

TRADING CARD GAME

# UNION ARENA

ユニオンアリーナ

Official Rule Manual  
Ver1.1

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# Game Overview

Union Arena is a trading card game that pits players against each other. You make your own deck based on your favorite series and then battle with your opponent. If you can reduce your opponent's Life to zero, you win!

## Cards

### Character Cards

These cards can attack or block. Character cards are played to the field in Rest Mode (horizontal).

They can be played to the Front Line or Energy Line, and they can be moved during the Move Phase.

(In card effect descriptions, the word Character is abbreviated as Chara.)



**Required Energy** : The required condition for using the card. You can satisfy this condition by having a sufficient number and color of Activation Energy on your Energy Line. The color of the Required Energy is the same as the color of the card being used.

**Required Action Points (APs)** : The number of Action Points that must be consumed to use the card. The Character card can be played to the field by switching the indicated number of AP cards to Rest Mode.

**Card name**

**Trait** : The Character card's Trait. This is referred to when Raid Boosting as well as by the effects of other cards.  
\* Some cards do not have a Trait.

**Series name**

**Card type**

**Effect** : The Character card's special effects.

**Trigger** : Effects that can be activated when damage is sustained and the card is flipped face up in the Life Area.

**Activation Energy** : This is referred to when using cards. Note that you can only refer to the cards on your Energy Line.  
\* You cannot refer to the Activation Energy of cards on your Front Line.

**BP (Battle Points)** : This number is mainly used during battle. If a Character's BP is reduced to 0 or less by an effect, etc., that Character is removed from the field. If your BP is changed by your own effects, there may be a symbol such as a + mark here.

**Card number** : Up to 4 cards with the same card number may be included in a deck.

**Rarity**



## Field Cards

These cards mainly provide support on your field. Field cards are played to the field in Rest Mode (horizontal). They can be played to the Energy Line, and they cannot be moved to the Front Line.



**Required Energy** : The required condition for using the card.

You can satisfy this condition by having a sufficient number and color of Activation Energy on your Energy Line.

The color of the Required Energy is the same as the color of the card being used.

**Required Action Points (APs)** : The number of Action Points that must be consumed to use the card. The Field card can be played to the field by switching the indicated number of AP cards to Rest Mode.

**Card name**

**Trait** : The Field card's Trait.

This is referred to by the effects of other cards.

\* Some cards do not have a Trait.

**Series name**

**Card type**

**Effect** : The Field card's special effects.

**Trigger** : Effects that can be activated when damage is sustained and the card is flipped face up in the Life Area.

**Activation Energy** : This is referred to when using cards.

Note that you can only refer to the cards on your Energy Line.

**Rarity**

**Card number** : Decks can contain only up to 4 copies of cards that have the same card number.



## Event Cards

These cards can be used to activate effects. After they are used, they are placed in your Outside Area.



**Required Energy** : The required condition for using the card.

You can satisfy this condition by having a sufficient number and color of Activation Energy on your Energy Line.

The color of the Required Energy is the same as the color of the card being used.

**Required Action Points (APs)** : The number of Action Points that must be consumed to use the card. The Event card can be used by switching the indicated number of AP cards to Rest Mode.

**Card name**

**Trait** : The Event card's Trait.

This is referred to by the effects of other cards.

\* Some cards do not have a Trait.

