

Precious Memories

プレシャスメモリーズ

This card game featuring
beautiful girl characters is filled
with the girl's
precious memories.

Rule Book

Precious Memories Official Rule Book

Ver.2.22

Character Card

Character Cards are cards that represent a character from their respective works. Within the game, Character Cards are referred as "Chara". In Approach Phase these cards can be played by Approaching, although it can be interfered by opponent's Approach.



①	Card Type	The card's type: Character, Event or Support.
②	Color	Card's frame color: Red, Blue, Yellow, Green or Purple.
③	The Series	Logo of the series of origin. Utilized in deck construction.
④	Card Name	The card's name.
⑤	Usage Cost	The cost required to use the card.
⑥	Provided Cost	The cost provided when the card is used as a cost.
⑦	AP	Approach Point.
⑧	DP	Defense Point.
⑨	Text	The card's effects.
⑩	Property	The card (Chara)'s properties.
⑪	Flavor	A line from the show. Unused in gameplay.
⑫	Rarity	Stars with levels of 1 to 5. Starless cards are promo cards.
⑬	Card Number	Card Number. Utilized in deck construction.

Event Card

Event Cards are cards that represent an event or a character's action that happened within the series. Event cards can be used on timings that it described. These cards are played from your Hand and gets discarded after use, but with great usage these cards can provide you advantage. Some cards will demand conditions of use, but the effectiveness gets higher in tandem of it.



①	Card Type	The card's type: Character, Event or Support.
②	Color	Card's frame color: Red, Blue, Yellow, Green or Purple.
③	The Series	Logo of the series of origin. Utilized in deck construction.
④	Card Name	The card's name.
⑤	Usage Cost	The cost required to use the card.
⑥	Provided Cost	The cost provided when the card is used as a cost.
⑦	Text	The card's effects.
⑧	Flavor	A line from the show. Unused in gameplay.
⑨	Rarity	Stars with levels of 1 to 5. Starless cards are promo cards.
⑩	Card Number	Card Number. Utilized in deck construction.

Support Card

Support cards are cards that represent a possession that the character of that series own. Support cards can only be used in Main Phase, but when placed on the field, its effects will last longer.



"The Irregular at Magic High School The Movie: The Girl Who Calls the Stars" does not have any Support cards.

①	Card Type	The card's type: Character, Event or Support.
②	Color	Card's frame color: Red, Blue, Yellow, Green or Purple.
③	The Series	Logo of the series of origin. Utilized in deck construction.
④	Card Name	The card's name.
⑤	Usage Cost	The cost required to use the card.
⑥	Provided Cost	The cost provided when the card is used as a cost.
⑦	Text	The card's effects.
⑧	Flavor	A line from the show. Unused in gameplay.
⑨	Rarity	Stars with levels of 1 to 5. Starless cards are promo cards.
⑩	Card Number	Card Number. Utilized in deck construction.

● 2 Players

"Precious Memories" is a 2-player versus card game.

● Deck

Each player builds a collection of cards following the rules written below. This collection of cards is called "Deck".

Deck-building rules

● The deck consists of exactly 60 cards. More or less than that is not allowed.

● You can only put up to 4 copies of the same card (Cards of same series and card number) within the deck.

*Card number supplementary rule:

When the card number is "01-001a", for example, as shown, there is an alphabet character at the end. It indicates that the card is a parallel card. Parallel cards are considered the same as the cards without the alphabet character at the end.

● Play Sheet

By using the play sheet intended for this game, it will make the game experience smoother.

Game Preparation

- ① Shuffle your deck. After that, your opponent shuffles their deck.
- ② Put the shuffled deck on the play sheet's "Deck Zone". After that, if EX Deck is being used, place the EX Deck at somewhere your opponent can confirm.
- ③ Do a rock paper scissors. The winner gets to decide if he / she takes the first turn or the later turn.
- ④ Draw 7 cards from your deck to your hand. When you find your cards to be unfavorable, you can choose to do a "Hand Redraw". The rule for "Hand Redraw" is written below.

"Hand Redraw" rules

- ① Put your Hand to the bottom of your deck in order.
You cannot shuffle the deck.
 - ② Draw 7 new cards from the top of your deck.
 - ③ Even if you find the "Redrawn" cards to be unfavorable, you cannot do the "Redraw" again.
- ⑤ When both players are ready, the game starts.

Both the Main Area and Support Area are collectively called "Area".



