

CARDFIGHT!! Vanguard overDress FIRST GUIDE

Version 1.0



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Cardfight!! Vanguard is a card game where players create their own decks from cards they have collected to battle with one another!

Power up your avatar and work together with your allied units, in a showdown against your opponent's deck!

Enjoy the exciting battle where you can turn the tides with the trigger you draw!

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Vanguard Cards

Learn more about the cards you use!

Unit Cards

The 2 types of cards you use in Vanguard are "Units" and "Orders", with "Units" having 2 main variations.

Normal Unit

The basic unit,
The bottom of the card is black.



Trigger Unit

An icon on the top right,
and the bottom of the card is yellow.
Activate various effects
when it is revealed from your deck!

How to Read a Unit Card

All cards have various information written on them that can influence a Vanguard cardfight, but let's first look at the meanings of these 3 numbers!

Grade

This shows the power level of a card, and is important when you ride or call. It ranges from 0 to 3.

Shield

This shows this card's defensive ability when protecting allies. The higher the number, the easier to protect your allies.

Power

This shows this card's strength in battle. The higher the number, the stronger the card can be said to be. Refer to this number for battle.



Nation

This shows the nation this card belongs to. Apart from being used as a condition when constructing a deck, refer to this when the ability or effect refers to the nation.

Order Cards

"Order Cards" do not have any Power nor Shield values, but have various powerful abilities instead. There are 3 main variations of "Orders", and can only be played once a turn.

Normal Order

A basic order you can play during your turn. Put it into the drop zone after play.



Nation

This shows the nation this card belongs to. Apart from being used as a condition when constructing a deck, refer to this when the ability or effect refers to the nation.

Normal Order has a blue icon!

Blitz Order

An order you play during your opponent's turn. Put it into the drop zone after play.

Blitz Order has a red icon!



Set Order

An order you play during your own turn. Put it into the order zone after play instead of the drop zone.

Set Order has a white icon!



Parts of the Playmat

Learn more about the various zones and the 3 circles of the playmat!

Order Zone

Place your Set Order here.

Guardian Circle

Place to call guardians when defending against an opponent's attack.

Vanguard Circle

The card placed here becomes your vanguard. Power it up as you play!

Trigger Zone

Cards revealed from the top of the deck during a drive check or a damage check are placed here.

Ride Deck

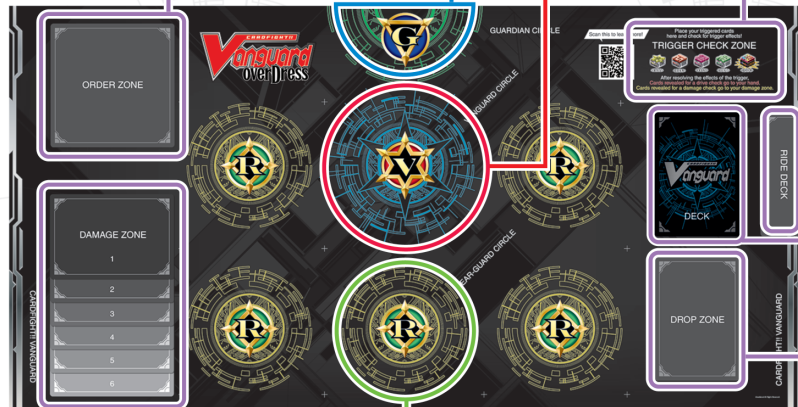
Place your Ride Deck here face down.

Deck

Place your deck here face down.

Drop Zone

Place units retired from the field and cards discarded from hand here.



Damage Zone

Cards go here when an attack hits, and your vanguard takes damage. The fighter to have 6 or more cards here loses the cardfight.

Rear-guard Circle

Place to call rear-guards that will fight for you. There are five circles in all.

Preparation for Cardfight

First, let's prepare for a cardfight using the Start Deck as is. Choose a Grade 0, 1, 2, and 3 from your deck of 50 cards (we recommend choosing the cards numbered 001, 002, 003, and 004!) for your Ride Deck, and the remaining 46 cards will be for your Main Deck.

- 1 Put your Ride Deck of 4 cards face down separate from your Main Deck of 46 cards.
- 1 Choose a Grade 0 card from your Ride Deck, and place it on the vanguard circle face down.
- 2 Shuffle your Main Deck, and place it here.
- 3 Determine who goes first randomly with rock-paper-scissors.
- 4 Draw 5 cards from the top of the deck without showing your opponent to form your hand.
- 5 Just once, you may return any number of cards from your hand to the bottom of your deck, and draw the same number of cards you returned from the top of your deck. Then, shuffle your deck.

POINT

It is advantageous to have Grades 1, 2, and 3 cards in your hand. It is recommended to return Trigger Units that activate powerful effects when turned face up from your deck! Cardfight Begin!

Let the Cardfight Begin!

When both players are ready, it's time to start the fight!

