




# ENTER THE ARENA

**I**T'S TEAM ON TEAM CONFLICT ONE - MATCH AT A TIME! THE YU YU HAKUSHO TRADING CARD GAME LETS YOU BUILD A TEAM OF YOUR FAVORITE FIGHTERS INTO A SPIRIT-WIELDING FIGHTING FORCE.



-  COLLECT AND PLAY FOR FUN OR COMPETE IN OFFICIAL TOURNEYS!
-  UNLEASH NEW TEAMS!
-  FORGE A ROGUE TEAM THAT FIGHTS THE WAY YOU WANT!

**LET THE MATCH BEGIN!**





**WHAT'S A TRADING CARD GAME (TCG)? IT'S A GAME WHERE YOU PLAY WITH A DECK YOU HAVE PUT TOGETHER WITH CARDS FROM YOUR COLLECTION. YOU CHOOSE THE WAY YOU DEFEAT YOUR OPPONENT BY HOW YOU BUILD AND PLAY YOUR DECK. THAT'S WHAT MAKES TCGS FUN!**

## **HOW TO WIN**

- 1 BE THE FIRST PLAYER TO WIN 3 MATCHES.**
- 2 EMPTY YOUR OPPONENT'S DECK! WHEN YOUR OPPONENT TRIES TO DRAW OR DISCARD A CARD FROM HIS DECK AND CANNOT, YOU WIN!**

## HOW DOES THIS GAME WORK?

YOU LEAD YOUR TEAM IN A DEADLY TOURNAMENT TO WIN 3 MATCHES. TO WIN A MATCH, ONE OF YOUR FIGHTERS FACES-OFF WITH ONE OF YOUR OPPONENT'S FIGHTERS IN THE ARENA. DURING A MATCH, DEADLY ATTACKS ARE THROWN BACK AND FORTH CAUSING DAMAGE UNTIL ONE FIGHTER IS DEFEATED.

INSTANTLY, THE NEXT TWO FIGHTERS ENTER THE ARENA AND THROW DOWN. THIS CONTINUES UNTIL ONE PLAYER WINS THE GAME. DIRTY TRICKS ARE AROUND EVERY CORNER, SO BE CAREFUL!

### WHAT'S IN A TURN?

A TURN IS THE 3 STEPS A PLAYER GOES THROUGH WHEN HE OR SHE IS THE ATTACKER. WHAT ARE THESE 3 STEPS?

1. **DRAW STEP:** DRAW 2 CARDS AND GAIN 2 SPIRIT ENERGY.
2. **MAIN STEP:** PLAY CARDS TO PREPARE FOR YOUR ATTACK.
3. **ATTACK STEP:** UNLEASH ALL THE DEVASTATING EFFECTS OF YOUR ATTACK AND HIT HARD!

ONCE THESE 3 STEPS ARE COMPLETED, IT IS THE NEXT PLAYER'S TURN. PLAYERS ALTERNATE TAKING TURNS UNTIL THE GAME IS WON.

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## GAME WORK?

### THE GOLDEN RULE

SOME CARDS ARE SO POWERFUL THAT THEY EVEN BREAK SOME OF THE RULES.

WHEN A CARD CONTRADICTS A RULE IN THE RULEBOOK, THE CARD IS ALWAYS RIGHT!

### THAT'S THE BASICS.



### LET'S GET TO KNOW THE CARDS!



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# KNOW YOUR FIGHTERS

CHARACTER CARDS REPRESENT WHO IS ON YOUR TEAM AND WHO YOUR CURRENT FIGHTER IS IN THE ARENA. THERE ARE 3 DIFFERENT VERSIONS OF CHARACTER CARDS: STANDARD CHARACTERS, TEAM LEADERS AND KINGS. TO SEE A KING FIGHTER LOOK AT THE BACK COVER.



## CARD CODE

EACH CARD IS CODED TO LET YOU KNOW ITS NUMBER AND RARITY IN THE SET.

CARD #  
**C / 166**

Rarity Set Size  
 C = COMMON  
 G = GHOST RARE  
 R = RARE  
 ST = STARTER  
 S = SPIRIT RARE  
 U = UBER RARE  
 T = TOURNAMENT

## 1 ATTACK COST

THIS IS THE NUMBER OF CARDS YOU MUST DISCARD FROM YOUR HAND TO USE THIS ATTACK.

WHEN A CARD CODE STARTS WITH A "T" IT MEANS THAT IT IS ONLY FOUND IN TOURNAMENT PACKS! YOU CAN GET THESE TOURNAMENT PACKS BY PARTICIPATING IN SANCTIONED YU YU HAKUSHO TOURNAMENTS!

## TEAM SYMBOL

THIS SYMBOL IDENTIFIES CHARACTERS THAT FIGHT WELL TOGETHER ON A TEAM. YOU GAIN A TEAM BONUS WHEN 3 OF YOUR CHARACTERS ON YOUR TEAM SHARE THE SAME TEAM SYMBOL!



## DEFENSE VALUE

THE NUMBER IN THIS ICON SHOWS HOW STRONG YOUR CHARACTER'S DEFENSE IS.

## ATTACK VALUE

THIS ICON SHOWS THE ATTACK'S STRENGTH.

## ATTACK

THE PUNCHES, KICKS AND HARD-HITTING STUFF YOU THROW AT YOUR OPPONENT DURING THE ATTACK STEP.

## HERO/VILLAIN

HERO CHARACTERS HAVE HERO ICONS (blue circle) AND VILLAIN CHARACTERS HAVE A VILLAIN ICON (red circle) AND CHARACTERS THAT ARE NEITHER HERO NOR VILLAIN HAVE BLACK ICONS (black circle).



## MASTER YOUR TECHNIQUES

WANT TO USE A DIFFERENT ATTACK THAN THE ATTACK(S) ON YOUR CHARACTER CARD? USE A **TECHNIQUE**. YOU TEACH YOUR CHARACTERS TECHNIQUES BY ATTACHING THEM TO THE CHARACTER DURING YOUR **MAIN STEP**.



THIS ICON IDENTIFIES THIS CARD AS A TECHNIQUE.

### FOIL STAMP

EACH CARD FROM THE FIRST EDITION GETS A FOIL STAMP AS PROOF THAT IT CAME FROM THE SET'S PREMIER PRINTING.

## ADD YOUR ITEMS

**ITEMS** GIVE YOU AN EDGE DURING THE MATCH. IS HIE® IN TROUBLE? THROW HIM A KATANA! YOU GIVE ITEMS TO YOUR CHARACTERS BY ATTACHING THEM DURING YOUR **MAIN STEP**.



THIS ICON REPRESENTS THAT THIS IS AN ITEM CARD.

### ATTACK VALUE MODIFIER

THE NUMBER NEXT TO THIS ICON REPRESENTS THE BONUS YOU GAIN FROM THE CARD'S TEXT. DELETERIOUS BOMB INCREASES YOUR ATTACK VALUE BY +2500 AND GIVES YOU AN EFFECT YOU MAY USE IN YOUR DRAW STEP.

## WATCH OUT FOR EVENTS

**EVENTS** REPRESENT THE CRAZY PLOT TWISTS THAT OCCUR IN YU YU HAKUSHO. EVENT CARDS ARE PLAYED IN YOUR **MAIN STEP** AND THEY CAN SHIFT GAME PLAY FAST.