① Deck Zone

Place all of the cards face down. Looking the cards face up or rearranging the order is not allowed. However, you can always confirm the amount of cards left.

② Discard Zone

The zone to place discarded cards.

③ Main Area

The area to place characters. You can only put Charas that have AP/DP. (Charas that doesn't have AP/DP cannot be put here). The ones that can perform Approach / Interfere are only Charas that are placed in this area. You can place up to 5 Charas in this area. In case of putting in a new Chara to this area, you can choose 1 of 5 Charas on this area to be put into the Discard Zone. However, you cannot put a new card that has a copy of it (Same series and card number) within the Discard Zone.

④ Support Area

The area is mainly to place Charas that do not have AP/DP, but Charas that have AP/DP can also be put here. However, Charas that are in this area cannot Approach / Interfere. There is no limit of cards to be put into this area.

⑤ Point Zone

When your opponent successfully Approached you, the card gets placed here. Cards that get placed here are placed face up. Cards that get used as cost (P12 for more explanation) or cards that had been applied with Break are placed face down, but the card's content can still be checked.

⑥ Turn Flow Chart

This explains the game's flow.

⑦ Hand

Hold them in a way that ensures your opponent can't see the cards' contents. You cannot see your opponent's card contents, but you can confirm the amount of cards.

Game Flow

The starting player and the later player exchange turns as the game progresses. At that moment, the one that receives the turn will be referred as "Approacher", while the one is not will be called "Interferer". Within a turn the Approacher is the core of the movement. As the "Approacher" and "Interferer" exchange turns, the moment one of the victory conditions get fulfilled, the game ends.

Victory Conditions

- The opponent has 7 cards at their Point Zone.
- The opponent doesn't have anymore cards at their Deck Zone

Whenever one of the conditions get fulfilled by a move or a card's effect, it will be the corresponding player's victory. On the other hand, when both players fulfilled a condition at the same time, it is considered a draw.

Turn Flow

On one's respective turn, the phases are divided as shown on the right chart. When the "Approacher" and "Interferer", in this order, ignore their right to act, the phase progresses to the next one.
(Right to act → P20)

Your Turn

Turn Start

- Card Draw A P08
- Turn the cards Active A P08

Main Phase

- Chara summon A P09
- Play Event cards/ activate effects A, I P10
- Play Support card A P10

Approach Phase

- Assign Approach Chara A P13
- Play Event cards/ activate effects A, I P13
- Assign Interfere Chara I P14
- Play Event cards/ activate effects A, I P14
- Elimination Judgement A, I P14
- Play Event cards/ activate effects A, I P15
- Approach Phase End A, I P15

Turn End

- "Effects that activate upon Turn End" A, I P15
- "Hand Adjustment" A P15
- End "Effects that are active until Turn End" A, I P15

Opponent's Turn

Turn Start

Approachers do the following moves in order written below.

① Card Draw

② Turn the Cards Active

*Effects that activate at Turn Start gets activated after move ① and ② had been done.

1

Card Draw

Approachers draw 2 cards from the top of their deck to their Hand.

*Just for the first turn of the first turn player, they can only draw 1 card.

*In case of there is only 1 card in the Deck, draw just 1 card.

2

Turn the Cards Active

Approachers turn all of their cards within their Area from "Rest (horizontally positioned)" to "Active (vertically positioned)". When there are no cards placed on the Area, nothing needs to be done.

Active and Rest

Cards on the Area are placed in either Active or Rest mode.

Active

Rest



- The card is placed vertically.
- The card hasn't done anything.
- Can be used to Approach / Interfere

- The card is placed horizontally.
- The card had been used.
- Can't be used to Approach / Interfere.

Approachers can do the following in any order.

● Chara Summon ● Play Support Cards

All players can do the moves below.

● Play Event Cards ● Use Effects

* Playing cards (Chara Summon) can be done as many times as possible as long as the cost can be paid. However, within a single turn, a card can only use one of its effects once.

1

Chara Summon

By paying the cost, the Approacher can put 1 Character Card from their Hand to their Area in any position (either Main Area or Support Area). This is referred as "Chara Summon".

"Chara Summon" Rules

- Summoned Character Cards are Active upon placement, but they cannot Approach in that turn.
- You can only put 1 copy of same Charas (Same series and card number) on your Area.



Hand



You can summon any character to the Support Area, but to the Main Area you can only place Charas that have AP/DP.