The diagram shows a top-down view of a Cardfight Vanguard play area. It includes a 'Ride Deck' (a small deck of 4 cards), a 'Main Deck' (a large deck of 46 cards), and a 'Hand' (5 cards). A 'Vanguard' unit is placed on the 'ORDER ZONE' of the play area. The diagram is annotated with five numbered steps:

- 1 Select a Grade 0 unit from your Ride Deck and set it face down.
- 2 Shuffle your main deck, and stack it here face down.
- 3 Determine who goes first randomly.
- 4 Draw 5 cards from your deck without showing your opponent.
- 5 Just once, you may return any number of cards from your hand to the deck, draw again until you have 5 cards in your hand, and shuffle your deck.

Additional text in the diagram says: "Say 'Stand up, Vanguard!' while turning your vanguard face up".

Turn your vanguard face up together with your opponent at the same time by saying "Stand up, Vanguard!" together. The turn starts as soon as the order of play is decided!

Stand & Draw Phases

Each player's turn begins with "Stand" and "Draw" phases. If there are any horizontal cards on the players field (rest), turn them vertical (stand), and draw 1 card from the top of your deck. If there are no cards to stand, drawing 1 card from the top of your deck would be fine.

Ride

You can power up your vanguard once every turn. This is called "Ride". Discard a card from your hand, and stack a card from your Ride Deck that is grade+1 to the vanguard face up on your vanguard! The card's power increases as you ride too! *You can ride from your hand as well, in which case you do not have to discard a card. You can ride a card with the same grade if you ride from hand!

Call

Summon allies to right together with your vanguard by "Calling" them. You may call as many units as you want in a turn, but the unit's grade has to be less than or equal to the grade of your vanguard.

E.g. If the vanguard is grade 2, you can call grades 2, 1, and 0.

POINT

To make full use of the abilities, it is recommended to place units of grades 0 and 1 on the back row, and units of grades 2 and 3 on the front row!



Front row
for grades
2 and 3

Back row
for grades
0 and 1

Play

Use an order card by "Playing" it. You may use an order card that has a grade equal to or less than your vanguard once a turn.

E.g. If the vanguard is grade 2, you can play grades 2, 1, and 0.

Attack

After powering up your vanguard by "Riding" it, and "Calling" allies to your rear-guard circles, it is time to "Attack" your opponent's vanguard. The attacks occur for 1 card at a time.

1 First, choose your attacking unit and turn it horizontal to show that the unit has attempted an attack. Only your vanguard and rear-guard units on the front row may attack.

2 If you have a unit behind the attacking unit with "Boost", you may turn it horizontal as well to add its attack power to the attacking unit.

3 Choose an opponent's unit to attack. You may only attack units on the front row of your opponent's field.

*However, the player who starts first may not attack on his or her first turn.

Power
 $13000+6000=$
19000



Turn horizontal

Attack

Power 13000



Turn horizontal

Boost

Power 6000

Drive Check (when a vanguard attacks)

When a vanguard attacks, you have a chance to "Drive Check"! Put 1 card from the top of your deck face up on the trigger zone. If it is a trigger unit with an icon on the top right corner of the card, an effect will occur. Add the card from the drive check to your hand!!

>>More information about trigger icons on page 19!

Power Calculation

Compare the power of the unit that attacked and the unit that is being attacked. If the attacking unit's power is higher than or equal to the unit being attacked, the attack will "Hit". If the attack hits a rear-guard, the rear-guard unit is put into the drop zone. If the attack hits a vanguard, "Damage Check" occurs!

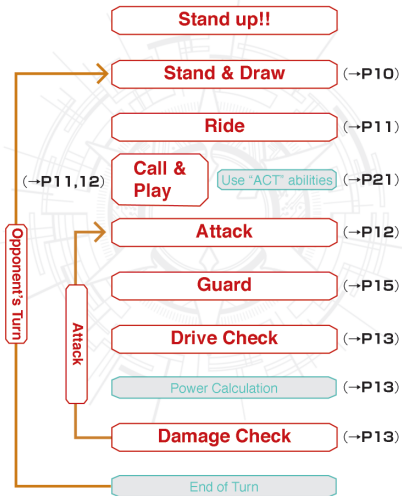
Damage Check

When the attack hits an opponent's vanguard, the opponent puts 1 card from the top of his or her deck face up into the trigger zone. That card will go to the damage zone face up, but if it is a trigger unit, its effect will occur. After performing damage check, if there are still units that can attack, return to ❶.

As you continue making hits on your opponent's vanguard, when the cards in your opponent's damage zone reaches 6, you win!

Flow of a Cardfight

This is the general outline of the flow. Learn it as you fight!



Cardfight Technique No. 1 Guard

When you're being attacked by your opponent, depending on how you "Guard", you may be able to defend your unit. Place a card from your hand onto the "Guardian Circle" horizontally to add the value of the "Shield" to the power of the unit being attacked. You may place as many cards as you want onto the guardian circle from your hand!