### EVENT ICON

THIS ICON IDENTIFIES THIS CARD AS AN EVENT.

SPIRIT ENERGY GIVES YOU THE POWER TO PLAY THE REALLY BIG STUFF. THIS ICON TELLS YOU HOW MUCH SPIRIT ENERGY IS NEEDED TO USE THIS EVENT. THIS EVENT REQUIRES 0 SPIRIT ENERGY.

## LEARN TO PLAY FAST

GO TO THE ONLINE DEMO!

[YuYuHakushoTCG.com/demo](http://YuYuHakushoTCG.com/demo)

DOWNLOAD THE CARDS, PRINT THEM OUT, PLAY THE INTERACTIVE DEMO AND GET IN THE GAME. GO THERE NOW!





# SETTING UP THE ARENA

**1** GETTING READY TO PLAY IS EASY. TO BEGIN SETUP, YOU PLACE A TOKEN AT 0 ON THE SPIRIT ENERGY TRACKER. NEXT, SEPARATE FROM YOUR DECK THE 4 STARTING CHARACTERS YOU ARE GOING TO FIGHT WITH. PUT YOUR FIRST FIGHTER IN THE ARENA FACE-DOWN. PLACE THE OTHER 3 CHARACTERS IN MATCH SLOTS 2, 3 AND 4 FACE-DOWN. YOUR 5TH MATCH SLOT BEGINS EVERY GAME EMPTY.

NOW SHUFFLE YOUR DECK.

## DISCARD PILE:

WHEN CARDS ARE DISCARDED THEY GO HERE.

THESE 4 MATCH SLOTS MAKE UP YOUR OPPONENT'S SIDELINE.

MATCH SLOT 2 MATCH SLOT 3 MATCH SLOT 4 MATCH SLOT 5

**2**

AFTER YOU AND YOUR OPPONENT PLACE ALL OF YOUR CHARACTERS FACE-DOWN, YOU BOTH FLIP YOUR CHARACTER CARDS FACE-UP AS SHOWN BELOW. FOR MORE DETAILS ON SETUP GO TO PAGE 20.

## ARENA

## CHARACTER CARDS:

CHARACTER CARDS IN THE ARENA GO HERE.

## TECHNIQUE CARDS:

TECHNIQUE CARDS GO HERE.

## DECK:

PUT YOUR DECK HERE

## SPIRIT ENERGY TRACKER:

WHAT YOU USE TO KEEP TRACK OF YOUR SPIRIT ENERGY.

USE THIS DIAGRAM AS A GUIDE TO SHOW YOU WHERE TO PUT YOUR CARDS DURING GAME PLAY.

## GAME BASICS

### HOW DO YOU WIN THE GAME?

**Win 3 Matches.** You win the game the instant you have won 3 matches.

**Deck Your Opponent.** Your opponent loses the game when he or she tries to discard or draw a card from his Deck and cannot.

**Forfeit.** Your opponent forfeits the game when he or she has lost 2 matches and has no fighter for the next match.



### HOW DO YOU WIN A MATCH?

To win a match you must inflict 4 or more points of damage on your opponent's character. For each point of damage your opponent's character takes, that character card rotates 90 degrees clockwise.







When a fighter in the Arena has 4 or more points of damage, it is defeated and goes to the Winner's Circle face-down. The other fighter also goes to the Winner's circle, but it is placed face-up. When a character is defeated on the Sideline, it also goes to the Winner's Circle face-down, and its opponent's character in the opposing Match Slot goes there face-up as well.

### HOW DO YOU INFLECT DAMAGE?

**Damage Comes From Attacks!** When you perform an attack and your Attack Value (  ) is equal to or greater than your opponent's fighter's Defense Value (  ), then the attack deals 1 or 2 points of damage!

**One Point of Damage.** If the total  is greater than or equal to the total  of your opponent's character, then the attack does 1 point of damage.






**Two Points of Damage.** Hit HARD! If your  is 2 or more times the  of your opponent's character, then the attack does 2 points of damage! If your  is 3 or more times the  of your opponent's character, the attack still does only 2 points of damage.



**What if my character's a wimp compared to his opposing fighter? What do I do then?**

You can inflict minimum damage.

**Minimum Damage.** If your opponent's  is above your  , you can still perform the attack and pay its costs. After you use any effects of the attack, you may discard 2 more cards from your hand to deal 1 point of damage. This is called "dealing minimum damage."

**EXAMPLE:** Yusuke® is attacking Sensui™ with his attack on the technique *Flying Kick*, which has a Attack Value of  **5000**, against Sensui's  **6000** Defense Value. Yusuke discards 1 card from his hand to use the attack, but it is **1000** short of what he needs to cause any damage. If Yusuke discards 2 more cards from his hand, he can deal minimum damage to Sensui. Yusuke discards 2 cards and Sensui takes 1 point of damage.





## WHO IS THE ATTACKER AND DEFENDER?

At any time in the game, there is always an attacker and a defender. The attacker is the player whose turn it is and who is going through the 3 steps in the Sequence of Play. The defender is the player who is NOT going through the 3 steps. Typically the defender can only respond to the attacker's actions.

## BEGINNING A NEW GAME

So you've got a Deck and are ready to go? Here's how to get started.

### Setup Step 1.

First, set a Token on your Spirit Energy Tracker at 0.

### Setup Step 2.

Now search through your Deck for your 4 starting characters and put them in play facedown: One character goes facedown in the Arena as your fighter and the other 3 characters go face-down in Match Slot 2, Match Slot 3, and Match Slot 4. Wait for your opponent to do the same.

### Setup Step 3.

Once both of you place your character cards on the table, flip them over face-up at the same time. Characters start with 0 points of damage.

### Setup Step 4.

Now you and your opponent shuffle your Decks and offer each other the chance to cut.

### Setup Step 5.

Flip a coin. If the caller guesses correctly, he or she gets to choose who goes first as the attacker. Otherwise, the player who flipped the coin gets to choose.

### Setup Step 6.

You and your opponent draw 4 cards from the top of your Decks.



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## THE GAME BEGINS!

## THE SEQUENCE OF PLAY IN DETAIL



These are the 3 steps that you go through when you are the Attacker for the turn. You must go through each step in order.

### I. DRAW STEP

This is the step when you get the power you need to perform attacks!

#### In this step as the attacker, you must do 2 things:

**1. Draw 2 cards** from the top of your Deck. (NOTE: On the first turn of the game the Attacker does NOT draw 2 cards.)

**2. Gain 2 Spirit Energy** by moving your Spirit Energy Token up 2 points on the Spirit Energy Tracker. The highest amount of Spirit Energy allowed at any time is 10. So if you are at 9 you only gain 1 more Spirit Energy.

**What's Spirit Energy?** It's the power you use to play different cards or to use some attacks and effects from cards in play. We'll go into Spirit Energy in more detail later.

**IMPORTANT:** If any of your cards in the Arena have card effects with "**Draw**" in bold text, that means the effect is used at any time during your **Draw** step.

**EXAMPLE:** You attach *Emotional Shackles* to your *Stigure*, *Cool Mercenary*. *Emotional Shackles*' card effect is "**Draw:** You may attach this card to one of your opponent's characters in play. While attached, his attacks gain -2000 and he gains -500." During your **Draw Step**, you may detach this item and attach it to another character.

