

~The Flow of Turns~

① Start Time

If there are effects that come into play during Start Time, they will be applied.

② Refresh Time

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

③ Draw Time

Does not occur on the first player's first turn

Draw one card.

④ Charge Time

Charge 1 Yo-kai power.

⑤ Main Time

- You may summon a Yo-kai.
- You may freely move your Yo-kai.
- You may place 1 Event Card

Does not occur on the first player's first turn

⑥ Battle Time

Does not occur on the first player's first turn

- ① Attacker: Decides which Yo-kai will attack, and chooses a battle method.
- ② Blocker: Chooses whether or not to block.
- ③ Attacker: Inspirit
- ④ Blocker: Inspirit
- ⑤ BP showdown

⑦ End Time

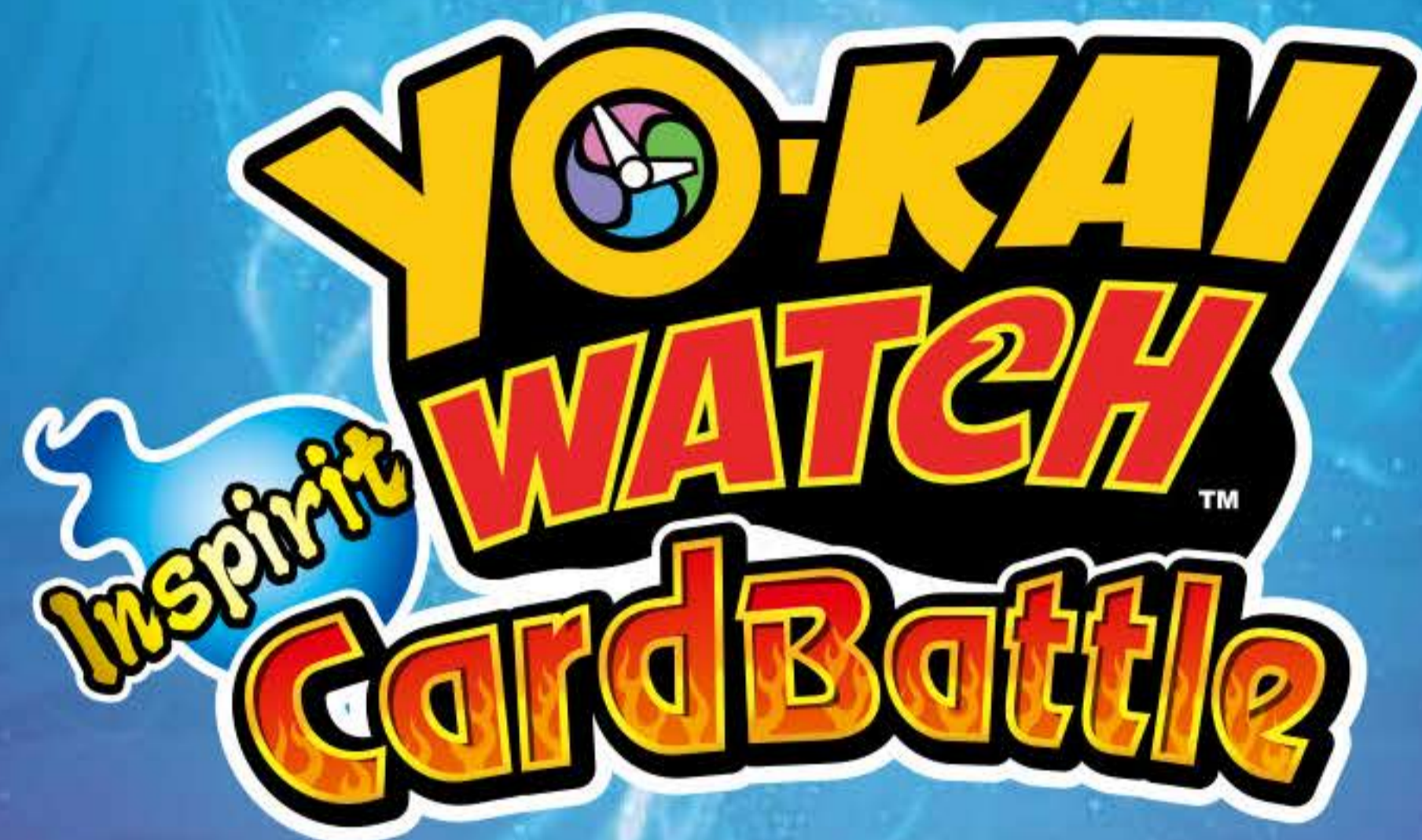
The turn ends. Any effects occurring during End Time are used.

*Illustrations may differ from the final product.

<http://www.yokai-tcg.com>

Please check the official website for details.

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How to Inspirit

Choose one out of the two ways to Inspirit. You may also choose not to Inspirit.

Inspirit from the Deck

- ① Turn over a card from the top of your deck.
- ② The Yo-kai Card that you turn over will have designations for the timing, such as **Attacking** or **Blocking**, or conditions such as "Inspirit your own Yo-kai!" Follow the directions and place on top of your Yo-kai accordingly.

- You may only Inspirit battling Yo-kai.
- If the instructions say "Inspirit your own Yo-kai!," place the card on one of your own Yo-kai. If the instructions say "Inspirit your opponent's Yo-kai!," place the card on one of your opponent's Yo-kai.



- ③ If the card you turned over is unable to Inspirit, then you must place it in the trash.