2 Play Event Cards

You can use Event Cards from your Hand at its designed timing by paying the Cost. After the effect is executed it gets discarded to the Discard Zone. As long as the Cost can be paid, you can use as many Event Cards as you like within a single turn.

3 Play Support Cards

You can use Support Cards from your Hand by paying the Cost on your own Main Phase. Support Cards are set to Charas. After usage it remains in the Area.

Support Cards are to be assigned to the Chara that it specifies. It can be set to Cards that are either in Active or Rest modes. In that effect, when the set Card gets removed from the Area, move the Support Card to the Discard Zone.



Support Cards are set in the way as shown on the left image. A Chara can only be set 1 copy of the same cards (Same series and card number). However, with different cards (Different series or card number) the Chara can be set any amount of them.

4 Use Effects

You can use the effects written on the Charas or Support Cards on your own Area on the specified timings after paying the Cost. For further explanation please refer to P16 and P17.

Cost Payments are required when doing the following moves.

- Chara Summon ● Playing Event Cards
- Playing Support Cards ● Use Effects

Rules regarding Cost Payment

● When playing a Card or using a Card's effect, it is required to pay the Cost with value the same or greater described by that card.

Also at that moment, the Costs must include a card that has either the same color or series with the Card being played. (Just 1 Card is OK).

*In the case of paying more than the required Cost, the excess value after the Card is played or effect is used will be lost.

*Purple cards, compared to other 4 colors: Red, Blue, Yellow and Green, has special rules in regards of cost payment. Regarding playing Purple cards, please refer to P17.

- Color
- Usage Cost
- Provided Cost

Color

When playing this Card, this will be referenced for Cost processing.

Usage Cost

Cost required to play this card.

Provided Cost

Cost provided by this card when used as Cost.

Series Logo

When playing this Card, this will be referenced for Cost processing.

Series Logo



Methods of Cost Payment

To do Cost Payment, there are 2 ways to do so, written below.

- ① Using Cards from your Hand
- ② Using Cards placed on Point Area

1 Using Cards from your Hand

You can pay the Cost by sending cards from your Hand to the Discard Zone.



Example

The "Angelina Kudou Shields" on the left requires 4 Cost, so you need to pick cards up to 4 or more Cost value to summon the card. The picked cards are sent to the Discard Zone.



Choosing 2 Cards from your Hand with each card have the Provided Cost value of 2 fulfills the 4 or more Cost requirement to summon "Angelina Kudou Shields". However, when the cards are "Red", one of the cards must at least be from the "The Irregular at Magic High School The Movie: The Girl Who Calls the Stars", series.



To Discard Zone

2 Using Cards placed on Point Area

In general you can send Cards from your Hand to the Discard Zone to provide Cost, but you can also use Cards placed on the Point Area to do so. You can do so just like with method ① by turning face-up Point Area Cards to face down.



Example

Just like with ① to summon the 4 Cost "Angelina Kudou Shields", 2 Cards that provide 2 Costs each is sufficient to fulfill the 4 or more Cost requirement to summon the Card. Also for this case, when the Cards are "Red" one of the cards must at least be from the "The Irregular at Magic High School The Movie: The Girl Who Calls the Stars", series.

*Players can do the Cost Payment in any order.
Methods ① and ② can be used interchangeably.

Approach Phase involves the following processes in order.

- | | |
|----------------------------------|----------------------------------|
| ① Assign Approach Chara | ⑤ Elimination Judgement |
| ② Play Event Cards / Use Effects | ⑥ Play Event Cards / Use Effects |
| ③ Assign Interfere Chara | Approach Phase End |
| ④ Play Event Cards / Use Effects | To Turn End |

"Approach Phase" Rules

- Charas that are summoned within that turn cannot be assigned to Approach.
- For each Chara, it can only be used to do Approaches once per turn.
- * On the 1st turn of First Turn players Approach cannot be initiated.

1

Assign Approach Chara

To assign the Card to Approach the Approacher chooses 1 of their own Active Chara and turn the card into Rest mode. This is called "Assign Approach Chara". When deciding not to Approach, jump the process to "Approach Phase End".



You can assign Charas to Approach by turning them to Rest mode.



Charas that are summoned on that turn or Charas in Rest mode cannot be assigned to Approach.

2

Play Event Cards / Activate Effects

You can play Event Cards or use effects. When both Approacher and Interferer skip this process, proceed to ③.