After you draw your 2 cards and gain your 2 Spirit Energy for the turn, you go to the **Main Step**.

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## II. MAIN STEP

**Get Ready for the Fight Ahead!** This is when you prepare your attack to gain the momentum to win. As the Attacker in this step, you may do any of the following actions as often as you can in any order:

1. Play a 5th character from your hand into the 5th Match Slot if there is not one already there.
2. Attach an item from your hand to one of your characters.
3. Attach a technique from your hand to one of your characters.
4. Play an event from your hand.
5. Use an effect on your fighter that can be used in this step.
6. Use a Sideline effect from a character on your Sideline.
7. Do nothing and go to the **Attack Step**.

**1. Play a 5th Character Into the 5th Match Slot.** Since you begin the game with only 4 characters in play, you need to play a 5th character from your hand to prepare for a 5th match. To do this, put the card on the 5th Match Slot face-up. The character must come from your hand and cannot be one of your characters already in the Winner's Circle, Arena or Sideline.

**2. Attach an Item.** You may attach an item to your fighter in the Arena, or to a character on your Sideline. When you attach an item to a character in the Arena, you put it face-up in the square marked "Item." Even though the card isn't touching the fighter, it is still "attached." When attaching an item to your fighter, you must spend any Spirit Energy that the item requires.

When attaching an item to one of your Sidelined characters, the card goes under the character face-down. If an item requires Spirit Energy, you don't pay the Spirit Energy until the item turns face-up.

**3. Attach a Technique.** You attach techniques just like items! But you attach them in a different place. When attaching a technique to a fighter, put the technique face-up in the space marked "Tech."

When attaching a technique to one of your Sidelined characters, the card goes under the character face-down. If a technique requires Spirit Energy, you don't pay the Spirit Energy until the technique turns face-up!

**4. Play an Event.** You play an event from your hand by first spending the Spirit Energy needed by the card (if any). Then you play the card, do what it says, and discard the event card.

**5. Use an Effect That is Printed on Your Fighter.** You may use an

effect or Sidelined effect on your fighter that can be used in the **Main Step**. Such an effect will have the bold text "**Main:**" in front of it. Only cards in the Arena are able to use effects. Sidelined characters cannot use their effects unless a card permits them to or if they have Sideline Effects.

**6. Use a Sideline Effect on One of Your Other Characters.** You may use any Sideline effect that is on any of your characters on your Sideline. These cards have the words "**Sideline Effect:**" printed in bold.

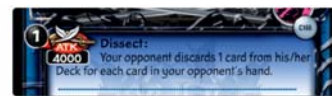
**7. Do Nothing and Go to the Attack Step.**

## III. ATTACK STEP

Now it's time to blast your opponent into oblivion! In the **Attack Step** you can use only 1 attack. This attack can come from your character in the Arena, or from one of its attached techniques. Only the attacker can attack in this step. The defender can only respond to the actions of the attacker if he has a card that permits him to do so.

**Performing attacks.** To perform an attack, first declare the name of the attack you are performing as printed on either your character card or attached technique card. Below is a running example of how an attack works.

This is the  
attack name!



This is the effect  
of the attack!

**EXAMPLE:** It's *Shigure*<sup>TM</sup> vs. *Hiei*! Your *Shigure*, *Cool Mercenary* is in the Arena with *Hiei*, the *Vanquisher*. *Shigure* has 1 card attached to him, the technique *Flying Kick*. Since he can only use 1 attack per turn, he chooses to use the attack *Dissect* — the attack that is printed on his character card. (To see these cards to go page 10.)

Now you must pay the ● which is the number of cards you must discard from your hand to perform the attack. If you cannot pay it, then you cannot use the attack.

**EXAMPLE (Cont.):** You discard 1 card from your hand for *Shigure* to perform the *Dissect* attack.

After you pay for the attack, use the attack effect that is in the text box. Unless the card gives you choices, you must use the attack effect that is printed after the name of the attack.

**EXAMPLE (Cont.):** *Shigure*'s attack effect is "*Your opponent discards 1 card*"



## ATTACK MAP







### STEP 3. ATTACK!

USE THIS MAP AS A WAY TO LEARN HOW TO ATTACK. JUST DO WHAT IT SAYS AND BLOW YOUR OPPONENT'S HEAD OFF!

- 1 **DECLARE YOUR ATTACK:** DECLARE WHICH ATTACK YOUR CHARACTER IS CHOOSING TO USE FROM EITHER HIS CHARACTER CARD OR TECHNIQUE CARD AND PAY ITS ATTACK COST (●) OR (⊕).
- 2 **USE "WHEN YOU USE AN ATTACK" EFFECTS:** AT THIS TIME, YOU MAY USE CARDS AND EFFECTS THAT HAVE THE PHRASE "WHEN YOU USE AN ATTACK" IN THE TEXT.
- 3 **USE ANY ATTACK EFFECT:** IF AN ATTACK HAS AN EFFECT, THEN IT WILL HAVE WORDS CLOSE TO THE LARGE (L) ON THE LEFT SIDE OF THE CARD AFTER THE ATTACK NAME. IF SO, USE THE EFFECT AT THIS TIME.
- 4 **DETERMINE FINAL AND VALUES.** COMPARE THE FINAL MODIFIED ATTACK VALUE (A) AND THE FINAL MODIFIED DEFENSE VALUE (V) TO DETERMINE IF DAMAGE IS DEALT.
- 5 **MINIMUM DAMAGE:** IF NO DAMAGE IS DEALT BY YOUR ATTACK, YOU MAY DISCARD 2 CARDS FROM YOUR HAND TO DEAL 1 POINT OF DAMAGE.
- 6 **SHOW DAMAGE:** IF ANY DAMAGE IS DEALT TO YOUR OPPONENT'S CHARACTER, HE TURNS THE DAMAGED CHARACTER'S CARD 90 DEGREES FOR EACH POINT OF DAMAGE TAKEN.
- 7 **THE STEP ENDS:** IF A CHARACTER IS DEFEATED, IT NOW GOES TO THE WINNER'S CIRCLE FACE-DOWN AND THE CHARACTER THAT WON THE MATCH GOES TO THE WINNER'S CIRCLE FACE-UP. THE NEXT 2 FIGHTER'S NOW ENTER THE ARENA. THE STEP IS OVER — SO IS YOUR TURN. IT'S NOW YOUR OPPONENT'S TURN — GET READY TO DEFEND!

*from his/her Deck for each card in your opponent's hand." Your opponent now discards a card from the top of his Deck for each card your opponent has in his hand.*

## ATTACK STEP (CONTINUED)

Now you compare the total  of the attacking character with the total  of the defender. If the  meets or exceeds the  then the attack deals damage. Normally, attacks deal 1 point of damage. But if your total  is 2 or more times the total  of your opponent's character, then the attack does 2 points of damage instead of 1.

**EXAMPLE (Cont.):** Shigure's technique has an Attack Value of  4000 against Hiei's  6000. Can Shigure still deal damage to Hiei?

