

YO-KAI WATCH Inspirit Card Battle

Let's learn the basics!

Card Types and Meanings

Yo-kai Cards (Battling Cards)

Summon Cost: The amount of Yo-kai Power required to summon the Yo-kai.

Name of the Yo-kai: The name of the Yo-kai.

Skill Effect: An effect usable while a Yo-kai is summoned.

The Yo-kai's Tribe and Rank: The Yo-kai's tribe and rank.

Battle method: The technique name and BP (Battle Points) used in battle.

Inspirit Effect: An effect usable when you Inspirit a Yo-kai.

Event Cards (Cards with Various Effects)

Event Name: The name of the event.

Effect: Describes what happens when played.

About the Direction of the Cards

● Cards placed vertically are in **Active mode**.

● Cards placed horizontally are in **Rest mode**.

Place summoned Yo-kai in the **Active mode (vertical)**.

About Inspirit

There are 2 ways to Inspirit, so choose one!

- **Inspirit from Your Hand** Choose a Yo-kai card from your hand to Inspirit with!
- **Inspirit from Your Deck** Turn over a card from the top of your deck.

* If the card you turned over is unable to Inspirit, then you must place it in the trash.

* You may choose not to Inspirit!

Place on top of a corresponding Yo-kai!

Attacking Inspirit your own Yo-kai

"YO-KAI WATCH Inspirit Card Battle" is a trading card game in which you summon "Yo-kai" to do battle. Deal damage to your opponent and achieve victory!

The Flow of Turns:

The turn begins with the first player, and turns will be taken until either player achieves any of the victory conditions!
*A turn means the order in which you may attack.

Victory Conditions

- When your opponent has 6 or more Damage cards in their Damage pile.
- When your opponent has no cards left in their deck.

Preparing the Game

Preparing the Deck and Hand

Shuffle 30 or more cards well, and place the cards in the Deck pile. Draw 5 cards from the top of the deck to make a hand. (Draw 5 cards.)

*You may only have up to 3 of the same card in a deck!

Deck

Hand

If you do not wish to start the game with the hand you first drew, you may return your hand to the deck, shuffle the cards, and draw 5 new cards.

Deciding which player goes first

Whichever player wins at rock-paper-scissors may choose to go first or second.

*When all preparations are complete, the turns start with the first player!

The First Player's Turn



Refresh Time

Does not occur on the first player's first turn.

Your Yo-kai and Yo-kai power in Rest mode will be returned to Active mode.

Draw Time

Does not occur on the first player's first turn.

Draw one card from the deck.

Charge Time

Charge 1 Yo-kai power.

Draw 1 card from the top of your deck, and place it in the Yo-kai Power pile, facing down.

Main Time

You may take the following three actions!

- **Summon a Yo-kai from your hand**

To summon Yo-kai, you must use an according amount of Yo-kai Power.

A Yo-kai with a summon cost of 3 costs 3 Yo-kai Power!

Change your Active mode Yo-kai to Rest mode!

- You may summon your Yo-kai to the Front row or the Rear row.

● You can summon up to 3 Yo-kai at a time! Set up your own strategy!

- **Move Yo-kai freely**
- **You may use Event Cards (only one per Main Time)**

This does not occur for the first player's first turn.

After using the card, it must be placed in the trash.

*The blocking side may not use Event Cards.

Battle Time

Does not occur on the first player's first turn.

- Attack**
- Block**
- The attacker's Inspirit**
- The blocker's Inspirit**
- BP showdown**
- End of the Battle**

Choose 1 of your Yo-kai from the Front row in Active mode with which to attack (battle). Change it to Rest mode, and choose a battle method.

Block

If Blocking The blocker chooses 1 of their Yo-kai from the Rear row in Active mode with which to block. Change it to Rest mode, and choose a battle method.

If Not Blocking The blocker takes 1 card from the top of their deck, and places it face-up on their Damage pile.

BP showdown BP is compared, and the larger wins.

- The losing Yo-kai faints.
- In the case of equal BP, both the attacking and blocking Yo-kai faint.

* Fainted Yo-kai are placed in the trash.

End of the Battle

- Cards used to Inspirit are placed in the trash.
- If the attacker has other Yo-kai capable of attacking, they may attack again.
- If they don't wish to attack again, Battle Time ends.

End Time

The turn ends.

Next Turn

The next turn has the same order as the first turn. Begin from Start Time!

About Yo-kai power Boost

Opportunity to turn the game around!

You can use cards in your Damage pile as Yo-kai power!

When using Yo-kai power, turning over cards in your Damage pile that are facing up so that they are facing down designates the amount of Yo-kai power you have used.

*Cards that have already been turned facing down once may not be used for the Yo-kai power Boost.