3

Assign Interfere Chara

Interferers can choose one of their own Active Charas and turn it to Rest mode to Interfere the opponent's Approach. If Interference is done, proceed to ④. If not, place 1 Card from top of the deck to the Point Area. After that, proceed to ⑥.



Turn a Chara card to Rest mode to assign it to Interfere.



When no Interference is done, place 1 Card from top of your deck to the Point Area face-up.



There are also cards that have the effects activate upon being placed on the Point Area.

*Regarding Breaks refer to P22.

4

Play Event Cards / Activate Effects

You can play Event Cards or use effects. When both Approacher and Interferer skip this process, proceed to ⑤.

5

Elimination Judgement

Compare the AP and DP of the Approach and Interfering Charas. When the Chara's DP is equal or lower than the opponent's AP, that card is eliminated. If the Chara's DP is higher than the opponent's AP, the Chara stays in the Area. After that, proceed to ⑥.



In case of the left image, the Approach Chara's AP is 40, and the Interfere Chara's DP is 40. Therefore, the Interfere Chara is eliminated and sent to the Discard Zone. On the other hand, Interfere Chara's AP is 40, while Approach Chara's DP is 50. The Approach Chara remains on the Area.

6

Play Event Cards / Activate Effects

You can play Event Cards or use effects. When both "Approacher" and "Interferer" skip this process, go back to process ①. After ⑥, when you still have Active Charas to do process ① once again, the process can be repeated as many times as possible.

Approach Phase End

When the Approacher decides to not return to process ①, the Approach Phase ends.

Turn End

Turn End consists of the following process in order.

- ① "Effects that Activate upon Turn End"
- ② "Hand Adjustment" for the Approacher.
- ③ End "Effects that are active until Turn End"

※ After the processes above are over, switch the role of the Approacher and the Interferer. The next turn starts.

1

"Effects that Activate upon Turn End"

Proceed to activate "Effects that Activate upon Turn End". When there are multiple effects that have to be processed, the Approacher can choose the order of activation.

2

"Hand Adjustment"

When carrying more cards than the "Hand Limit", Discard the excess cards to the Discard Zone. Interferers does not have to follow this process.

*The Hand limit is 7 cards.

*While in Hand Adjustment, only effects in relation to "Hand Adjustment" can be activated.

3


End "Effects that are active until Turn End"

End the "Effects that are active until Turn End".

Character Cards and Support Cards have 2 types of effects.

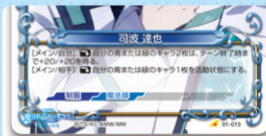
① Movement Effect ② Permanent Effect

1 Movement Effect

These are effects where the player can decide when to activate it. The designations are [Main / Self] as an example of usage timing and  as an example for Cost.

2 Permanent Effect

"Permanent Effects" are effects that activate regardless of the owner's consent. Such effects cannot be "declined" from activation.



Movement Effect



Permanent Effect

Regarding Effect Usage

Cards' "Movement Effect"s how to use will be referred as "Effect Usage". Cards' "Movement Effect" are activated by paying the Cost on the designated timings.

"Effect Usage" Rules

- If the "Usage Cost" cannot be paid, then the effect can't be used.
- When the Cost still can be paid, effects can still be used as many times as you can.
- The same effect of the same card can only be used once per turn.
- Effects can only be used on the designated timings.

Event Card Play / Effect Activation Process

- ① Declare the Event Card / Effect Card to use. At this moment, when the requirement for ② and ③ are not fulfilled, the declaration can't be done.
 - ② Pay the Cost of the Event Card or the Cost described by the effect.
 - ③ Decide the target. However, when there is no target, ① can't be done.
 - ④ Event Cards or Effects with "Decline" timings can be used.
 - ⑤ Apply the effects described by the effect.
- ※ When even a single part of the effect cannot be fulfilled, the entirety of the effect cannot be applied.

Effect Cost Payment Methods

- 0** :No Cost required. It can be used just by declaring its usage.
- 2** :When the number has a "Color", within the chosen Costs it has to contain at least 1 card of the assigned "Color". When it has no "Color" (White), the "Color" requirement does not apply.
- ↶** :When a Chara that has this turned to Rest mode the effect can be used.
- [Name]▶:From your hand when you have a Card where the name matches, discard that Card to activate the effects.