*Yes! Even if though Hiei's defense is strong, Shigure can still get a shot in! How? By dealing Minimum Damage. Shigure discards 2 additional cards from his hand and his attack *Dissect* does one point of damage to Hiei.*

**Taking Damage from Attacks.** After you attack, your opponent takes any damage from the attack. For each point of damage taken, your opponent rotates his character card clockwise 90 degrees. When he has a total of 4 or more points of damage, he loses the match!

Those are the 3 steps of your turn. Now it is your opponent's turn!

## SPIRIT ENERGY

Spirit Energy is the resource you will use to pay for many effects and attacks in a game. You gain Spirit Energy throughout the game, and you will spend Spirit Energy in various ways.


### How to Gain Spirit Energy.

You gain 2 Spirit Energy during your Draw Step. This means that you will NOT gain 2 Spirit Energy during your opponent's Draw Step.

You also gain additional Spirit Energy by card effects and Team Bonuses. If a card effect or Team Bonus lets you to gain additional Spirit Energy, then gain the Spirit Energy as instructed.

**How to Spend Spirit Energy:** You spend your Spirit Energy by moving your token down the Spirit Energy Tracker by the amount of Spirit Energy you are spending. You may also track your Spirit Energy on a die if you wish. You can only spend Spirit Energy when a card or effect

requires or allows you to spend it. Spirit Energy cannot be spent for the sake of lowering your Spirit Energy.

How much do you spend? To find out how much you need to spend to play a card, look on the left side of the card. If you see this  with a number, then you spend that much Spirit Energy for that card. (NOTE: Cards from the first three sets have one Spirit Energy icon for each unit of Spirit Energy required.)


IMPORTANT: Once Spirit Energy is used for an effect, it disappears.

### Spirit Energy is Spent in the Following Ways:

**1. Attaching a face-up technique or item that requires you to pay Spirit Energy.** Before you can attach a technique or item face-up to a character or fighter, you must pay the Spirit Energy. Attaching an item or technique facedown to a character on your Sideline costs no Spirit Energy to attach.



**2. You spend Spirit Energy whenever a card requiring Spirit Energy flips face-up from a facedown position.** This will occur when you put a character into the Arena as your fighter. When it enters the Arena, you flip over all attached cards and pay any required Spirit Energy. If you don't pay for the Spirit Energy of a card, then it is discarded. If an attached card flips face-up multiple times in a game, you must pay the Spirit Energy each time it flips face-up or else discard the card.

**3. Many events require you to pay Spirit Energy to play them.** Just pay the Spirit Energy, play the event and discard it. Some events attach themselves to other cards. When that occurs, the event will ALWAYS be face-up when you attach it to another card. Events are never facedown while they are attached.

**4. Using an Attack That Costs Spirit Energy:** If an attack has a icon that looks like this  then you must pay this much Spirit Energy as a cost to use the attack.

**You Always Pay the Spirit Energy for Your Own Cards – No Matter What.** What happens if your opponent controls one of YOUR items or techniques and that card flips face-up? Well, you must choose to either pay the Spirit Energy, or let the card be discarded. Your opponent cannot pay his Spirit Energy to keep the item attached when it flips face-up.



**Spirit Attack Cost:** Starting with **Exile**, some attacks will have a cost in Spirit Energy. This means that you must pay the  to use the attack. The symbol that indicates the Spirit Attack Cost looks like this: .

**Spirit Energy Icons:** If a card requires you to pay a cost in Spirit Energy, there will be this following icon: .



This is a Spirit Attack Cost icon as it appear on cards.



This is how a Spirit Attack icon appears in card text.



This is a Spirit Energy Icon.



This is how the Spirit Energy Icon appears in print. You wont see the words "Spirit Energy" on cards. It always appears as this icon.


## CLEANING UP THE MESS

### WHAT TO DO WHEN A MATCH IS OVER

**You Won the Match!** When a character has a total of 4 or more points of damage, he is defeated and both fighters go to the Winner's Circle. The Match Slots for that match are locked for the rest of the game (except for the 5th Match Slot which is always open during the game). A locked Match Slot cannot have any cards played into it. Place the winning character face-up in the Winner's Circle and the defeated character there facedown. The Winner's Circle is the open space on the table next to the Arena.



Now you discard all the attached cards of those characters into each owner's Discard Pile. If any of your cards are attached to your opponent's character, they are discarded.

**Another Match?** If neither you nor your opponent have won 3 matches, the game isn't over. The next 2 characters enter the Arena as fighters, turn over their attached cards, spend any , discard the cards you both can't (or don't want to) pay for, and the game continues where it left off.

## DAMAGE DETAILS

**Now you know the basics! Let's go to the REALLY IMPORTANT stuff - the finer points of opponent bashing.**

**Damage Stays With Characters - No Matter What.** Some card effects switch out your fighter in the Arena with another character on your Sideline.

If an effect switches your fighter in the Arena with a Sidelined character, the damage on the fighter stays with him when he goes to the Sideline. Just keep the character card faced the same direction as it was when it was in the Arena.

**What Happens to a Character if it Takes Damage on the Sideline?** Yes, it is possible for a character on the Sideline to take damage. If that happens, turn the card accordingly. If he has 4 or more points of damage, place both that character and its paired character from the opposing Match Slot into the Winner's Circle, and that Match is now over.



**What about Healing Damage?** Some cards can heal damage. To heal your character, turn the card **counter-clockwise** 90 degrees for each point of damage healed. Damage can never go below 0. So if your opponent has 0 points of damage he can't go to -1 damage by healing.

## SETTING UP THE NEXT MATCH

**You've bashed your opponent's fighter! Now ...**

### NEXT FIGHTERS FORWARD!

**Place Your Fighter in the Arena Facing the Same Direction That It Faced on the Sideline.** Turn all of your fighter's attached techniques and items face-up and put them in the spaces marked "Tech" and "Item" respectively.



**Check to See if Any of the Attached Cards You Flipped Face-up Require Spirit Energy.** If so, spend the Spirit Energy or discard the attached card(s).

**Whose Turn Is It After a Match Is Fought?** Play resumes as normal from when the previous match ended.

**EXAMPLE:** You just won your match during your **Attack Step**. Now your and your opponent's next characters enter the Arena while it is still your **Attack Step**. Since you already attacked this turn (how would you have beat the last fighter otherwise?), you cannot attack again. If no other card effects are left to use, your turn now ends.

### SUDDEN DEATH

Sudden Death is a tie-breaking match that must be waged when both players have won 2 matches and neither player has a character in the 5th Match Slot.

**How It Works.** You pick 1 of your 2 characters in the Winner's Circle that won matches earlier in the game, and put it facedown in the Arena. Your opponent does the same. Flip both your fighters face-up at the same time. The fighters are healed of all damage from previous matches.

You each choose an item card from your Discard Pile and attach it face-down in the "Item" space. You both now turn your attached items face-up and spend the necessary Spirit Energy on the items as per the rules of Spirit Energy.

Now, you each get a technique card from your Discard Piles and repeat what you both did for items: attach it, flip it, and spend the required Spirit Energy.

The match goes on like normal and the winner of the match wins the game!

### TEAM BONUSES

You get a Team Bonus when 3 or more of your characters with the same Team Symbol are in the Arena, on your Sideline or in the Winner's Circle. These characters can be face-up or facedown.