**Series name**

**Card type**

**Effect** : Effects that can be activated by using the Event card.

**Trigger** : Effects that can be activated when damage is sustained and the card is flipped face up in the Life Area.

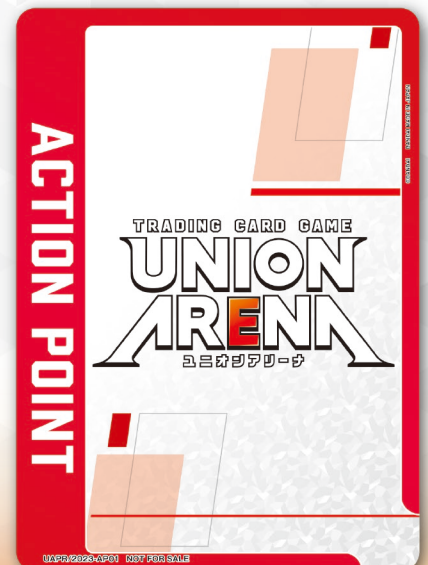
**Rarity**

**Card number** : Decks can contain only up to 4 copies of cards that have the same card number.

## Action Point Cards

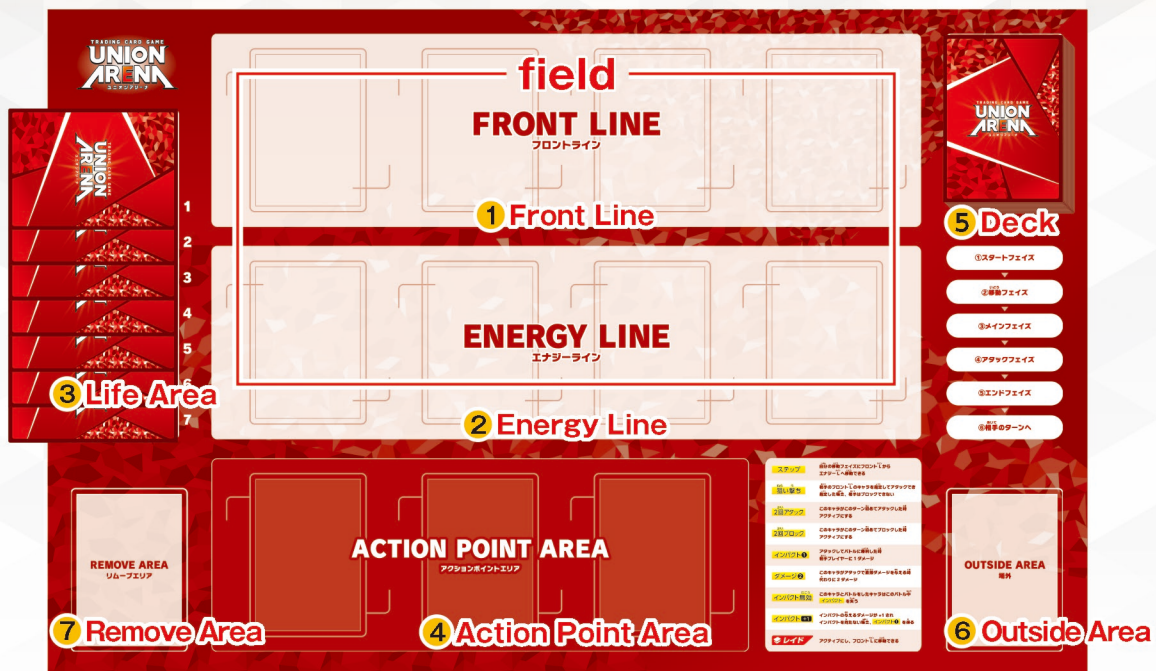
These cards are mainly used to pay Action Points (APs) necessary to use cards.

To pay 1 AP, switch 1 Action Point card (AP card) in Active Mode (vertical) to Rest Mode (horizontal).



# Your Field

During the game, place cards as shown in the following figure.



## 1 Front Line (Front L)

Character cards are placed here. Characters on the Front Line are used to battle.

**Up to 4 Character cards can be placed on the Front Line.**

\* Field cards cannot be placed on the Front Line.

## 2 Energy Line (Energy L)

Character cards and Field cards are placed here.

Only the Activation Energy of cards on the Energy Line can be used to satisfy the Required Energy condition for using cards.

**Any combination of up to 4 Character cards and Field cards can be placed on the Energy Line.**

\* The Front Line and Energy Line are collectively called the field.

## 3 Life Area

Cards are placed here as Life. At the start of the game, place 7 cards face down here.