Effect Usage Timing

- [Main]: Can be used on Main Phase.
- [Approach]: Can be used in Approach Phase's "Event Card Play / Use Effect" timings.
- [Decline]: Can only be used when another Card is being played / Effect being activated. Can be used either in your own or opponent's Phase. (For more info regarding Declining, refer to P22)
- [Self]: Can be used in any Phase within your own Turn.
- [Opponent]: Can be used in any Phase within opponent's Turn.
- [Both]: On the designated Phase, it can be used on any player's turn.

Effects with specific Timings

Effects with the "After..."special conditions or timing, it can only be activated once per turn. However, effects with "Everytime..." requirement, within the condition of timing it can be activated anytime it can be used.

Regarding playing Purple Cards

- For Purple Cards, when paying the Cost, one of these conditions must be fulfilled.
- * Only use a Card of same series with the same name as a Cost.
 - * Include all 4 colors: Red, Blue, Yellow and Green, of the same series within the list of Costs.
 - * Use a Card of same series with Purple color as one of the Costs.
- Also, for Purple Cards, unless specifically stated, cannot be summoned via effects.

Self

Refers to the playing Player. When it's "Self's Chara", it means a Chara within the playing Player's Area.

Opponent

Refers to the opponent Player. When it's "Opponent's Chara", it means a Chara within opponent's Area.

Owner

Refers to the Player that owns the Deck where the card is included.

This Card

Refers to the Card that activates the effect.

Look at the Card

Look at the chosen Card all by yourself. Unless specifically stated, after reading the Card put back the Card to its original place and in its original side.

Reveal the Card

Make both Players look at the chosen card. Unless specifically stated, after reading the Card put back the Card to its original place and in its original side.

Obtain...

Addendum the effect, for example with a revision or upgrade.

Discard

Send the chosen Card to the Discard Zone. The designated Discard Zone is the card owner's Discard Zone.

Eliminate

Refers to the moment a Card get discarded due to Elimination Judgement due to Approaches.

Draw

Refers to taking the Card on top of the Deck to your Hand.

Shuffle

Shuffle Cards within the mentioned place.
At that moment, not only the Player has to,
the Opponent has to Shuffle too.

「○○○」

Refers to the Card that specifically has the mentioned name.

「○○○」

Refers to the Card that specifically of the mentioned Series.
Note, there are some serieses that are considered the same.
(For further explanation refer to P24)

【○○○】

Refers to the Card that has the specified Property.

【○○○+□□】

Refers to the Card that has both the ○○○+□□ Properties.
The Order is irrelevant.

*If the Card only has one of it, it cannot count.

《Requirement》 : A

When a Card has this description, other than the Costs if A is not yet fulfilled then it cannot be used. For example when it's just 「○○○」 (Chara) or 【○○】 (Property), it refers to the Cards within your Area. Also, unless specifically stated, it refers to the Player.

「○○○」 + 【○○○】

It refers to Cards with 「」 name (Chara) that has the 【○○】 Property.

Disable

Refers to disabling the effects of the Card or Effect that is being used.
When a Card or Effect is disabled, the Cost will not be refunded.

Cards that get disabled will be sent to the Discard Zonee.

"Effect" that got disabled, on that turn, cannot be used.

Card Play / Effect Usage Priority

In the respective Phases, the Player that has the right to use the very first Effect is the Approacher. The Approacher can use the Effects from the Charas on their field or from playing Cards. When the Approacher ends this right, the Interferer gets the right to do so. After that, the right exchange to Card Play / Use Effects follows the Approacher→Interferer→ Approacher... order.

Minus Value

When referencing numerical values, values under 0 are treated as 0.

In Case of 2+ Effects in the Same Timing

When multiple effects activate within the same timing, the Approacher decides the order of activation.

Basic Rule and Card Effect

When a Card Effect is in conflict with the Basic Rule, the Card Effect takes priority.

Effect Duration

Unless specifically stated, the duration of the Effect is within that turn. The Effect is over on the next Turn.

Card Appointment

Within a Card's effect when it's 「1 Chara」 or 「Tatsuya Shiba」, for example, it refers to the Cards within the Area. When more requirements are written, follow the stated description.

Place Appointment

When these "Deck/Point Area/Hand/Discard Zone" places are being mentioned, unless specifically stated it refers to the Player's Place.

When Looking at All Cards in the Deck

Using a Card's Effect after looking at all of the Cards within the Deck, even when not stated the Deck is to be shuffled.

Regarding "Appear in Area"

When a Chara is summoned via a Card Effect, when not specifically stated put them in Active mode. Also, Charas that are summoned this way can be assigned to Approach on that turn. However, on First Turn Player's 1st Turn, Approach cannot be done.

