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**Winning the Game** You win when you crush all of your opponent's Life Cloth and then attack their LRIG!

- ✦ Put a SIGNI from your hand onto your field (pay attention to the **level and limit**\*7).
- ✦ Use a Spell from your hand. Spells are put into your trash once they have been used.
- ✦ Use a PIECE with a **Main Phase** from your LRIG Deck.  
PIECES used are removed from the game.
- ✦ **Grow**\*8 an Assist LRIG with a **Main Phase** from your LRIG deck.
- ✦ Use an **Action** ability of cards on your field.
- ✦ At the same time, put one to three SIGNI on your field into their owner's trash.  
(Once per turn.)

**The first player skips this phase on the very first turn of the game.**

Your opponent can prevent damage from an attacking LRIG by discarding a card with a  ([Guard]).  
 If they do not [Guard], you deal **damage\*<sup>g</sup>** to your opponent.

**End Phase** The End Phase is conducted in the following order: ①⇒②⇒③.

- ① "at the end of turn" effects are activated.
- ② If there are seven or more cards in your hand, you must choose and discard cards until you have six.
- ③ "until end of turn", "this turn", and "until the next end phase" effects end at the same time.

➤➤ The current turn ends and then proceeds to your opponent's turn.

## Card Types/ How to Read Them



## How to Read Cards

①Card Name ②Card Type ③Color ④Text  
⑤Level ⑥Cost ⑦Grow Cost ⑧Limit  
⑨LRIG Type ⑩Team Name ⑪Class ⑫Power  
⑬Burst Icon ⑭Use Timing

### Card Icons

**Const** An ability that is always in effect as long as the card is on the field. (Constant Ability)

**Auto** An ability that activates automatically when certain conditions are fulfilled. (Automatic Ability)

**Enter** An ability that activates when it is put on the field. (Enter Ability)

**Action** An ability that you can activate as many times as you want by paying the cost during your Main Phase. (Action Ability)

**Turn 1** Shows that an ability can be activated/used only once per turn.

**Game 1** Shows that an ability can be activated/used only once per game.

**Use Conditions** The conditions to use that PIECE.

**Team** <○○○> This is the condition that the three LRIG on your field need to be of the same team. Once that is fulfilled, **Const**, **Auto**, **Enter**, and **Action** are enabled, and you can use PIECE cards with this as the use condition.



**Ener costs**  White  Red  Blue  Green  Black  Colorless

In the picture on the right,  
one green card is required to pay the cost.

**[Ener Charge X]** means you put the top X cards of your deck into your Ener Zone.