## 4 Action Point Area (AP Area)

Action Point cards (AP cards) are placed here.

## 5 Deck

Your deck is placed here.

## 6 Outside Area

Character cards and Field cards that are removed from the field as well as used Event cards are placed face up here.

## 7 Remove Area

Cards that are removed from the game are placed face up here.



## Decks

To play Union Arena, you will need the following:




- **A deck that contains a total of exactly 50 Character cards, Field cards, and Event cards**


**The following rules must be followed when building a deck:**

- Decks must contain only cards that have the same series code (3 letters) after the card number "/".

- Decks can contain only up to 4 copies of cards that have the same number.

Example) If the card number is UA03BT/HTR-1-001, the deck can only contain cards with the "HTR" series code, and it can only contain up to 4 copies of "HTR-1-001" cards.

- Only up to 4 cards that have each type of special Trigger (    ) can be included in a deck even if the cards have different card numbers.

Example) If cards A and B have , any combination of up to 4 of these cards can be included in a deck.

- **3 Action point cards**

## Game Setup

1 Shuffle your deck, and then place it in the designated location.

2 Decide who will go first, such as by playing rock-paper-scissors.

3 Draw your starting hand of 7 cards from your deck.

4 If you wish, you may re-draw your starting hand once.

To do so, place your entire hand next to your deck, draw another 7 cards, and then shuffle your initial 7-card hand back into your deck.

\* The first player decides whether to re-draw first.

5 Place the top 7 cards of your deck in your Life Area face down without looking at them.

6 The first player starts their first turn.

## Game Victory Conditions

If either of the following conditions is satisfied, you win:

- **Your opponent has zero cards in their Life Area.**

- **Your opponent has zero cards in their draw pile and therefore cannot draw a card during their Start Phase.**

# Active Mode and Rest Mode

Character and Field cards placed vertically on the field are in Active Mode, while those placed horizontally are in Rest Mode.



**Active Mode**



**Rest Mode**

Character and Field cards are played to the field in Rest Mode. Only Characters in Active Mode can attack or block, and they are switched to Rest Mode when they do so.



# Game Flow

The game starts with the first player's first turn. Each turn progresses as shown below.

## 1 Start Phase

- 1 Effects with text such as “until the start of your next turn” are negated.
- 2 Switch all your cards (Action Point cards, Characters, and Fields) in Rest Mode to Active Mode.
- 3 Change the number of Action Point cards in your Action Point Area depending on which turn you are on.  
\* For details, see the next page.
- 4 Draw 1 card from your deck. \* As an exception, the first player does not draw a card on their first turn.
- 5 If you wish, you may pay 1 AP to get an extra draw and draw 1 additional card. \* Limited to once per turn.

## 2 Move Phase

You can move any number of Characters from your Energy Line to your Front Line.

\* If there is no space because there are already 4 cards on the movement-destination line, first move 1 card from that line to the Remove Area for each Character you want to move there.

\* Field cards cannot be moved.

## 3 Main Phase

A and B below can be done as many times as you want in any order.

### A : Use cards

- Play Character cards
- Raid Boost Character cards
- Play Field cards
- Use Event cards

You can play cards in your hand for which the Required Energy condition is satisfied by paying the required number of APs.

### B : Use effects of cards on your field

If you satisfy the conditions of  effects of cards on your field, you can activate the effects.

## 4 Attack Phase

You can use Characters in Active Mode on your Front Line to attack.

When attacking, 1 card is used at a time, and Characters must be switched to Rest Mode to attack with them.

After each attack, if you still have Characters in Active Mode, you can use them to attack as well.

\* Only your opponent can be chosen as your attack target.

\* Cards can only be used during your Main Phase.

\* Attacking does not use APs.

## 5 End Phase

1 If there are any effects that are activated at the start of the End Phase, activate and resolve them.

2 Switch all the Character and Field cards on your field in Rest Mode to Active Mode.

\* AP cards do not switch to Active Mode.

3 If your hand contains more than 8 cards, choose cards to place in your Remove Area until you have exactly 8 cards left.