**You can build a team without a Team Bonus.** This means that you may build your team with any characters you want!

A Team Bonus is constantly in effect as long as you qualify for it. This means there may be times when it is active and other times when it isn't.  
30 A Team Bonus MUST be used, even if your opponent doesn't want to use it.

If only 2 of your characters share the same Team Symbol and the remaining character is in your Deck, you do NOT qualify for your Team Bonus until the third character is either in the Winner's Circle or in play.

**EXAMPLE:** The Saint Beasts™ Team Bonus is as follows: "At the end of your turn, draw a card." This effect is active as long as 3 or more of your characters in play or in the Winner's Circle share the Saint Beasts Team Symbol. If a card effect leaves you with 2 or fewer cards that have the Saint Beasts Team Symbol, you lose your Saint Beasts Team Bonus.

### THE TEAM BONUSES



**Team Urameshi™:** Gain 1 extra ⚡ during your Draw Step. When you pay the ⚡ of an attack, the cards you discard are put at the bottom of your Deck in any order instead of being discarded.



**Team Saint Beasts™:** At the end of your turn, draw a card.



**Team Toguro™:** When you use an attack, you may discard up to 2 cards from your hand. That attack gains ⚡ +3000 for this turn for each card discarded in this way.



**Team Masho™:** During Setup, after both you and your opponent reveal your 4 starting characters and you show that you have the Masho Team Bonus, search your Deck for a 5th character and reveal it. Put all 5 characters into your hand. Choose 1 of your 5 characters and put it into the Arena face-up and the other 4 facedown in the Match Slots of your choosing. Your characters only flip face-up when a card affects them, or when they enter the Arena. If you qualify for the Team Bonus after the game has started, then you just turn your characters facedown, without rearranging them.



**Team Rokuyukai™:** Your characters with the Rokuyukai Team Symbol gain ♠ +2000.



**Team Ichigaki™:** Cards attached to your opponent's characters on the Sideline are face-up instead of facedown.




**Team Uraotogi™:** Your opponent cannot discard below 1 card in his hand when he pays for ((ATK COST ICON)). Your opponent cannot draw cards while he has 6 or more cards in his hand.





**Team Genkai™:** When 1 of your characters with the Genkai Team Symbol enters the Arena, you may search your Deck for a technique and put it in your hand.




**Team Sarayashki™:** Once per turn, you may discard 1 of your face-up items in play and pay 1  to search through your Deck for an item and put it in your hand.



**Team Sensui™:** All of your characters with the Sensui Team Symbol are both Heroes and Villains for your card effects.




**Team Koenma™:** When your opponent attacks one of your characters with the Koenma Team Symbol, discard the top two cards of your Deck. For each event discarded this way, your opponent's attacks gain  -2000 to a minimum of 0 for this attack.




**Team Mukuro™:** When your fighter deals damage to an opposing character, discard the top two cards of that player's Deck for each point of damage dealt.



**Spirit Defense Force™:** All attacks used by your characters with the Spirit Defense Force Team Symbol gain  +1000 for each villain your opponent has in play.



**Team Kuroko™:** You may use the face-up attacks on any of your characters in play. All of your attacks used by characters that do not have the Kuroko Team Symbol gain +1 .

## HOW THE CARDS WORK CHARACTER CARDS

**Character Cards Represent Your Team Members in the Tournament!** Character cards do NOT require you to spend Spirit Energy to play them. The attacks and effects of a character card are only active when that character is a fighter in the Arena. Some character cards display 2 effects: an attack, and a separate effect. When you see an effect and an attack on a card, you use them as completely separate card effects.

**EXAMPLE:** You are fighting in the Arena with *Shigure™*, *Cool Mercenary*. His card has both an attack and a separate effect. Here is his attack: *(2)  7000 If your opponent's fighter is a hero, draw a card.*

Here is Shigure's effect: *Effect: Draw: Consume You may discard up to 3 techniques from your hand. For each technique discarded in this way, draw a card and discard the bottom card of your opponent's Deck. This effect is active on Shigure when he is a fighter in the Arena, but this effect is NOT active if he is on the Sideline or in the Winner's Circle.*

Unless an Effect or Sideline Effect says "may," then you must use that effect whenever possible. Since this effect says "You may," you have a choice to use it, or not.

**When Your Character is in the Arena, it is called a "Fighter."** Although it is still a character for game effects, it is often referenced as your "fighter." Effects that target your fighter do NOT target your characters on the Sideline.

**What About Effects That are Part of Attacks?** These are called Attack Effects. You use Attack Effects after you pay for the cost of the attack and before damage is dealt.

**Character Cards and Team Leaders.** Character cards and team leader cards work exactly the same in the game, but team leaders look a little different. Team Leaders always have black background. This is true for every release except for the first set. Team Leaders in the first set have the Team Symbol back-dropped behind the character's image. (To see a team leader card look at Hiei on page 11)

**Attaching Cards to Your Characters in Play.** Cards can be attached to any of your characters in play. If you attach a card to a fighter, you attach it by first paying any required Spirit Energy, and then by putting it either in the "Tech" area of the playmat or the "Item" area of the playmat (depending on the card type). If an event attaches to your fighter, you can put it in either the "Tech" or "Item" space in the Arena.

**Attaching Cards To Sideline Characters.** When you attach an item or technique to a character on your Sideline, you attach it face-down underneath the character. The attached cards stay face-down until that character enters the Arena. When entering the Arena, place these cards face-up in their spaces in the Arena: items in "Item" area and

techniques in the “Tech” area and pay the required Spirit Energy.

**Hero and Villain Alliances:** There are 3 colored dots that appear next to any character’s name. Red dots indicate that the character is a villain. Blue dots indicate that the character is a hero. A red and blue dot indicate that the character is both. Black dots indicate that the character is neither a hero nor a villain. Hero/Villain alliances can be added to or removed from characters by card effects.

**Surnames.** Some characters have surnames. Surnames appear after a comma in the character’s title. An example would be “Hiei, the Vanquisher.” “The Vanquisher” is the surname.

**Only One Card for Each of Your Characters in Play.** You may not have the same character in play even if the cards of that character are different.

**You and Your Opponent May Play the Same Fighters in the Arena.** Yes, Team Saint Beasts can throw down against Team Saint Beasts! Yusuke can fight Yusuke! Mukuro can fight Mukuro!

**Team Symbol.** Some character cards display Team Symbols. If 3 or more of your team’s characters are either in play or in the Winner’s Circle, then you get to use the Team Bonus from that team as long as you qualify for it. (see Team Bonuses p. 30).

## NEW CHARACTER TYPE: KINGS

Not a team player? Then attack with a King! These characters are made up of 4 separate cards that you forge together into one nemesis. Kings are considered to be 1 character for game play and effects, but are counted as 5 characters as far as team “size.” Kings do qualify for the Team Bonus that matches the Team Symbol that appears on their card. This means that your opponent cannot play a King in addition to other characters. Kings are also Team Leaders even though they are only a team of 1.

**Where Do You Find Them?** The cards of Kings are found in boosters, tournament boosters, as well as in official SEVEN sponsored events. To get the details, go to our website ([www.YuYuHakushoTCG.com](http://www.YuYuHakushoTCG.com)).

**Kings at Setup:** When you play a King, you must put all of his cards into the Arena facedown before the game begins. All of a king’s Match Slots are “full.”

