

Sheet1

DDC Deck

<p> Effect: Without being Hit during EvadeCheck, the card who receives this card's attack, is returned to your opponent's hand.</p>	<p> Req: Receive a DAttack.</p> <p>Effect: If this card is Hit, after EvadeCheck, send 1 card from you Opponent's hand to the DiscardPile. Your opponent selects which card to send.</p>	<p> Req: Your hand contains ≥ 3 cards.</p> <p>Effect: If your opponent's card is Hit, after EvadeCheck, return this card to your hand.</p>
<p> Req: During the game, your PlayerCard has been exchanged with another card.</p> <p>Effect: Treat this card as a Lv6.</p>	<p> Req: your DiscardPile contains a Tsukumogami.</p> <p>Effect: Select 1 of your DefenceCards not receiving an attack, return it to your hand.</p>	<p> Req: your DiscardPile contains a Tsukumogami.</p> <p>Effect: Treat this card as a Lv7.</p>
<p>7</p>	<p> Req: At the start of your turn, this card is FaceUp.</p> <p>Effect: Excluding this card, select 1 of yours, and 1 of your opponents DefenceCards, flip them.</p>	<p> Cost: Select 1 Tsukumogami from you hand, send it to the DiscardPile.</p> <p>Effect: Treat this card as a Lv10. This card may DAttack.</p>
<p> Effect: Send your PlayerCard to the DiscardPile, set this card FaceUp as you please in your PlayerArea. From here on, treat this card as your PlayerCard. Afterwards, enter the DefencePhase without attacking.</p>	<p> Cost: You cannot attack cards in your opponent's PlayerArea.</p> <p>Effect: Treat this card as a Lv12</p>	<p> Cost: Select 1 Tsukumogami from your hand, send it to the DiscardPile.</p> <p>Effect: Select 1 \leqLv9 Tsukumogami from you DiscardPile, add it to your hand.</p>
	<p>Turn Order</p>	

-Attack Phase-

Player Movement

Place your Player Card somewhere within the Player Area

-Attack Phase-

Attack Position

Flip the card in front of your Player Card if it's face down, entering Attack Position

-Attack Phase-

Attack Spell

Choose whether to active a Spell

-Attack Phase-

Attack Target

Choose the target(s) of your attack

-Attack Phase-

Dodge Spell

Flip the attack target if Face Down, decide whether to active a Spell

-Attack Phase-

Dodge Check

Compare Levels after any Spell Effects have been factored in, if the attacker is equal or higher than the defenders level than it's a Hit and the defender is sent to the Discard Pile

-Defence Phase-

Discard Attacker

Discard the attacking card

-Defence Phase-

Defence Placement

Fill in any empty space in your Defence Area with Face Down cards from your hand

-End Phase-

Reset any card Effects or Costs End your turn