4 Effects with text such as “for the turn” are negated.

## Opponent's turn

# 1 Start Phase

During the Start Phase, do the following:

- 1 Effects with text such as “until the start of your next turn” are negated.
- 2 Switch all your cards (Action Point cards (AP cards), Characters, and Fields) in Rest Mode to Active Mode.
- 3 Change the number of Action Point cards (called AP cards below) in your Action Point Area as shown below.

\* The number of cards differs depending on whether you are the first or second player.

	First turn	Second turn	Third turn or later
First player	1 card	2 cards	3 cards
Second player	2 cards	2 cards	3 cards

- 4 Draw 1 card from your deck. \* As an exception, the first player does not draw a card on their first turn.
- 5 If you wish, you may pay 1 AP to get an extra draw and draw 1 additional card.

\* Limited to once per turn.

# 2 Move Phase

During the Move Phase, you can move any number of Characters from your Energy Line to your Front Line.

In general, cards cannot be moved from your Front Line to your Energy Line.

All the cards are moved at the same time.

\* Field cards do not move.

\* Characters that have **ステップ** can be moved from your Front Line to your Energy Line.

\* If there is no space because there are already 4 cards on the movement-destination line, first move 1 card from that line to the Remove Area for each Character you want to move there.

\* Even if there is no space on the Front Line, when a Character that has **ステップ** is moved from the Front Line to the Energy Line, that Character can be swapped with a Character on the Energy Line without moving any cards to the Remove Area. When moving cards during phases other than the Move Phase, use the same procedure.

Example:

\* Characters that do not have **ステップ** cannot move to the Energy Line.

▼ field



Character with **ステップ**



Character without **ステップ**

Front Line  
Energy Line



Character



Field

\* Field cards cannot move.



### 3 Main Phase

#### A : Use cards

##### Play Character cards

You can play Character cards in your hand to your Front Line or Energy Line.

First, check whether you satisfy the Required Energy condition for the Character card you want to play from your hand.

Your Energy Line must include the amount and color of Activation Energy indicated as the card's Required Energy.

Next, pay the required Action Points for the Character card you want to play.

To pay an Action Point, switch 1 AP card in Active Mode to Rest Mode.

Finally, play the Character card from your hand to **your Front Line or Energy Line in Rest Mode.**

Example:

▼ Field



\* Activation Energy doesn't count for cards on your Front Line.

Front Line

Energy Line



The total Required Energy is 緑x3

\* If the line you want to play the card to already contains the maximum number of cards (4), you must place 1 card from that line in your Remove Area before playing the new card. If the line doesn't contain the maximum number of cards, you can't place 1 card from the field in your Remove Area.

▼ Hand



You have 緑x3 Activation Energy on your field, so a card with a Required Energy of 3 or less from your hand will satisfy the Required Energy conditions.

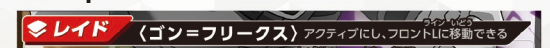
##### Raid Boost Character cards

When you play a Character card that has **レイド** to your field, instead of playing the card normally, you can place the card on **the specified Character that does not have レイド** to Raid Boost that Character. The specified Character is written to the right of **レイド**.

- The specified Character is written to the right of Raid Boost.

Note that differences in brackets indicate a difference in the specified card that can be Raid Boosted.

Example:



<XXX> means that the card name must be XXX.

[Trait: XXX] means that the card must have the XXX Trait.

\* Even in cases where you use a card from your hand to Raid Boost another card, it is necessary to satisfy the card's Required Energy condition and pay the required APs.

\* You can't use a "play" effect on a card to Raid Boost a card. If an effect states "Raid Boost," then you can use Raid Boost with that effect.



**レイド** is resolved using the following procedure.

- 1 Place the specified Character card on top.
- 2 If the Raid Boost card has any effects or received effects, they are negated.
- 3 If the cards are in Rest Mode, switch them to Active Mode.
- 4 If the cards are on your Energy Line, move them to your Front Line.
- 5 The effect shown for **レイド** is activated.