Regarding Chara Movement

While the Main Area has 5 Charas while there is an effect that dictates a Support Area Chara moves to Main Area, discard one of the 5 Charas within the Main Area to the Discard Zone. After that, move the moving Support Area Chara to the Main Area.

Regarding Coins

Markers that are placed on the Chara due to an Effect. (The item placed on the Card for this does not matter) Coins are placed on the Chara. When a Chara that has a Coin gets removed from the Area, the Coins attached to the Chara also gets removed from play.

+10/+10 Coin

Charas that have this Coin gain AP+10/DP+10.

Youth Coin / Tacos Coin

Without the Effects tied to them, these bear no Effects.

Regarding "Removed from Play-Card"

"Removed from Play-Cards" are treated as doesn't exist within the match. These are not to be mixed in with the Cards that are in play. Both Players can check these Cards. The Card cannot be returned to the Deck of origin until the game is over.

Regarding Charas Appointed to Approach

Regarding Approach Charas, before "Assign Interfere Chara" or "Elimination Judgement", if it got removed from the Area or moved to Support Area due to any effect, after the "Play Event Card / Use Effect" process, proceed to the "Play Event Card / Use Effect" process that is after the "Elimination Judgement" process.

Regarding Keyword Effects

Effects where the effect explanation is omitted is called "Keyword Effects".

[Active]

In the Turn where this Card is summoned, it can Approach in the same Turn it is summoned. However, Approaches can't be done on First Turn Players' 1st Turn.

[Ignore X]

When this Card Approaches, Charas with Usage Cost that is x and lower cannot Interfere.

☛ Break

When this Card Approaches the Opponent or "Put Points" Effect is activated so a Card is put into the Point Area, the Card placed on the Point Area is placed face-down, making it unusable for Cost Payment.

[Combo]

When in Play, regarding the Name [○○&○○], treat the name as either the left name or the right name. When playing this card, when paying its Usage Cost, the Cost cards must include both Character Cards that bear the [○○&○○] names on the left and right.

[Pinch X]: [A]

This Card, when in the game you have X or more Cards on Point Area, the Card obtains the [A] Effect. Also, when an [AP/DP] modifier is written on it, it is also gained upon activation.

[Reinforcement: 「A」] [Reinforcement: [A]]

When this Card Approaches, Cards that are not [Combo] and has the 「A」 name or [A] name can join in the Approach.

*Even with [Reinforcement], Point given will still be 1.

《Regarding the Elimination Judgement with [Reinforcement]》

For the Approach side, the AP value is the combination of both Chara's AP. For the Interfere side, when the opponent's DP is equal or lower than your Chara's AP, you can choose to eliminate the appointed opponent's Chara or not.

[Cardcaptor] [Cardcaptor] ▶ 「A」

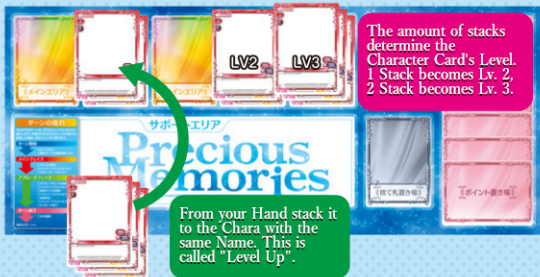
[Main/Both]: ☛ From your hand, discard a Card with the [Cardcaptor] Effect and has the same name as the activating Card. When you do, until the end of turn this Card gains the effect of the discarded Card other than the [Cardcaptor] Effect. After that, (When it exists) activate the 「A」 Effect. This Effect can only be activated by the Player once per turn.

[Backup: A] ▶ 「B」

When you have this Card in your Hand, when A is fulfilled, you can discard this Card from your Hand to the Discard Pile and activate the 「B」 Effect.

Level Up

Level Up is, in your own Main Phase, from your Hand using the Character Card that has **Level Up**, you can stack it to a Character Card on your Area that has the same Name. This is called "Level Up".