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**Rules for King vs. Team:** A king wins the game against another team by Decking his opponent, or by winning every possible match in the game to a max of 5. So winning 3 matches isn’t enough for a King to win! If your King enters the 5<sup>th</sup> match and your opponent has no character there, you also win. When a King wins a match, all of its attached cards go to the Discard Pile.

**Rules for King vs. King:** When a King fights a King, there is only one match in the game and it’s winner-take-all. Attached cards stay attached the entire game unless they are removed by other effects.

**Defeating a King:** Kings are TOUGH! It takes 12 points of damage to beat one! When a King is defeated, the game is over.

**Showing Damage on Kings:** Because of their size, Kings don’t rotate to show their points of damage. Instead, you keep track of their damage on a damage counter of your choice. You may use either dice or a sheet of paper.

**Losing King Cards:** The first time a King reaches 3 or more points of damage, you take away one of his cards and put it in the Winner’s Circle face-up, and you lose all the effects that are on that card. The first time a King has 6 or more points of damage you take away a second card. The first time a King has 9 or more points of damage, you take away his third card. When he reaches 12 or more points of damage, the King loses the game. Also, if a King takes enough damage to take away 2 or more cards from one attack, he does lose both cards. The controller of the King chooses which card(s) is taken away the first time his King reaches 3, 6, or 9 points of damage.

**When a King’s Card is Taken Away to the Winner’s Circle, It NEVER Comes Back.** Remember, the piece-cards being sent to the Winner’s Circle are not counted as defeated characters. The lost piece-cards are the result of reaching damage milestones.

**Healing Damage on Kings:** If your King heals damage, you lower the number of damage points accordingly. But remember, a lost piece-card is gone for good the first time your King has 3, 6, and 9 points of damage.

**EXAMPLE:** You are playing the king *Yusuke, the Raver*. On turn 2 *Yusuke* has 3 points of damage. You now remove a piece-card from him. In turn 3 you heal him a point of damage. On turn 5 he reaches 3 points of damage again. This time you do NOT remove a piece card. You won’t remove another piece-card until the first time *Yusuke* reaches 6 points of damage.

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## EVENTS

Events have a green background and represent key occurrences in the YuYu storyline. Events have game-shifting effects and are directly played from your hand to use their effects. Some events require Spirit Energy in order to be played.

**EXAMPLE:** You play the event card *Concealed Spirit Energy* which has this effect: *Until the end of the match, neither player can gain more than 2 ☉ during their turn. At the end of the turn, draw a card.* To play and use this card, you first pay the required Spirit Energy (for this card it is 0), then show the card to your opponent. The effects of the card are used as described.

**Attaching Events:** There are now event cards that attach to other cards in play. To attach an event, you merely do what the card tells you to, and the effects of that event will tell you everything the event does while it is attached. Attached events are ALWAYS face-up. If you are using the playmat, you can put the event in either the "Tech" or "Item" part of the Arena.

**EXAMPLE:** You play the event *Swift Moves 1* ☉ "Attach this card to your fighter if it has ☹ 4000 or less. This character gains ☹ +4000." So you pay 1 ☉ and play and use the card. If your fighter has a ☹ of 4000 or less, you will attach this card to it face-up.

## ITEM CARDS

Items are cards with a red background that represent physical objects you can use. Cards have a potion-bottle icon in the upper-right-hand corner, and are put in play by attaching them to your characters during your **Main Step**.

You attach items from your hand to your character cards. A character can have as many attached items as you want, including multiple copies of the same item. But remember, you may have to spend Spirit Energy for an item — check the cards for Spirit Energy costs.

When you attach a card to your character in the Arena, you place it in the "Item" section of your playmat face-up after you spend any required Spirit Energy on the card. If you attach it to one of your Sideline characters, place it under your Sideline character's card face-down without spending the Spirit Energy.

**There are 2 Types of Effects on Items:** constantly active effects, and those you must use to activate.

36 Some cards have both kinds of effects on them.

**EXAMPLE: Deleterious Bomb:** Your attacks gain ☹ +2500 **Draw:** Discard this item to have your opponent's fighter gain ☹ -1500 until your next Draw Step. The first part of the card's text is constantly active, but the second part isn't. You must choose to use it during your **Draw Step**. When you use it, your opponent loses ☹ -1500 after you discard the item. But when you discard the item the constantly active effect that gives your attacks a bonus of ☹ +2500 goes away!

**Flipping Items Over.** Whenever you move your character from your Sideline to the Arena, you flip all the attached items face-up and place them in your "Item" area on the playmat.

**Spending Spirit Energy for Flipping Items:** Whenever one of your attached items flips face-up (either from entering the Arena or because of an effect), you must spend Spirit Energy if any is required. It doesn't matter where or when the item flips face-up, you must spend the Spirit Energy when it flips.

**What Happens When a Fighter Gets Swiched With Another Character on Your Sideline?** When this happens, your fighter goes to the Sideline and keeps all its attached items and turns them over face-down underneath it.

**Transferring Items.** Once you attach an item to a character, you cannot transfer the attached item to another character.

## TECHNIQUES

Techniques are the purple shaded cards with a fist icon in the upper right hand corner. You attach techniques to your characters. These cards give you different attacks and effects to choose from. The attacks on techniques work just like those on character cards. You attach techniques cards during your **Main Step**. Techniques attach just like items, except these cards go face-up into the "Tech" section of the playmat instead of the "Item" section when attaching techniques in the Arena. You can attach as many techniques as you want. You may also attach multiple copies of the same technique to a character. Some techniques need Spirit Energy when flipped (or placed) face-up in play.

**IMPORTANT! Remember, you can only use 1 attack per turn. If you use an attack from a technique, you cannot use any other attack on your character and vice-versa.**

**Transferring Techniques.** Once you attach a technique to a character, you cannot transfer the attached technique to another character.

## OTHER RULES YOU NEED TO KNOW

**Do-What-You-Can Rule:** If an effect from a used card gives you an instruction you can't perform (that isn't a cost or a requirement to do something else), do what you can.




**EXAMPLE:** You play the card *Malicious Children*. You may play this card when your opponent plays *Kitty Love* to draw 4 cards. If your opponent's fighter is a hero, discard 2 items attached to him. If your opponent's fighter has only 1 item attached to itself, you would still discard the 1 item even though the card says to discard 2 items.

**Dual Names Rule:** Because of storyline elements, some characters have more than one name. When that occurs, these characters are the same character for game play, which means you can't play both of them on your team. Currently, there are 3 such characters: Kurama\*/Yoko\*, Suzuka\*/Onji™ and Itsuki™/Younger Itsuki.

Characters that drop their first or last name from previous sets are still the same character.

**EXAMPLE:** Yuu Kaitou™ and Yuu are the same character.

**Floating Effects Rule:** Some cards create effects that last for a stated period of time and have no "proof" in play that they are active. Some of these effects even last more than one turn - others last only for one turn. And some even get turned "off" and then turned back "on" later. To find out, just read the cards.

