
A card's specific Power boost	+#000
A card's specific Power reduction	[-#000]
A card's specific Power multiplier	#000x
The specific number that the card will set another card's power to be (usually 0)	set #pwr

# Card Search Terms

## Damage

What You're Searching For	What to Type
Effects that increase Damage	+dmg
Effects that reduce Damage	[-dmg]
Effects that inflict double Damage	x2dmg
Any card with ? for its Damage	?dmg
A card's specific Damage rating	#dmg
A card's specific Damage boost	+#dmg
A card's specific Damage reduction	[-#dmg]
Effects that involve losing the Battle or receiving Damage	receive
Effects that require you to win as an Attacker or inflict damage (except SPELL cards that simply say to "Inflict Damage/Injury when you win the Battle as an Attacker")	inflict

# Card Search Terms

## MP







What You're Searching For	What to Type
Specific MP cost of a card or effect	[#MP]
Effects that increase MP	[get MP]
Effects that reduce MP	[reduce MP]
Effects that set a player's MP to a specific amount	[adjust MP]
Effects that mention an MP cost in its text	[cost MP]
Effects that increase an MP cost	[cost +MP]
Effects that reduce an MP cost	[cost -MP]
Effects that set an MP cost to a specific amount	[adjust cost]
Effects that mention paying optional MP	[pay MP]
The specific amount an effect increases a player's MP by	+#MP
The specific amount an effect reduces a player's MP by	[-#MP]
The specific amount an effect sets a player's MP to be	[adjust #MP]
The specific MP cost that an effect mentions	[cost #MP]
The specific amount an effect increases an MP cost by	[cost +#MP]
The specific amount an effect reduces an MP cost by	[cost -#MP]
Effects that restore the MP paid for a card or effect	restore

# Card Search Terms

## Card Tags (Effects that use [ ] brackets)

What You're Searching For	What to Type
Any card with an <b>[IN PLAY]</b> effect	[in play]
Any card with a <b>[# MP]</b> effect	#MP
Any card with a <b>[DECLARE TO USE]</b> effect	declare
Any card with a <b>[SEND THIS CARD TO THE DISCARD PILE]</b> effect	[discard]
Any card with a <b>[STAY]</b> effect	stay
Any card with a <b>[STANDBY]</b> effect	standby
Any card with a <b>[COUNTER]</b> effect	counter

## Class Icons

Any card with an "Attack" icon 	[A]
Any card with a "Defend" icon 	[D]
Any card with an "Attack" & "Defend" icon 	[A/D]
Any card with a "No Battle" icon 	[NB]
Effects with a "Battle" icon 	battle
Effects with a "Cut-In" icon 	cut-in
Any card in the "Intermediate" Class (restricts to pg. 12+)	intermediate
Any card in the "Superior" Class (restricts to pg. 22+)	superior

# Card Search Terms

## Attacking / Defending

What You're Searching For	What to Type
Effects that mention Attacking	attack
Effects that mention Defending	defend
Effects that mention Attacking without using a SPELL card	without
Effects that mention SACRIFICING / PROTECTING your Spell Book from Damage	protect

## Card Statuses

Effects that turn a MAMODO card to Normal Status	turn normal
Effects that Injure a MAMODO card	injure
Effects that Petrify a MAMODO card	petrify
Effects that involve Injured MAMODO cards	injured status
Effects that involve Petrified MAMODO cards	petrified status

# Card Search Terms

## Moving / Selecting Cards

What You're Searching For	What to Type
Effects that put a card in play	[put in play]
Effects that move a card from the Discard Pile into play	[move to play]
Effects that move a card from play or the Discard Pile into an empty page of the Spell Book	[move to empty]
Effects that involve sending a card(s) to the Discard Pile	[send discard]
Effects that select a card(s)	select
Effects that select a card from any page of a Spell Book	from any
Effects that switch a card with another (such as in a Spell Book)	switch

## The Spell Book PT I

Effects that mention turning pages of a player's Book	[turn page]
Effects that mention turning back pages of a player's Book	[turn back]
Effects that mention looking at the cards in an opponent's Book	look
Effects that mention the open pages of a Spell Book	[open pages]
Effects that mention any of the previous pages of a Book	[previous pages]
Effects that mention the immediate previous page of a Book	[previous page]
Effects that mention the next page of a Spell Book	[next page]

# Card Search Terms

## The Spell Book PT II

What You're Searching For	What to Type
Effects that mention the last page of a Spell Book	[last page]
Effects that mention an effect being applied from the Book	[effect book]

## Cards That Cannot Be Re-Used Freely

Effects that are only once per turn	[once per turn]
Effects that are only twice per turn	[twice per turn]
Effects that are only once per game	[once per game]
Effects that can only be applied once, later in the game	[once during game]
Effects that cannot be duplicated (stacked)	duplicated

## Limiting a Player's Options PT I

Effects that mention negating something	negate
Effects that mention negating another effect	[negate effect]
Effects that mention negating an Injury	[negate injury]
Effects that mention negating an Attack	[negate attack]
Effects that mention negating a Defense	[negate defend]
Effects that mention negating a SPELL card(s)	[negate spell]
Effects that mention negating a EVENT card(s)	[negate event]

# Card Search Terms

## Limiting a Player's Options PT II

What You're Searching For	What to Type
Effects that mention that a player "cannot" do something	prohibit
Effects that prevent a player's Book from receiving Damage	[cannot damage]
Effects that prevent a MAMODO card from receiving Injury	[cannot injure]
Effects that both prevent a MAMODO card from receiving Injury and a Spell Book from receiving Damage	[cannot damage/injure]
Effects that mention a SPELL / Attack cannot be Defended	defended

## Miscellaneous PT I

Effects that mention other effects (i.e. negating / prohibiting)	effect
Effects that mention any in-play cards	in-play
Effects that mention flipping a coin	[coin]
Effects that mention re-doing a coin toss	re-do
Effects that mention changing a coin's outcome to heads	[coin heads]
Effects that mention changing a coin's outcome to tails	[coin tails]
Effects that mention something from the Discard Pile	[discard pile]
Effects that let you play a card or that occur when you play a card (but does not put that card in play)	played

# Card Search Terms

## Miscellaneous PT II

What You're Searching For	What to Type
Effects that allow or require an unspecified amount of cards/pages	[amount]
Effects that allow or require a specific amount of cards/pages	[amount #]
Effects that mention all of something	[amount all]
Effects that mention a limit to an amount of something	[max #]
Effects that mention something you can have as many of as you desire	many
Effects that mention performing an "Action"	action
Effects that mention an unspecified card name	[card name]
Effects that mention placing a card on top of another	placed
Effects that mention re-using a card or effect	again
Effects that mention using an opponent's card/effect as your own	use
Effects that mention forcibly ending a phase or turn	end
Effects that mention automatic victory conditions	win