

Glossary

- Active State:** When a card is in the vertical position.
- Attack:** When a minion attacks a Force or the Opponent's Life.
- Movement:** The ability to move a card from the base to the field or viceversa.
- Replace:** To discard a card that is in the base or field to make room for a new card.
- F. Minion:** Field Minion.
- Cost:** The amount of mana required to play a card.
- Shuffle:** To rearrange the remaining cards in your deck.
- Summon:** To place a minion on the field after paying the required cost.
- Turn:** Unit describing the order in which players make moves.
(In Zenonzard, one turn starts with the Standby Phase and ends with the End Phase.)
- Hand:** The cards the player draws from the deck.
- DP (Damage Points):** The amount of damage a minion does to the player's Life or Force.
- Deck:** A stack of cards used during the game.
- Token Minion:** Minions created by card effects that do not have cards of their own.
- Trash:** Area where destroyed minions and used Magic cards are placed.
- Draw:** To take the top card from your deck and add it to your hand.
- Ability:** Effects that can be activated through the cards.
- Place:** To put a Base Minion in the base.
- Activate:** To use a card's effect.
- BP (Battle Points):** Number denoting how strong a minion is.
- B. Minion:** Base Minion.
- Field:** Area where summoned minions are placed.
- Field Minion:** A minion card that requires a specific mana cost to summon to the field.
- Force:** Orbs that offer advantageous effects to the player from the start of the battle.
A Force's Life is referred to as Force Points.
- [Flash]:** Effects that can be used during the Flash Phase.
- Block:** To protect your Force or Life from an opponent's attack with one of your minions.
- Base:** Area where base minions are placed.
- Base Minion:** Minion cards placed in the base during the Mana Phase.
- Mana:** Cards placed in the base.
- Minion:** Minion cards currently on the field.
- Rest State:** When a card is in the horizontal position.
- [Main]:** Effect that can be used during the Main Phase.
- [When Summoned]:** Ability that activates when the minion is summoned to the field.
- [When Destroyed]:** Ability that activates when the minion is destroyed.
- [When Attacking]:** Ability that activates after an attack is initiated.
- [When Blocking]:** Ability that activates after a minion blocks.
- [Passive]:** Ability that is in effect as long as the card is on the field.
- [On Your Turn]:** Ability that is in effect as long as it is your turn.
- [At The End of Your Turn]:** Ability that activates after you finish your turn (End Phase).

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ZENONZARD

Player's Guide 〈Physical Card Game〉

Ver.1.0

These cards are based on the cards found in the Zenonzard mobile game app before its 2019 Japan release. As such, the rules and cards in this guide may differ from information found in the game.



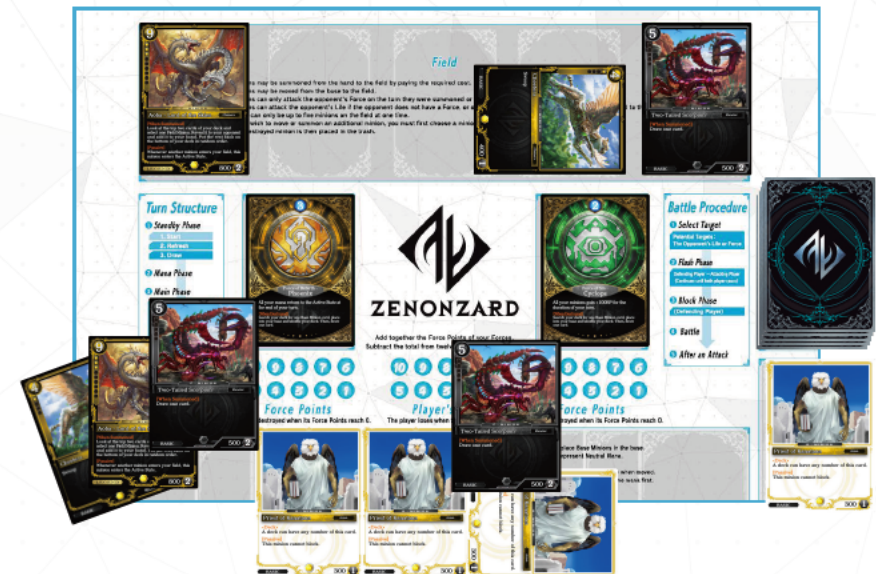
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About Zenonzard

Zenonzard is a competitive card game where players battle one another by utilizing the minions on the field to attack their opponent until one of them proves victorious.

