

# MegaMan Trading Card Game— Current Rulings Document 2.0 — 4/1/2005



This document is a supplement to the *Grave* starter deck rulebook.

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## Single Card Rulings

*Misprint: Cards with this label have an error. We have no plans to reprint these cards or make corrected versions of them available at this time.*

### CyberSword (IC12)

You can't play a Cyber Sword if your opponent has no cards in his or her discard pile.

### Fast and Powerful (IC22)

This card does not make a NetNavi's blast equal 1 if that NetNavi's blast is less than 1. If you choose a NetNavi with a current blast of 1 or less when you play Fast and Powerful, there is no effect.

### Handy Work (IC51)

If you have four resources in play and one of them is Handy Work, you can spend it to play another resource. When you spend Handy Work to use its game text, it is no longer a resource in play and you can play another resource in its place.

### It's an Emergency (IC52)

You must first burn 1 power, so the card you burned is in your discard pile when you choose a card to place in your power gauge.

Your copy of It's an Emergency is not in your discard pile when you power up.

See **when do cards go to the discard pile**.

### Lightning1 (IR80)

If you have played Lightning1 (IR80) and your opponent has played EnergyBomb (IP2), your opponent takes no damage during the Battle Phase.

A loop is created in which your opponent loses the rightmost card in his or her power gauge (Lightning1), and then replaces that same card in the same place (EnergyBomb).

### Wide Sword (IR85)

When this card reduces a NetNavi's strength to 0, all modifications to that strength are canceled and the effect is like that NetNavi's printed

strength is 0. That NetNavi's strength can be modified by cards played later in the same turn.

Blasting adds to your NetNavi's strength, so when your opponent plays Wide Sword, the effects of that blast (adding to strength) are removed. However, Wide Sword does not cancel your blast destiny. You may play cards that add to your blast destiny, or cards that refer to your blast destiny (such as Disaster Strikes).

### System Error (ISRI08)

If two copies of this card are played on the same turn by different players, the effects cancel each other out and losing energy returns to normal for both players.

Subsequent additional System Error cards played on the same turn after this have no effect.

### LifeAura (IURI19)

If your opponent plays Life Aura and you have Canceled in hand, you can't use Canceled to cancel Life Aura before it has its effect. Events, Resources, and BattleChips must complete their effects before you may perform an action.

A BattleChip like LifeAura that does not have an ongoing effect can't be canceled. It functions much like an event.

### Underestimated (IURI27)

*Misprint: This card is an event (its card type is correct), not a resource (its template is wrong).*

The effect of this card is optional. If you choose to use the effect of this card, you are not losing energy, you are recharging instead. You can't combo Underestimated with Rock Solid or Clear Victory, since you can't play either of the latter two cards if you're not losing energy.

You can play multiple copies of this card on the same turn and recharge 5 energy with each.

### MegaMan, Cyber Hero (IPI)

The game text of this card works with any card or rule that uses the words "discard down." So that means that game text works with part c of the Draw phase, and also with Send in the Clowns (IC65).

### EnergyBomb (IP2)

See **Lightning1 (IR80)**.

### Double Power (IT3)

You can't play this card during your opponent's turn. You can only blast during your main phase (Power Up rulebook, page 14).

Even though some cards do "break the rules," you can't blast during your opponent's turn because the rulebook expressly forbids this.

### Liberation (2UR99)

As defined in the rulebook on page 8, "burn a power" means to burn one of your own power, not your opponent's power. Liberation only works when you burn your own power.

### BambooLance (3U35)

*Misprint: This Grave card has the wrong set number.*

### BugCharge (3U38)

*Misprint: This Grave card has the wrong set number.*

### Geyser (3U40)

*Misprint: This Grave card has the wrong set number.*

### MagBolt3 (3U42)

*Misprint: This Grave card has the wrong set number.*

### Muramasa (3U44)

*Misprint: This Grave card has the wrong set number.*

### VoodooDoll (3U46)

*Misprint: This Grave card has the wrong set number.*

### HeatGuts Activate (3P4)

When you play this event, for the rest of your main phase, you can look at and play the cards currently in your power gauge as if they were in your hand. Your opponent gets a chance to play cards in between your card plays as usual. If you add more cards to your power gauge after you play this event, those cards may not be looked at or played. You can't count the card you are playing towards its power gauge requirements.

*Example: If you have 4 cards in your power gauge when you play HeatGuts Activate, you can't play one of those cards if it requires 4 power to play.*

## General Rulings

### blast

If a NetNavi's blast number falls below zero for any reason, it becomes zero (so you don't have to deal with negative numbers).

*Example: Your MagicMan, Riddler plays 2 BattleChips in the same turn (using AreaSteal or Not Enough Power). Any later modifications would then start from zero instead of a negative number.*

A NetNavi with a blast number of zero is unable to blast at all. Of course, numbers such as a modified blast number would reset after the end of the turn.

### canceling BattleChips

You may cancel a BattleChip any time after the BattleChip has completed its effect (during the same Main Phase).

When a BattleChip is canceled, that BattleChip is still considered to be played for purposes of the game text of other cards.

*Example: Your NetNavi is Roll, and you play AirShot, which adds 5 to your defense (+3 from the BattleChip text and +2 from Roll's text). Your opponent plays Canceled, which cancels the AirShot and its +3. Roll is still defense +2.*

### conditions

Some cards have conditions in their game text, usually identified by a phrase beginning with "If:"

For an event, you can play it when you can't meet the condition.

For a resource, you can't spend it unless you can meet the condition.

*Example: Evolution is an event that says, "If you have exactly 2 cards in hand..." but you can play it when you don't and it won't do anything.*

*Example: Set to Win is a resource that says, “SPEND: If you played a BattleChip this turn...” and you can’t spend it if you haven’t.*

## **deck and discard pile**

The number of cards in each player’s deck is not hidden information, and you may ask your opponent for a count at any time.

You may also look through the cards in your discard pile or your opponent’s discard pile at any time.

When you “take a card” or “take any card” from your deck, you don’t have to show that card to your opponent. If there is any other aspect of that card that must be verified (such as card type or color), then you must show it to your opponent.

## **effects**

You must complete all of a card’s cost before that card has its effect, but once the effect happens, you do as much as you can and ignore the rest.

*Example: You can play a card like Smack Down 1C67 that destroys “2 of your opponent’s resources” when there is only one resource in play. That resource is destroyed.*

If a second card’s text is triggered while performing multiple effects from a first card’s text, perform the triggered text to completion before returning to the first card’s text.

*Example: You have AquaCustom and three other blue resources in play. You play AquaCustom Activate! Assuming you spend AquaCustom last, you decide each time you spend one of the other three resources whether to use the text of AquaCustom. All of this happens before AquaCustom Activate! has its effect.*

## **when do cards go to the discard pile?**

When an event or BattleChip is played, or when a resource is spent, that card doesn’t go into the discard pile until after its game text has resolved. Any cards used to pay a cost for that card go in there first, however.

*Example: When you spend Upload, you can take one of the 2 power you burned to play Upload into your hand. You can’t take that copy of Upload into your hand.*

If the event or BattleChip that is being played (or the resource being spent) creates an ongoing condition, place it in the discard pile after that ongoing condition is established.

*Example: When you spend Two for One, place that resource in your discard pile. The ongoing condition continues.*