The power up during guard step is only effective for 1 attack. When that attack ends, the power of the defending unit returns to its original value and the cards on the guardian circle go to the drop zone.

Cardfight Technique No.2 Persona Ride

When a unit with the Persona Ride icon rides on a card with the same card name, Persona Ride is activated!



When Persona Ride is activated, draw a card from your deck...



and all of your front row units get Power+10000 until end of turn!
*Front row units called after Persona Ride will get Power+10000 as well.

Learn more about your cards!

When you can remember the effects and arrangement of the cards, you're that much closer to winning!

State of the Card

There are 2 possible states for cards placed on the playmat.

Stand State



Rest State



Special Abilities (Keyword Abilities)

Cards can have all sorts of abilities, but there are special abilities called keyword abilities, that have similar effects and activation conditions. Let's learn about one of them.

Sentinel... An ability that allows you to guard against your opponent's attacks. The sentinel included in this Start Deck can negate your opponent's attack by discarding a card from your hand. It is an important card to have in dire situations. You may only put up to 4 pieces in a deck.

Types of Skill Icons

All units have the 1 of the following "Skill Icons". On the top left corner of the card, depending on the grade, there is one of the following skills. There are also units with the "Persona Ride" icon.



Boost (Grade 0, Grade 1)

When a unit in the front row attacks, rest this unit to add its power to the attacking unit in the same column.



Intercept (Grade 2)

Units with this icon on a rear-guard circle of your front row can move to the guardian circle during the guard step of your opponent's turn to defend.



Twin Drive (Grade 3)

When attacking with the vanguard, you may drive check 2 times.



Persona Ride

When a unit with this icon rides on a card with the same card name, draw a card from the top of your deck, and all of your front row units get Power+10000 until end of turn!

Types of Triggers

There are 5 different types of triggers. If these icons are revealed during a drive/damage check, they provide various effects until end of turn.



Critical Trigger

Choose 1 unit, and it gets Power+10000. Then, choose another unit (you may choose the same unit), and when the unit's attack hits a vanguard, increase the damage by 1



Draw Trigger

Choose 1 unit, and it gets Power+10000. Then, draw a card from the top of your deck.



Front Trigger

All of your front row units get Power+10000.



Heal Trigger

Choose 1 unit, and it gets Power+10000. Then, compare the number of cards in both you and your opponent's damage zone. If you have more cards than or the same number of cards as your opponent, you can move 1 card from your damage zone to your drop zone.



E.g.1: When you have 4 damage, your opponent has 4 damage, and you reveal a heal trigger during your drive check → Heal!

E.g.2: When you have 3 damage, your opponent has 4 damage, and you reveal a heal trigger during your damage check → As your damage is lesser than your opponent at the moment your heal trigger is revealed, you cannot heal.



Over Trigger

You can only have up to one unit with Over Trigger in your deck. Remove this card when it is revealed as a trigger, draw a card, and one of your units gets Power+100 Million! If it is revealed during drive check, an additional effect activates.

Remove

Remove it from play, and it cannot be used until end of that cardfight.



Additional Effect-Choose one of your units, and it gets Power+100 Million until end of turn!

Additional Effect

An effect that activates when it is revealed during drive check. It doesn't activate during damage check.

Card Abilities & Types of Icons

Every card's individual ability, effect, conditions for activation, and cost are written in the translucent box in the middle part of the card. Once you get used to cardfight, try reading this portion and fulfilling the conditions to activate the abilities!

At the beginning of every ability, 1 of the following activation timing icons is shown. The place where the ability can be used, displayed in [], is a condition as well.

ACT

Activated Ability

You can activate this ability by paying the cost before attacking.

AUTO

Automatic Ability

When all conditions are met, this ability is activated automatically.

CONT

Continuous Ability

This ability activates at the moment you place the card on the field.

E.g.

AUTO [S]: When this unit attacks, [C-BLAST 1], and this unit and all of your units with the *overDress* ability get Power+10000 until end of turn.

The cost requirement for the abilities are displayed in []. Some of the special action icons are listed below.



Counter-blast

One type of cost, requiring you to turn the number of cards, as stated in the ○ next to this icon, in your damage zone from face up to face down.



Soul-blast

One type of cost, requiring you to move the number of cards, as stated in the ○ next to this icon, from the bottom of your vanguard (soul) to the drop zone.



Counter-charge

Turn the number of cards, as stated in the ○ next to this icon, in your damage zone from face down to face up. This enables you to use counter blast.



Soul-charge

Move the number of cards, as stated in the ○ next to this icon, from the top of your deck to the bottom of your vanguard. This enables you to use soul blast.

When this unit is on your vanguard circle and it attacks, by paying 1 Counter-Blast, this unit and all of your units with the *overDress* ability get Power+10000 until end of that turn.