Forces, available from the start of the game, will be an integral part of your strategy, and will have a large influence on the battle overall. Whether you decide to take down your opponent's Forces before attacking their Life is up to you.



How to Win

1. Reduce the opponent's **Life to 0**.
2. The Opponent **runs out of cards** at the end of their turn.

What You Need to Play

>Deck

Zenonzard battles require a deck of **forty cards**. Deck construction must follow the guidelines below.

Rules of Deck Construction

- Consists of **forty cards**. (A battle cannot begin if either player has more or less than forty cards in their deck.)
- A deck can only have up to **three copies** of the same card.



>Life Counter (Chips, Dice, etc.)

>Game Mat (Optional)



>Force

Select two Forces to use with your deck. You cannot use two of the same Force.



>Neutral Mana

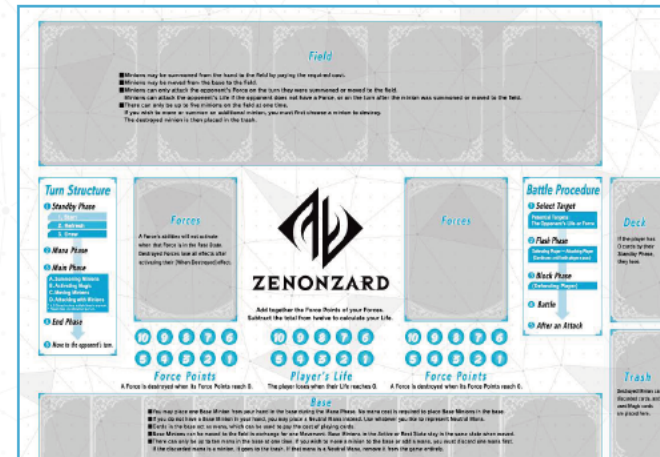
Use cards other than those in your deck to represent Neutral Mana.

First-Time Players

> Game Mat

For those who are not yet familiar with Zenonzard's rules, you will find the Turn Structure and where to place your cards written on the game mat.

Feel free to reference it along with this Player's Guide.



You can download the game mat and Player's Guide from the official Zenonzard website.

Zenonzard Card Types

Field Minion Cards



- ① **Cost** : The amount of mana required to summon this minion.
- ② **Colors Required** : The specific amount and color of mana required to summon this minion.
- ③ **Card Type** : The type of card. In this case, this is a Field Minion card.
- ④ **Card Name** : The minion's name.
- ⑤ **Class** : What class the minion belongs to.
- ⑥ **Ability** : The minion's special abilities. Their effects, along with the timing and conditions needed to activate them, are listed here.
- ⑦ **BP** : Denotes how strong the minion is.
- ⑧ **DP** : The amount of damage a minion does to the opponent's Life or Force.
- ⑨ **Color** : There are multiple colors of cards in the game, including Neutral.
- ⑩ **Mana Color** : When this card is placed in the base, it will be treated as this color of mana.
- Ⓜ **Rarity** : How rare the card is.

Field Minions will take center stage in your strategy, as they are used to **attack** the opponent and **defend** against enemy attacks.

Field Minions are summoned to the field during the Main Phase by **paying the required cost**. They are used in battle to attack and block enemy attacks. You can also turn Field Minions on the field into mana by **moving them to the base**.

Base Minion Cards



- ① **Card Type** : The type of card. In this case, this is a Base Minion card.
- ② **Card Name** : The minion's name
- ③ **Class** : What class the minion belongs to.
- ④ **Ability** : The minion's special abilities. Their effects, along with the timing and conditions needed to activate them, are listed here.
- ⑤ **BP** : Denotes how strong the minion is.
- ⑥ **DP** : The amount of damage a minion does to the opponent's Life or Force.
- ⑦ **Color** : There are multiple colors of cards in the game, including Neutral.
- ⑧ **Mana Color** : When this card is placed in the base, it will be treated as this color of mana.
- ⑨ **Rarity** : How rare the card is.

Base Minions play a crucial role in Zenonzard, as they act as the **mana used to pay the cost** of playing cards.

Base Minions are placed from the hand to the base during the Mana Phase, and **can be used as mana** to activate or summon different cards. You can also attack with Base Minions by **moving them from the base to the field**.