**EXAMPLE:** You currently don't have a Team Bonus and you play the event *Allied Forces* during your **Main Step**: If you do not have a Team Bonus, then for the rest of the game draw a card whenever you use an attack, and all of your attacks gain  +1000. Limit once per game. This card creates 2 effects for the rest of the game (drawing a card each time you attack, and a +1000 ). Let's say that later on you gain a Team Bonus. This means the floating effects get turned "off" as soon as you have the Team Bonus. Now let's say that you lose your Team Bonus later. When that happens, the effect is back "on" again and you resume drawing a card each time you attack, and your attacks gain  +1000.

**Limit Text Rule:** When you see the phrases "Limit one per match,"

or "Limit once per game," or other similar phrases, they mean that the player who is playing or using that card may only do so one time within the boundaries defined. After playing a "Limit once per \_\_\_\_\_" card, your opponent may still play/use another copy of the same card later. The limit applies only to the controller of the card. "Limit one per Deck" means that a Deck must only have one copy of that card to be legal for play.

**Match Forfeiture Rule:** A player forfeits a match whenever a new match begins and he doesn't have a character in that Match Slot to put in the Arena.

**EXAMPLE #1:** The 2<sup>nd</sup> match is ready to begin and your opponent has no character in the 2<sup>nd</sup> Match Slot. Your opponent forfeits this match. Now, you go to the 3<sup>rd</sup> match.

**EXAMPLE #2:** The game just finished its 4th match. You and your opponent are tied at 2 matches each. Your opponent's 5th Match Slot has no character in it and your 5th Match Slot does have a character there. He forfeits the 5th match because he has no fighter to put in the Arena, and you win the game.

**Match Numbering Rule:** A card used in a Match may switch out the characters fighting in the Arena. If this happens, it's still the same match.

**EXAMPLE:** You begin match 1 with *Sbiqwe* as your fighter, but he is switched with your Sideline character, *Hiei* because of a card effect. This means *Sbiqwe* moves to the Sideline and *Hiei* enters the Arena. BUT IT IS STILL MATCH 1. The winner and loser of match 1 are the characters in the Arena when the match ends - not necessarily the characters who started off in the Arena during match 1.

**May and Mandatory Rule:** If an effect you can use has "may" in its text then using the effect is optional. Otherwise, you must use an effect on a card that is in play, or that is a floating effect, or that is supposed to be used from the Winner's Circle.

### Rules for the 5th Match Slot.

An empty 5th Match Slot can always be filled with a character even when a character has been defeated or discarded in the 5th Match Slot earlier in the game. This new rule allows you to do the following things:

1. You can now play a character in your 5th Match Slot even if the 5th match is fighting in the Arena.
2. You may play another character card in the 5th Match Slot when the character is discarded from that Match Slot. (If your opponent uses a card like "Death of a Hero" to make you discard the






character in your 5th Match Slot, you can play another character there later.)

3. If your opponent defeats a character in your 5th Match Slot, you can play another character in that Match Slot later, and your opponent may also do the same in his or her Match Slot. This is NOT true for the first 4 Match Slots.

4. If it's not the 5th match and you defeat a character in your opponent's 5th Match Slot, the Match Slot for your opponent REMAINS UNLOCKED as long as the game is not over. This is NOT true for the first 4 Match Slots.

**Defeating Your Opponent's Characters in His 5th Match Slot When You Don't Have a Character in Your 5th Match Slot.** If you defeat a character in your opponent's 5th Match Slot and you don't have a character in your 5th Match Slot, you still win the match. Your opponent puts his character into the Winner's Circle face-down. If that match was the 3rd match you needed to win the game, then the game is over.

If the game is not over, then the first character you put in the 5th Match Slot will go immediately to the Winner's Circle face-up when it is played, and the 5th Match remains open for you and your opponent to play a character there if so desired.

**Attack Cost Modifiers:** Whenever you see a card that modifies , it is modifying both  as well as .

**New Spirit Energy Icons:** In prior sets, there used to be an icon for each unit of Spirit Energy required. Spirit Energy icons now have a number next to the Spirit Energy icon to tell you how much Spirit Energy you must spend.

**New Winner's Circle Rules:** Some cards (like Gateway, and Purgatory) are put directly into the Winner's Circle. Even though some of these cards create effects while in the Winner's Circle, they are not actually "in play." Cards put in the Winner's Circle are put there face-up.




Characters in the Winner's Circle are not actually "in play" but their Team Symbols still count for qualifying for your Team Bonuses.

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**"No Internal Cycling of Effects" Rule:** When using any card effect as described by its text, you go through the entire card effect once. The effect resolves as described by the card. Effects on cards do not create multiple uses inside the text itself.

**EXAMPLE:** *Spirit Gun Double*   +4000 You may spend 2  for this attack to gain  +3000 for this turn. You use this effect only once. You cannot spend 10 Spirit Energy to do +15000  You spend 2 Spirit Energy for  +3000 and finish your attack.

**"No Simultaneous Effects" Rule:** If one player has multiple effects occurring at the same time, then that player chooses the order in which the effects resolve. If both players' effects occur at the same time, the attacker does his effects first.

**"No Values Below 0" Rule:** In the Yu-Yu Hakusho TCG no numeric values ever go below zero. That includes, but is not limited to, Spirit Energy , damage, Attack Values , Defense Values , costs or any other numeric value in the game.

**"One Character Per Match Slot" Rule.** Each Match Slot can only hold 1 character.

**"Playing" Versus "Using" Cards.** When you "play" a card you take it from "out of play" and put it "into play." A card is "used" when the effect of the card is activated by the user. Some effects on cards happen automatically while they are in play. When this happens, you are still actually "using" the card.

**Playing and Using Items.** When you play an item, you attach it to a character. You then use its effect while the item is attached to a character in the Arena.

**Playing and Using Techniques.** When you play a technique, you attach it to a character. While attached, you may use the attack on the technique during your **Attack Step**.

**Playing and Using Events.** Generally, you play an event by showing it to your opponent and using it at the same time. Afterward, you discard it unless the event instructs you to attach it to another card.

**Selecting Random Cards.** Some cards allow your opponent to pick a card at random from your hand. When this occurs, you shuffle your hand and hold it in front of your opponent with the backs of the cards facing him. He picks a card out of your hand. He looks at it. He gives it back to you. You now do the rest of the card's instruction.

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**Sideline Effects.** These effects are active both on the Sideline as well as in the Arena. Card effects with **"Effect:"** in bold are active only when the character is a fighter.

**Switching Character Cards.** Some cards let you switch out a character in the Arena with a character on the Sideline. When this occurs, all the attached items and techniques switch locations as well, but the characters keep their damage.

**Using Effects to Replace Cards.** Some cards let you replace cards with other cards. To replace a card, take the old card from where it is and place the replacing card where the former card was. Any cards attached to the replaced card are now attached to the replacing card. "Replacing" a card is different than "switching" a card. "How?" If you replace a character card, all damage on that character is transferred from old card to the new card, while switching a card just changes its location.

**You Don't Have to Attack.** You must always enter the Attack Step, and use any effects that you must use in that step, but you do NOT have to attack. If you choose not to attack during your Attack Step, just say "pass" to your opponent and your Attack Step will end.

## DECK CONSTRUCTION

Your Deck can contain only 1 copy of each of your 4 starting characters. Otherwise, you may carry up to 3 copies of any one card in your Deck. The minimum Deck size is 44 cards, which includes your characters and Deck.

## ICON REFERENCE GUIDE

Yu Yu Hakusho TCG uses icons to make your game play easier. Here are some of the key icons you need to know.