\* If a card has **レイド**, you can play it without activating Raid Boost, but the effect shown for **レイド** will be lost.

**Front Line**

**Energy Line**



**Raid Boost a card  
by stacking the cards!**



**You can switch the powered up  
Character to Active Mode and  
move it to your Front Line!**

## Play Field cards

You can play Field cards in your hand to your Energy Line.

First, check whether you satisfy the Required Energy condition for the Field card you want to play from your hand.

Your Energy Line must include the amount and color of Activation Energy indicated as the card's Required Energy.

Next, pay the required Action Points for the Field card you want to play.

To pay an Action Point, switch 1 AP card in Active Mode to Rest Mode.

Finally, play the Field card from your hand to **your Energy Line in Rest Mode**.

\* If the line you want to play the card to already contains the maximum number of cards (4), you must place 1 card from that line in your Remove Area before playing the new card. If the line doesn't contain the maximum number of cards, you can't place 1 card from the field in your Remove Area.

\* Field cards cannot be played to the Front Line.

## Use Event cards

You can use Event cards in your hand and activate their effects.

First, check whether you satisfy the Required Energy condition for the Event card you want to use from your hand.

Your Energy Line must include the amount and color of Activation Energy indicated as the card's Required Energy.

Next, pay the required Action Points for the Event card you want to use.

To pay an Action Point, switch 1 AP card in Active Mode to Rest Mode.

Finally, activate the Event card's effect. After the effect is activated, place the card in the Outside Area.



## B : Use the **起動メイン** effects of cards on your field

If you satisfy the conditions of **起動メイン** effects of cards on your field, you can activate the effects. If an effect is indicated as **ターン1**, that effect can only be activated once per turn for each card that has it on your field.

\* If a card that has used a **ターン1** effect is somehow removed from the field and then played again, you can use that card's **ターン1** effect again.

Examples) <b>起動メイン</b>	This effect can be activated just by declaring the intention to do so.
<b>起動メイン</b> <b>レストにする</b>	This effect can be activated by switching this card to Rest Mode while it is in Active Mode.
<b>起動メイン</b> <b>手札を1枚場外に置く</b>	This effect can be activated by placing 1 card from your hand in your Outside Area.
<b>起動メイン</b> <b>APを①支払う</b>	This effect can be activated by paying 1 AP.
<b>起動メイン</b> <b>このカードを退場させる</b>	This effect can be activated by removing this card from your field.

If an effect has multiple conditions, all of those conditions must be satisfied to activate it.

Example) **起動メイン** **レストにする** **APを①支払う** **このカードを退場させる**

You can activate the above effect by switching the card to Rest Mode while it is in Active Mode, paying 1 AP, and removing this card from your field.

## 4 Attack Phase

During this phase, you can use Characters on your Front Line to attack your opponent. If you choose not to attack, skip this phase.

### Attack Phase flow

Attacks progress as shown below.

### Attacking Character specification timing

Specify a Character in Active Mode on your Front Line to attack with, and then switch them to Rest Mode. In general, only your opponent can be chosen as your attack target. When using A Character with Called Strike, you can specify a Character on your opponent's Front Line as your attack target.

If the attacking Character has an effect that triggers when attacking, such as an **アタック時** effect, resolve that effect.

### Blocking Character specification timing

The attacked player can specify 1 Character in Active Mode on their Front Line and switch that Character to Rest Mode to block with them, thereby switching the attack target from the player to that Character.

Resolve any effects such as the following: the blocking Character's **ブロック時** effect and attacking Character effects that trigger when their attack is not blocked.

\* In the case of Called Strike and other effects for which the attacked Character does not block, **ブロック時** and other effects activated upon blocking are not activated.

Go to the next page.



## Resolution timing

Resolve the attack as follows depending on the attack target.

### [If the attack target is a Character]

A battle occurs. Compare the BP of the Characters involved, and then do A or B below depending on the result.