(Base Minions cannot be summoned directly from the hand to the field.)

Zenonzard Card Types

Magic Cards



- ① **Cost** : The amount of mana required to activate this Magic card.
- ② **Colors Required** : The specific amount and color of mana required to activate this Magic card.
- ③ **Card Type** : The type of card. In this case, this is a Magic card.
- ④ **Card Name** : The name of the magic being used.
- ⑤ **Ability** : The card's special abilities. Their effects, along with the timing and conditions needed to activate them, are listed here.
- ⑥ **Color** : There are multiple colors of cards in the game, including Neutral.
- ⑦ **Rarity** : How rare the card is.

Magic cards have effects that activate immediately after playing them from your hand. They can only be used once before being placed in the trash, but can also be the key to **turning the tables on your opponent.**

Magic cards activate when you play them after paying the required cost. On the cards, you will find their **effects**, as well as **what phase of the game** they can be used in. Cards with **[Main]** written on them can be used **during the Main Phase**, and those with **[Flash]** written on them can be used **during the Flash Phase**. Cards with both can be used in **either the Main or Flash Phase of battle.**

Forces



- ① **Force Points** : The amount of damage needed to destroy the Force.
- ② **Card Name** : The Force's name.
- ③ **Ability** : The Force's special abilities. Their effects, along with the timing and conditions needed to activate them, are listed here.

Forces are objects available from the start of the game that **support players by providing special effects.**

The number written on each of the player's Forces is that Force's health, otherwise known as Force Points. Much like the player's Life, **Forces can be attacked, and will be destroyed if their Force Points reach 0.** A Force's ability will not activate if the Force is in the Rest State. Once a Force has been destroyed, its **[When Destroyed]** effect will activate, after which it will no longer have an effect on the battle. Destroyed Forces should be placed face-down on the game mat.

※ The **[When Destroyed]** effect will activate even if the Force is destroyed in the Rest State.

Card Placement



- ① **Field**
Area where the battle takes place.
Summoned minions go here.
- ② **Deck**
Area where you place your deck.
- ③ **Force**
Area where Forces are placed.
- ④ **Base**
Area where mana is placed.
- ⑤ **Trash**
Area where discarded/destroyed cards are placed.

How to Play

Before the Game

- ① Shuffle your deck, then have your opponent shuffle your deck as well. Place your deck on the deck space of the game mat.
 - ② Decide who is going first by using dice, rock-paper-scissors, or any other method you wish. **The winner will go first.**
- 1st

2nd
- ③ Each player reveals which two Forces they chose. Players then calculate their Life by **adding together the Force Points** of their two Forces and **subtracting the total from twelve.**
 - ④ Draw **six cards** from the top of your deck. You may then pick out any cards you wish to replace with new cards. Return the unwanted cards to the deck and **draw the same number of cards from the top.** Once this is done, shuffle your deck and have the opponent shuffle it as well.
 - ⑤ Once you are both ready, **the game begins.**

Turn Structure

ZenonZard battles start with the player going first, after which players alternate turns. **Each turn is comprised of the following four parts.**

Turn Progression

1) Standby Phase

Start

You regain your Movements. If you are going first, you do not have any Movements on your first turn.

Refresh

All your cards are put into the Active State (vertical position).

Draw

Take one card from the top of your deck. The player going first cannot draw a card on their first turn.

2) Mana Phase

Players may choose to do one of three actions: place a Base Minion, place a Neutral Mana, or do nothing.

3) Main Phase

The following may be done in any order. There is no limit on the number of times an action can be performed.

A. Summon a minion or activate Magic. B. Move a minion. C. Attack with a minion.

4) End Phase

Any unused Movements or effects that are only active on your turn are lost here.

Move to your opponent's turn.

Turn Sequence

1. Standby Phase

The Standby Phase is comprised of the **Start, Refresh, and Draw steps**, and will proceed in that order.

-Start

This is the first step when you begin your turn. You receive one Movement, which can be used to move a minion from the base to the field or vice versa.

The player going first will not have any Movements on their first turn.

-Refresh

All of your Forces, minions on the field, and cards in your base are put in the Active State.

To put cards in the Active State, change a card currently in the **horizontal position to the vertical position**.

-Draw

Take one card from the top of your deck.