Level Up Rules

- *You can Level Up each of the Character Card on your Area once per Turn.
- *On the same Turn, if you want to Level Up the Character Card for the 2nd time or more, you can pay the Level Up Character Card's Usage Cost.
- *As Level Up is done, that Character Card's Level is increased. As the Level rises, 《Lv2》 《Lv3》 Effects become active.
- *Character Cards that has Leveled Up, for each of its stack, Usage Cost+1, AP+10/DP+10 is granted.
- *For Leveling Up, the Character Card cannot be put in other part of your Area. Also, you cannot Level Up with an exact same card.
- *Character Cards that Leveled Up retain the mode and effects from before the Level Up (Active or Rest, AP/DP alterations, Card Effects)
- *When a Leveled Up Character Card gets removed from the Area, all of the stacks get moved to the same location.

Regarding Declining

Normally, when a Card is played / Using Effects the Effects are applied right away. However, on the Usage timing only using "Decline" Cards, the effect appliance precedes the Declined played Card / Effect in usage. This is called "Decline". "Declines" can be done by either Approachers and Interferers. Also, "Decline" can be "Declined".

Target

Within the Effects the designated Card is called "Target". In the case of playing a Card that requires a Target, at the same time of Cost Payment if there is no Target available, the Card cannot be played.

Cannot be Targetted

In case of Effects that requires Target is active, "Cannot be Targetted" Cards cannot be chosen as a Target for the Card's Effect. When playing a Card that requires a Target, "Cannot be Targetted" Cards cannot be chosen. When the target of "Decline" is "Cannot be Targetted", the Effect becomes impossible to activate, and without applying the Effect the Card is discarded.

Regarding Series

For the "serieses" described below, when playing and for deck construction consider these as the same "series".

	Series Name	Treat these as the same
①	"K-On!"	"K-On!!", "K-On! Movie"
②	"Hidamari Sketch"	"Hidamari SketchX365", "Hidamari SketchX☆☆☆", "Hidamari SketchXSP (Special)", "Hidamari Sketch X HoneyComb"
③	"OreImo"	"Stardust☆Witch Meruru", "OreImo."
④	"WORKING!!"	"WORKING!!", "WORKING!!!!"
⑤	"Shinryaku! Ika Musume"	"Shinryaku!? Ika Musume"
⑥	"Bakemonogatari"	"Nisemonogatari", " (Monogatari) Series Second Season" " (Monogatari) Series"
⑦	"Puella Magi Madoka☆Magica"	"Puella Magi Madoka☆Magica The Movie", "Puella Magi Madoka☆Magica The Movie (New Version) Rebellion"
⑧	"Hatsune Miku"	"Kagamine Rin", "Kagamine Ren", "Kagamine Rin-Ren", "Megurine Luka" "MEIKO", "KAITO", "Yowane Haku", "Kasane Teto", "Akita Neru"
⑨	"YuruYuri"	"YuruYuri♪♪", "YuruYuri Nachuyachumi!"
⑩	"Minamike"	"Minamike Seconds", "Minamike Welcome Back", "Minamike I'm Home"
⑪	"Hyakka Ryouran"	"Hyakka Ryouran Samurai Girls", "Hyakka Ryouran Samurai Bride"
⑫	"Kin'iro Mosaic"	"Hello!! Kin'iro Mosaic"
⑬	"LoveCome"	"LoveCome. Continued"
⑭	"Girls und Panzer"	"Girls un Panzer The Movie"
⑮	"A Certain Magical Index"	"A Certain Scientific Railgun", "A Certain Magical Index S"

To enjoy Precious Memories, you can build your own original Deck. Collect the Cards that you like and combine them together. Let's build an original Deck that only you could make.

Deck-building Rules

- Build it consisting of 60 Cards. More or less than that is not allowed.
- You can only put up to 4 copies of the same Card (Same Series and number)

How to Build a Deck

1

Pick the Charas You Want to Use

First, pick the Charas that you want to use. No need to care about if the Charas are of the same series or not. However, if you're planning to put in Charas of different series, you will want to take a look at point 2 and 3.

2

Pick your "Color" and Series

Precious Memories' "Color" is separate from Chara and Properties. On ① after you've picked the Charas you want to use, for the Deck's contents you'll naturally want to decide on your "Color" and "Series". If you put in many serieses while ignoring the "Colors", you can do so. However you'll risk unable to do Cost Payments.

3

Deck Card Allocation

First, let's build your deck with this rough allocation in mind.

- Character Card: 40-44
- Event Card: 12-16
- Support Card: 0-4

4

After the Deck is Built

Then, let's play matches with it over and over again and then upgrade your Deck. As you play matches you might see things in a new light.

EX Deck is a Deck separate from the normally used Deck consisting of EX Cards. EX Deck owners can put EX Cards from the EX Deck to their Hand while in Play using Card Effects.