\* Battling does not change a Character's BP.

#### **A: If the attacking Character's BP is greater than or equal to the blocking Character's BP**

The attacking Character wins the battle, and the blocking Character loses. Resolve the attack as follows:

- ① Remove the blocking Character from the field.
- ② Resolve any effects that are activated on removal from the field, such as **退場時**.
- ③ Resolve any effects that are activated on winning a battle, such as **インパクト①** or "If this Character attacks and wins a battle."

#### **B: If the attacking Character's BP is less than the blocking Character's BP**

The blocking Character wins the battle, and the attacking Character loses. Resolve the attack as follows.

- ① Resolve any effects that are activated when you attack and lose a battle, etc.
- ② Resolve any effects that are activated when your opponent wins a battle.

\* Even if the attacking Character loses a battle, they are not removed from the field.

#### **Once the attack is resolved as described in A or B above, the battle ends, so resolve it as follows:**

- Resolve any effects that are activated at the end of a battle.
- Effects that are specified to be valid for the duration of the battle become invalid.

### [If the attack target is the opposing player]

Inflict damage to your opponent. Normally, only 1 point of damage is inflicted, but this is increased to 2 if you have **ダメージ②**.

#### **★When a player sustains damage★**

The damaged player's opponent (normally the attacking player) specifies 1 card in the damaged player's Life Area for each point of damage inflicted, and the damaged player performs a Trigger check for each of those cards.

**If your opponent has zero Life cards left after the Trigger check, you win.**

### Trigger check

To perform a Trigger check, a player turns a card face up and then checks whether it has a Trigger effect. If it does, the checking player can choose whether to activate the Trigger effect. After the Trigger effect is resolved, the card is placed in the owner's Outside Area.

(If the card does not have a Trigger effect, it is still placed in the owner's Outside Area.)

\* If a Trigger check is simultaneously performed for multiple cards and more than 1 of them has a Trigger effect, those effects can be activated in any order chosen by the player who performed the Trigger effect. After each activated Trigger effect is resolved, the corresponding card is placed in the owner's Outside Area, and then the remaining Trigger effects are activated.

If you want to attack with any other Characters, return to the attack specification timing.

If there are no more Characters you want to attack with, the Attack Phase ends.



## 5 End Phase

During the End Phase, do the following:

- 1 If there are any effects that are activated at the start of the End Phase, activate and resolve them.
- 2 Switch all the Character and Field cards on your field in Rest Mode to Active Mode.
- 3 If your hand contains more than 8 cards, choose cards to place in your Remove Area until you have exactly 8 cards left.
- 4 Effects with text such as “for the turn” are negated.

After the above is finished, it is your opponent's turn.

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### • If multiple effects are simultaneously activated

If multiple effects are simultaneously activated during the game, the player who controls the cards that have those effects can resolve them in any order. If the effects of you and your opponent are simultaneously activated, the player whose turn it is resolves their effects first followed by the other player.

\*If new effects activate as the result of an effect resolving, the unresolved effects can be resolved in any order.

### • If BP drops to 0 or less

If the BP of a Character on the field drops to zero or less, that Character is removed from the field.

### • If a Raid Boosted Character is moved to a location other than the field

If a Raid Boosted Character is moved to a location other than the field, the top card is moved to the specified location, while the card on the bottom is placed in its owner's Outside Area. At such times, the card on the bottom isn't treated as being removed from the field.

Example) If you use an effect to return a Raid Boosted Character to your hand, the top card is returned to your hand, while the bottom card is placed in your Outside Area.

### • Removing cards from the field

“Remove from the field” refers to effects such as “remove this card from the field,” when a card's BP is reduced to 0, or moving a card on the field to the Outside Area after a battle. “Remove from the field” doesn't refer to using effects such as “place in the Outside Area” or when placing a card in an area other than the Outside Area such as your hand or Remove Area.