The player going first cannot draw a card on their first turn.

Players can only have up to **ten cards** in their hand. Any further cards will be immediately discarded to the trash.

2. Mana Phase

You may choose to do one of three actions: place a Base Minion, place a Neutral Mana, or do nothing.

-Place a Base Minion

Choose one Base Minion card from your hand and place it in your base.

-Place a Neutral Mana

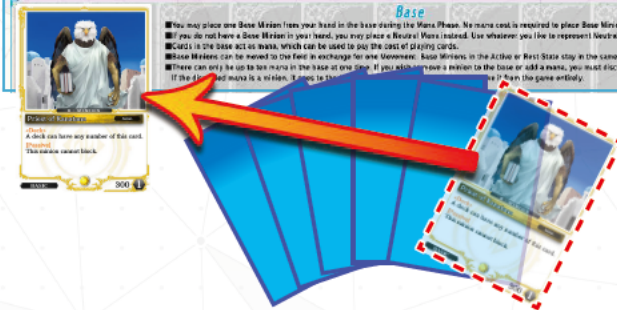
Place one Neutral Mana in your base. You may use anything you'd like to represent the Neutral Mana.

-Do Nothing

End the Mana Phase without putting down any mana.

Cards placed in the base act as Colored Mana corresponding to the color of the card. This mana can then be used to pay the cost of playing cards in-game.

Placing Base Minions



Place a Base Minion from your hand in the base. This card now becomes the mana necessary to pay the cost of playing cards.

Placing Neutral Mana

Neutral Mana refers to **mana you can place in the base when you do not have a Base Minion card in your hand**. Flip over any unused Force cards and use those to represent Neutral Mana. Neutral Mana **cannot move, and does not go to the trash when it is destroyed**. Instead, it is **removed from the game entirely**.



Flip over unused Force cards to use as Neutral Mana.

Base Card Limit

The base can only hold up to **ten cards**. If there are already ten cards in your base, you must **discard a card to replace it with a new one**.

- ※If you choose to replace a Neutral Mana, remove the Neutral Mana from the game entirely.
- ※You cannot directly discard a card from your hand.

▼▶ 1. Choose a minion to move or place in the base.

▼ 2. Choose a mana to place in the trash.

3. Once you have finished replacing the card, that card becomes mana.

▲ Any Neutral Mana you replace must be removed from the game.

3. Main Phase

The following actions may be made during the Main Phase: summoning a minion, activating magic, moving a minion, and attacking with a minion.

You may also choose to do nothing and move on to 4. End Phase.

Summoning Minions, Activating Magic

-Summoning Minions

You can summon a Field Minion card in your hand to the field by paying the required cost.

You can have up to five minions on the field.

-Activating Magic

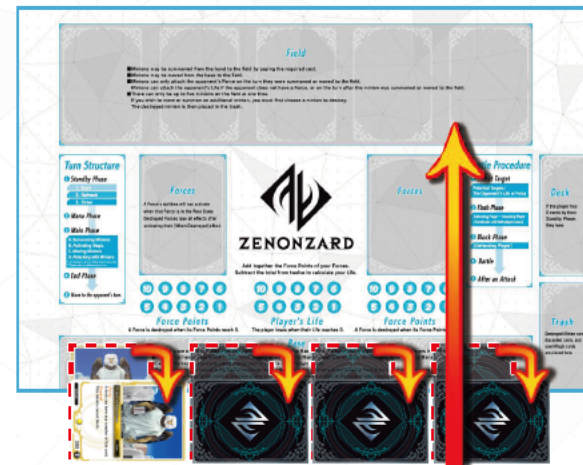
You can activate Magic cards in your hand by paying the required cost. Magic cards are placed directly in the trash after activation.

Paying Cost

In order to use a card, you must pay the required cost. Card costs are comprised of two types: **Colored Cost**, which require a specific color of mana to be paid, and **Basic Cost**, which can be paid with mana of any color.



- ◀ 1. Check the Cost
Take the card you want to play and check the cost. In the case of Cheetera, the total cost is ●●●●. This means one Yellow Mana is required, while the remaining Basic Cost can be payed with any color of mana.



- ◀ 2. Pay the Cost
Pay the cost of the card by taking the necessary cards in your base and putting them in the Rest State.

※To put cards in the Rest State, change a card currently in the vertical position to the horizontal position.