EX Deck Building Rules

- *You can only put EX Cards into the EX Deck.
- *You can build the EX Deck consisting at max 15 Cards.
- *Within the EX Deck you can put up to 4 copies of the same Card (Same Series and Number)
- *When Series limitation is enacted (Single Regulation, MTL, etc), you can only put in Cards of the same Series with the Main Deck.

EX Deck Rules

- *Put the EX Decks somewhere face down where both Players can confirm the presence.
- *The owner of the EX Deck can confirm its contents, but you can't confirm the contents of your opponent's EX Deck.
- *Both Players can confirm the amount of Cards within each other's EX Deck.

EX Card Rules

- *You can only put in EX Cards into the EX Deck. (You can't put them into the Main Deck)
- *From the EX Deck, when you put EX Cards to your Hand, it will be treated the same as any other Cards (When it gets moved to the Deck, Discard it instead).

Q: Am I limited to only summon 1 Chara per Turn?

A: No, as long as you still can pay the Cost you can still Summon more.

Q: Can I use both Cards from Hand and Point Area for Cost Payment?

A: Yes, you can.

Q: Can I check the contents of my opponent's Point Area Cards that are face down?

A: Yes, you can.

Q: Can I freely move Characters between Main Area and Support Area?

A: No, you can't. You need Effects from Charas or Event Cards to do so.

Q: Can I use multiple copies of the same Event Card within the same Turn?

A: Yes, you can.

Q: When I have ST-001 "Tatsuya Chiba" on the Support Area, can I summon another ST-001 "Tatsuya Chiba" on the Main Area?

A: No, you can't. On both of your Main Area and Support Area, you can only have a 1 copy of the same Card (Same Series, Number)

Q: When the DP gets dropped to 0 does the Chara get eliminated?

A: No, it doesn't get eliminated. Even when the DP gets dropped to below 0 it can only be eliminated in the Elimination Judgement process.

Q: When paying Cost for a Movement Effect's Icon, does it have to be of the same series with the activating Card?

A: No, it doesn't have to.

Q: When a Character set with a Support Card gets returned to Hand with an Event Card's Effect, for example, what would happen to the set Support Card?

A: When the Character returns to Hand, the set Support Card gets sent to the Discard Pile.

Q: On one's own Approach Phase, when you skip the "Assign Approach Chara" process, can you use Event Cards or Card Effects that has [Approach / Self] as the timing?

A: No, you can't. When you don't enter the "Assign Approach Chara" process the "Event Card Play / Use Effects" timing gets skipped straight to "Approach Phase End", so the Effect can't be used.

Q: 01-022 "Miyuki Shiba"'s effect is, when the 01-022 "Miyuki Shiba" Approaches multiple times, does the Effect get activated multiple times?

A: No, you can't. "After..." descriptions can only be activated once per turn.

Q: What does the "Other than Self's Main Phase"'s timing mean?

A: The applicable timing is at your opponent's Main Phase or at each Player's Approach Phase' Event Card Play / Use Effects process.

17

Other Rules

Rulebook Additional Points

CONTENTS

P02	① Character Card
P03	② Event Card
P04	③ Support Card
P05	④ Requirements to Play
P06	⑤ Play Field Guide
P07	⑥ Game, Turn Flow
P08	⑦ Turn Start
P09. 10	⑧ Main Phase
P11. 12	⑨ Cost Payment
P13. 14. 15	⑩ Approach Phase
P16. 17	⑪ Regarding Card Play / Effect Usage
P18. 19	⑫ Game Terms
P20~24	⑬ Other Rules
P25	⑭ How to Build a Deck
P26	⑮ Regarding EX Deck, EX Card
P27	⑯ Q&A
P28	⑰ Rulebook Additional Points

発売元 株式会社ムービック

プレシャスメモリーズ オフィシャルサイト

<http://www.p-memories.com/>

Precious Memories

カードゲーム事務局

大会の運営方法・ルールなどに関するお問い合わせ先

電話番号 03-5577-5188

【電話受付時間】 月～金曜日（祝日を除く） 11:00～17:00

大会申請受付 FAX 番号 03-5577-5199

PRIN

プレシャスメモリーズ オフィシャルルールブック
「劇場版 魔法科高校の劣等生 星を呼ぶ少女」

©2016 佐島 勤 / KADOKAWA アスキー・メディアワークス刊 / 劇場版魔法科高校製作委員会