# Keyword Effects

<p><b>ステップ</b></p>	<p>During your Move Phase, this Character can also be moved from your Front L to your Energy L.</p> <p>* This Character can be moved at the same time as a Character moved from your Energy L to your Front L.</p>
<p><b>ねらう 狙い撃ち</b></p>	<p>When attacking with this Character, you can specify a Character on your opponent's Front L to attack, and if you do, your opponent cannot block with a different Character.</p> <p>* You can specify and attack a Character on your opponent's Front L regardless of whether the Character is in Active Mode or Rest Mode.</p> <p>* The specified Character's Active/Rest Mode state is not changed.</p> <p>* Your opponent's specified Character is not blocking, so the Character's <b>ブロック時</b> effect is not activated, but a battle will occur.</p> <p>* A Character with "this Character can't be chosen by effects" text can still be specified as the attack target.</p>
<p><b>かい 2回アタック</b></p>	<p>The first time this Character attacks during a given turn, the Character is switched back to Active Mode.</p>
<p><b>かい 2回ブロック</b></p>	<p>The first time this Character blocks during a given turn, the Character is switched back to Active Mode.</p>
<p><b>インパクト①</b></p>	<p>If this Character attacks and wins a battle, the opposing player sustains 1 damage.</p> <p>* Even if <b>インパクト①</b> is gained twice, only <b>インパクト①</b> occurs.</p>
<p><b>インパクト+1</b></p>	<p>This effect increases the Impact damage by 1 or grants <b>インパクト①</b> if the Character does not have Impact already.</p>
<p><b>ダメージ②</b></p>	<p>When this Character inflicts direct damage with an attack, they inflict 2 damage instead.</p> <p>* The attacker specifies 2 Life cards, and their opponent performs Trigger checks for both.</p> <p>* Even if <b>ダメージ②</b> is gained twice, only <b>ダメージ②</b> occurs.</p>
<p><b>ダメージ+1</b></p>	<p>When this Character inflicts direct damage with an attack, they inflict 1 additional damage.</p>
<p><b>むこう インパクト無効</b></p>	<p>When this Character does battle with a Character that has Impact, that Character loses <b>インパクト</b> for the duration of the battle.</p> <p>* This does not include Negate Impact.</p>



# Glossary

## Activation timing examples

<b>とうじょうじ</b> <b>登場時</b>	This effect is activated when this card is played. This effect can also be activated during the opponent's turn as a result of Raid Boosts caused by Triggers, other effects, etc. It also activates when the card is played by a card effect.
<b>たいじょうじ</b> <b>退場時</b>	This effect is activated when this card is moved from the field to the Outside Area.
<b>じ</b> <b>アタック時</b>	This effect is activated when this card attacks.
<b>じ</b> <b>ブロック時</b>	This effect is activated when this card blocks.
<b>じぶん</b> <b>ちゅう</b> <b>自分のターン中</b>	This effect is continuously activated only during your turn.
<b>あいて</b> <b>ちゅう</b> <b>相手のターン中</b>	This effect is continuously activated only during the opponent's turn.

## Activation conditions

Examples of conditions for activating effects are provided below.

To activate an effect, all of the conditions written for it must be satisfied.

<b>ライン</b> <b>ばあい</b> <b>フロントラインにある場合</b>	This effect can only be activated if this card is on the Front Line.
<b>ライン</b> <b>ばあい</b> <b>エネルギーラインにある場合</b>	This effect can only be activated if this card is on the Energy Line.
<b>レストにする</b>	This effect can be activated by switching this card to Rest Mode while it is in Active Mode.
<b>てふだ</b> <b>まいじょうがい</b> <b>お</b> <b>手札をn枚場外に置く</b>	This effect can be activated by placing 1 card from your hand in your Outside Area.
<b>しはら</b> <b>APをn支払う</b>	This effect can be activated by paying n AP.
<b>たいじょう</b> <b>このカードを退場させる</b>	This effect can be activated by placing this card in your Outside Area.
<b>ターン1</b>	This effect can only be activated once per turn for each card that has it on your field.