- ◀ 3. Play the Card
If it is a Field Minion card, place them in the field. For Magic cards, activate their effects and place them in the trash.

Field Card Limit

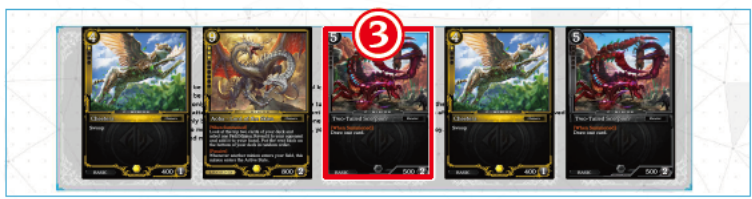
You can only have up to five minions on the field.

If you wish to summon or move a minion to a field with five minions on it, you must first choose a minion to destroy and send to the trash.

[When Destroyed] effects will not activate under these circumstances.



- ① Choose a minion to summon or move to the field.
- ② Choose a minion on the field to send to the trash.



- ③ Once the replaced minion is in the trash, send the new minion to the field.

Moving Minions

Players receive one Movement at the beginning of each turn, which can be used to send a minion in the field to the base, or a mana in the base to the field.

Cards in the Active or Rest State stay in the same state when moved.

- ✖ Tokens and Mana that are not Minion cards cannot be moved.
- ✖ Players can only move once in a turn, unless permitted by a card effect.
- ✖ Regardless of whether they were used or not, all Movements are lost in the End Phase of your turn.



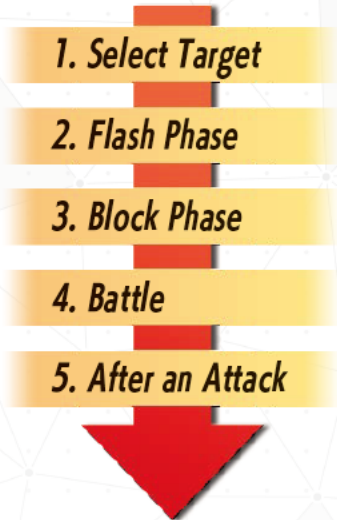
Minions moved to the field can attack or block. However, if the opponent still has a Force, Base Minion attacks are limited to the opponent's Forces during their first turn in the base.

Minions moved from the field to the base can be used as mana to pay the cost of playing cards.

Attack with Minions

During your turn, you may attack your opponent's Life or Force with the minions on your field.

See steps 1-5 on the right for the procedure for attacking.



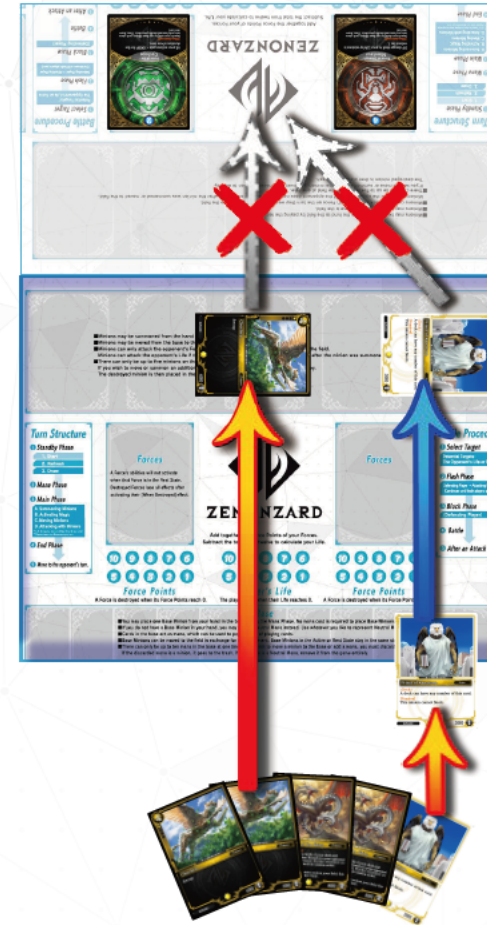
1. Select Target

You may select one Field Minion to attack at a time, and they must be in the Active State. Procedure for attacks is as follows. ①Select a minion to attack with and put them in the Rest State. ②Select a target for your attack, either the opponent's Life or one of their Forces. If the attacking minion has a [When Attacking] ability, its effect activates here.