**Attack Cost:** Every attack has this circle with a red triangle next to the crossed swords. This icon tells you how many cards you must discard from your hand to pay for the attack.



When this icon appears in card text, it replaces the words "Attack Cost."



**Attack Modifiers:** These icons appear on cards that modify the Attack Value of your attacks. The box beneath them shows you how much the Attack Values are modified. A gray box means that it's value isn't a fixed amount, and that you need to read the card's text to find it.



These are the black-and-white versions of the attack modifier icons that are shown above. You will find these icons inside a card's text.



**Attack Value:** This icon denotes an attack's Attack Value. The box beneath it tells you how strong the attack is by the number inside.



A gray, empty box means that the Attack Value varies; a box with four "Xs" means you calculate the Attack Value from another card (this only appears in the Premier Edition). The "+" sign tells you that the bonus gains a positive value and a "-" sign tells you that it gains a negative value.



This is the black-and-white version of the Attack Value icon. You'll find this icon in a card's text. It's used to replace the words "Attack Value."



**Defense Modifiers:** When a card's text modifies Defense Value, you will see these icons in the text.



**Defense Value:** Every character card has this icon. It tells you the character's Defense Value — how strong his defense is.



You will see this icon appear inside a card's text. It replaces the words "Defense Value."



**Spirit Attack Cost:** Some attacks now require you to spend Spirit Energy to use them. If so, they will have this icon.



**Spirit Energy:** This icon denotes units of Spirit Energy.



This black-and-white icon replaces the words "Spirit Energy" in a card's text.

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## GLOSSARY

**Arena:** The place where each Match is fought. The Arena is not a Match Slot.

**Attach:** Items techniques and some events can be attached to a character. If the character is in the Arena, attached cards are placed face-up in the correct slots on the playmat. Their Spirit Energy cost must be paid immediately. If a character is on the Sideline, attached cards are placed facedown underneath the character card. Their Spirit Energy cost is only paid when it is flipped face-up.


**Attack:** What you use to deal damage to your opponent's character in the Arena.

**Attack Cost:** How many cards you must discard from your hand to use an attack. 

**Attack Effect:** An effect occurring after you pay the attack cost of an attack, but before the damage resolves.

**Attack Map:** The timing sequence of an attack. Found in the middle of this manual.

**Attack Step:** The last step of your turn. It's also when you attack your opponent.

**Attack Value:**  The numeric strength of an attack.

**Attack Value Modifier:** An effect that increases or decreases .

**Attacker:** The player who goes through all 3 steps in the sequence of play - the player whose turn it is.

**Card Effect:** Game instructions that appear on a game card.

**Character Card:** A card in the Yu Yu Hakusho TCG that represents one of the show's personalities.


**Damage:** Points dealt by an attack or an effect that causes damage. These points are represented by turning a character card 90 degrees clockwise for each point of damage taken. A character can take 4 points of damage before it is defeated.

**Deck:** The stack of cards you normally draw from during the game.

**Decking:** Winning a game when your opponent attempts to draw or discard from his Deck and is unable to do so.

**Defeating:** A character is defeated when it loses a match, and is sent to the Winner's Circle facedown.


**Defender:** The player who doesn't go through the 3 steps of the Sequence of Play, and who only responds to the attacker through certain card effects.

**Defense Value:**  The numeric strength of your character's defense.

**Defense Value Modifier:** An effect that increases or decreases .

**Discard:** To put a card into your Discard Pile.

**Discard Pile:** Where you put discarded cards.

**Draw Step:** The first step of your turn. In this step you draw 2 cards and gain 2 .

**Effect:** 1. An instruction in the game from a card. 2. A bold term that appears on character and technique cards that follows with an ability that can be used when that character is a fighter.

**Event:** A card type that represents a specific plot point from the show.

**Fighter:** A character that is in the Arena.

**Flipping a Card:** Turning a card over from a facedown position.

**Floating Effect:** An ongoing effect. These effects are separate from the card used to create them and last for a stated time.

**Golden Rule:** Some cards break the rules. When a card contradicts a rule in the manual, the card is always right.

**Headshot:** The image of a character from the show.

**Healing Damage:** Turning a card 90 degrees counter clockwise to remove a point of damage.

**Hero:** A character with the hero icon on the side of his name, or a character that is given the status of "hero" from a card effect.

**Item:** A card type representing an object in the show.

**Limit Text:** Text that limits the usage of either a card or its effects. Example: "Limit once per game" means an effect can only be used by a player once per game, no matter how many copies of a card a player has.

**Kings:** A new type of fighter that is made up of 4 cards. A king is a team of 1.



**Main Step:** The second step in a turn. In this step you attach items and techniques, as well as play events and/or put a character from your hand into your 5th Match Slot.

**Match:** A battle that occurs in the Arena.

**Match Slot:** The area a character is placed on while he waits for his turn in the Arena. The number of the Match Slot determines who and when he fights.

**Minimum Damage:** Discarding 2 cards from your hand to deal 1 point of damage when the attack you are using is not strong enough to deal any damage.

**Modifier:** An effect used to increase or decrease a value used in game play.

**Online Demo:** You can go online to see a demo on how to play at YuYuHakushoTCG.com.

**Piece-Card:** A card part of a king fighter. It takes 4 piece-cards to make up a king.

**Playing a Card:** Taking a card that is not "out of play" and putting that card "into play."

**Playmat:** The paper gaming area that comes in starters.

**Replacing a Card:** Discarding a card from play and putting another card in its place. All cards that were attached to the card stay attached and all damage dealt to the replaced card remains.

**Sequence of Play:** The 5 steps of the attacker.

**Setup:** The 6 step process of setting up a game.

**Sideline:** Where characters wait in Match Slots for their turn to fight.

**Sideline Effect:** An effect on a character that is active both on the Sideline and in the Arena.

**Spirit Attack Cost:** The cost in ☉ of an attack. If an attack has a Spirit Attack Cost you will see this icon: ☉

**Spirit Energy:** A resource you use to spend for game effects. Spirit Energy is numbered from 0-10.

**Spirit Energy Cost:** How much it costs to play or use a card or effect.

**Spirit Energy Tracker:** The numeric strip onto the playmat where you track your Spirit Energy with a Spirit Energy Token.

**Spirit Energy Token:** A marker on the playmat that you use to track your Spirit Energy. (pp. 17)

**Switching a Character:** Changing the positions of 2 characters. All attached cards and damage stay with the switching characters.

**Sudden Death:** A tie-breaking match that occurs when both players are tied after 4 matches and neither player has a character in his 5th Match Slot.

**Team:** The characters that make up your fighting force. Kings are a team of 1.

**Team Bonus:** A game effect your team gains when 3 or more of your characters in play and/or in the Winner's Circle share the same Team Symbol.

**Team Symbol:** A symbol on a character card that allows a character to be teamed with other characters sharing the same Team Symbol to gain a Team Bonus.

**Technique:** A card you attach to a character that may have an additional attack and/or other effects you can use.

**Using a Card:** Activating the effect of a card that is in play.

**Villain:** A character with the villain icon.

**Winner's Circle:** A place next to the Arena where players place characters whose matches are finished. Winners are placed there face-up and losers—faced-down.

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