Example : When you are the attacker, and the card can only Inspirit when **Blocking**.

Example : When your Fushigi Tribe Yo-kai is attacking, and the card can only Inspirit Purichi Tribe Yo-kai.

Example : The card you turned over was an Event Card.

Inspirit from Your Hand

- ① Choose a Yo-kai Card from your hand to Inspirit with.
- ② Follow the conditions, and place on top of a battling Yo-kai.

*You may only Inspirit with one card from either your deck or hand.



About "Yo-kai power Boost"

Turn the game around!

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.

- You may combine the Yo-kai power in your Yo-kai power pile with Yo-kai power Boost.
- Cards that have already been turned facing down once may not be used for the Yo-kai power Boost.

Example: To summon "Togenyan," which requires 2 Yo-kai power, there are 3 possible methods:

- Using two Yo-kai power in your Yo-kai power pile
- Using one Yo-kai power in your Yo-kai power pile, and one Yo-kai power Boost
- Using two Yo-kai power Boost



Cautionary Notice about Card Text

● Regarding Rules and Effects

- If the rules and card effects contradict one-another, the card effect is given priority.

● Regarding Effects That Come Into Play Simultaneously

- If there are effects that come into play with the same timing, they will come into effect sequentially. The order is decided by the player.

● Cannot > Can

- If card effects are aimed at the same target and contradict each other with "cannot ___" and "can ___," then "cannot ___" is given priority.

Regarding Prohibited and Restricted Cards

There are cards that are prohibited or restricted from use in official and certified tournaments. Prohibited and restricted cards are subject to change depending on the tournament and season, so please check the official website for details.

Official Website <http://www.yokai-tcg.com/>

Q&A Regarding the Rules

- Q : Is there a limit to the number of cards I can have in my deck?
A : You must have a minimum of 30 cards, but there is no maximum limit to how many you can have in your deck.
- Q : Would I lose if I have no cards left in my deck when I draw for Draw Time or charge Yo-kai power during Charge Time?
A : Yes, your opponent would achieve the victory condition of "your opponent has no cards left in his deck," meaning you would lose.
- Q : Do I have to draw during Draw Time and charge Yo-kai power during Charge Time?
A : Yes, you must always draw and charge Yo-kai power.
- Q : Can I return Yo-kai from my field to my hand?
A : No, you cannot.
- Q : If I already have 6 Yo-kai in my field, can I summon any more?
A : Yes, you may summon a new Yo-kai by placing one Yo-kai from your field into your trash. The Yo-kai placed in your trash will not be counted as fainted.
- Q : Can I attack with Yo-kai during Battle Time of the turn in which I summon them?
A : Yes, you may. However, it may not be done during the first player's first move.
- Q : When I want to Inspirit from my deck, what if the card that I reveal is an Event Card?
A : Event Cards cannot Inspirit, so it must be placed in the trash.
- Q : Can I Inspirit other Yo-kai that aren't battling?
A : No, you cannot.
- Q : In Battle Time, if the attacker's Yo-kai loses in a BP showdown, does the attacking Yo-kai faint?
A : Yes, regardless of whether it is the attacker or blocker, if your Yo-kai loses, it will faint.
- Q : Do I count cards that I used as Yo-kai power for Yo-kai power Boost as Damage?
A : Yes, they must be placed face-down, and counted as Damage.

Glossary

- Players** : The people playing "YO-KAI WATCH Inspirit Card Battle"
Opponent : The opposing player.
Tribe : A Yo-kai's type. The Tribe may affect cards that can be played, or enhancing effects.
- Fainting** : When a Yo-kai loses or comes up even in a battle it faints, and is placed in the trash.
- Attributes** : Special characteristics of a Yo-kai, such as "Robot."
Deck : The pile of cards to be used in battle. They are bound by certain rules.
- Draw** : Removing a card from the top of the deck and placing it in your hand.
- Yo-kai power** : Cards placed in the Yo-kai power pile. Can be accumulated through Charge Time or effects. Yo-kai power is used to summon Yo-kai.
- Summon** : To play Yo-kai Cards on the field. When summoned, Yo-kai are placed either in the front or rear position, in Active mode.
- Field** : The name for the front or rear positions.
Front row : The front area of the Play Sheet. Up to 3 Yo-kai may be summoned here, and Yo-kai in front that are in Active mode may attack.
Skill Effects marked with "(Front)" affect Yo-kai that are or were here.
- Rear row** : The rear area of the Play Sheet. Up to 3 Yo-kai may be summoned here, and Yo-kai in rear that are in Active mode may block.
Skill Effects marked with "(Rear)" affect Yo-kai that are or were here.
- Active mode** : A Yo-kai Card or Yo-kai power Card placed vertically. Active Yo-kai may attack or block, and active Yo-kai power may be used.
- Rest mode** : A Yo-kai Card or Yo-kai power Card placed horizontally. In Rest mode, Yo-kai may not attack or block, and Yo-kai power may not be used.
- Inspirit** : An effect gained by moving one Yo-kai Card over another that is in battle.

Development Production: BANDAI CO.,LTD

Game Design: One Draw Ltd.: Hayato Kisaragi

CG Direction: PLANETA Co., Ltd.: Hideaki Hakozaiki, Yuta Otani, Kazuya Igarashi

Graphic Design: Layup Co., Ltd.: Shinichi Onuma, Taisei Shimada

Producers: Keisuke Nakaishi, Chisato Matsueda