- ① Put the attacking minion in the Rest State.
- ② Attack the Force of Sin - Cyclops.

Aside from cards already on the field or in the base at the start of the turn, your minions' attacks are limited by your opponent's Forces. If your opponent still has a Force, Field Minions cannot attack the opponent's Life on the same turn they were summoned from the hand. Likewise, Base Minions cannot attack the opponent's Life on the same turn they were placed in the base. In both cases, **the minions can only attack the opponent's Forces.**



◀ As long as your opponent still has a Force, **Field Minions cannot attack opponent's Life on the same turn they are summoned from the hand.**

◀ As long as your opponent still has a Force, **Base Minions cannot attack opponent's Life on the same turn they were placed in the base, even if they are moved to the field.**

2. Flash Phase

During the Flash Phase, you may use Magic cards with [Flash] effects or Minion cards with the [Swoop] ability. If a card does not meet those requirements, it cannot be used during the Flash Phase.



The defending player is first given a chance to play a card. Once that card's effects have been activated, or if the defending player chooses to do nothing and pass, the attacking player may also play a card.

If both the attacking player and the defending player do nothing, the Flash Phase will end.

※ Even if the attacking minion is removed from the field by an effect, the Flash Phase will continue until both players pass during their respective Flash Phases.

3. Block Phase

When the opponent attacks one of your Forces or Life, you may choose to **block their attack with a minion.**

The defending player may select one of their minions in the Active State to block the attack, or they may choose to do nothing and take damage. If you choose to block, put the blocking minion in the Rest State.

If your blocking minion has a [When Blocking] ability, its effect activates here.



The defending player puts the blocking minion in the Rest State, and blocks the opponent's attack.

4. Battle

Once you have decided whether or not to block, a battle will commence. This battle will determine the results of the attack.

If you decide to block, a battle between minions will begin. During battle, **the minion with the lower BP will be destroyed.** If both minions have the same BP, they are both destroyed. Destroyed cards must be placed in the trash.

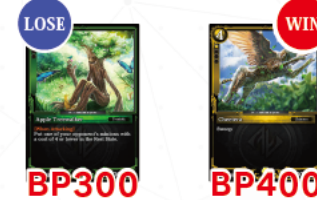
If you choose not to block, one of your Forces or Life will take damage. The amount of damage received is equivalent to the attacking minion's DP. That amount will then be subtracted from your Life or the Force Points of your Force. Once a Force's Force Points reach 0, that Force is destroyed.

Once a player's Life reaches 0, that player has lost.

Block



Check the BP of each minion.



Destroy the minion with the lower BP. Both minions are destroyed if they have the same BP.



Place the destroyed minion in the trash.

Don't Block



Check the DP of the attacking minion.



The target is attacked. Subtract the amount of damage from your Life or Force Points.



A Force is destroyed when its Force Points reach 0.

Destroying Forces

A Force is destroyed when its Force Points reach 0. The Force will then activate its [When Destroyed] effect, after which the player must flip it over. Force effects become inactive once the Force is destroyed.

Once both of the opponent's Forces have been destroyed, minions can attack the opponent's Life on the same turn that they have been summoned to the field or placed in the base.



All Forces will activate their [When Destroyed] effect when they are destroyed.



Search your deck for one Base Minion card, place it into your base and shuffle your deck.



After shuffling your deck, take one card from the top. Then place your Force face down on the game mat.

5. After an Attack

The battle has concluded. Any effects active during battle become inactive here. After an attack, the Main Phase continues, and players may choose to summon or move a minion, attack, or activate Magic.

4. End Phase

The End Phase plays out as follows.

- All [At The End of Your Turn] effects activate.
- [On Your Turn] and [At the End of Your Turn] effects are lost.
- All remaining Movements are lost.
- Once you have finished everything, the opponent may begin their turn.

When Multiple Effects Activate at Once

When multiple effects activate at the same time, **the player whose turn it is decides which of those effects are resolved first**, regardless of who activated the effects. In the case of three or more effects being activated, the order of the effects must be decided before resolving them. If a new effect is activated as a result of another effect, **that new effect must be resolved** before moving onto the others.

Limits on Life Restoration

Forces and players can only have up to **10 Life or Force Points each**. Upon each reaching 10, **Life and Force Points will not increase further**, even if effects are activated to increase them.