

# Digimon TCG multiplayer format, 3+ Players

# Local Area Network (LAN)

by Regnslöja, version 1.0

## Deck Rules

You can either play with standard Digimon decks, or the more Commander-like Players format described below.

Or just make up your own deck rules.

If you play with standard decks, simply skip the *Players Format* and *Offline Area* sections below.

## Players Format

- ◆ 60 card deck
- ◆ 6 card Digi-Egg deck (no less)
- ◆ No more than 1 copy of each card. This is true for Digi-Eggs as well.
- ◆ Designate a *Player Tamer* and *Player Digimon* from among the cards in your deck (see below).
- ◆ Must adhere to *Color Restrictions* (see below).

## **Player Tamer & Player Digimon**

A Tamer card and a Digimon or Digi-Egg card selected by the player, that are placed in the Offline Area at startup. From here they may be put into hand at will. See "Offline Area" for more info.

## **Color Restrictions**

Both the main deck and Digi-Egg deck is restricted to only the colors of the Player Tamer and the Player Digimon.

For example, if the Player Tamer is red and the Player Digimon is blue and yellow, then the deck is restricted to only using cards that have red, blue or yellow in their colors.

Multi-colored cards must have all their colors represented in the allowed colors. Using the example above, you would be allowed to have a red and blue card but not a red and green card.

Only the actual colors of the cards are considered, digivolution colors or rules mentioning colors are ignored.

## Offline Area (Players Format Only)

Cards in the Offline Area may, as a Main Phase action (Similar to playing cards or attacking), be put into hand at a memory cost. This action can't interrupt attacks or other effects that are currently activating.

If the card is a Digi-Egg, it will instead be put into Breeding Area if possible, otherwise on top of the Digi-Egg Deck face up.

The cost is the number of *Corruption* times 2. At the start, this cost is 0 since players begin with 0 Corruption. Indicate your Corruption with dice. Corruption is not tracked per card, it is shared.

Whenever the Player Tamer or Player Digimon would be put into trash or deck, the owner may choose to gain 1 Corruption and then place that card back into the Offline Area instead.

## Memory

In this format, the current turn players overspent memory gets stored by all opponents, and that stored memory is then used to determine the starting memory on their turns.

In simple terms, by spending a lot of memory you are giving all your opponents a future good turn.

### **The Memory Banks**

Each player have several "memory banks" that can store memory for future turns. The amount of memory banks is equal to the amount of opponents. A memory bank stores a number from 1 to 10 and they all start at 1. For this you can use 10-sided dice or the app mentioned below.

When you pass the turn, you of course have negative memory. Let's invert that negative memory to positive and call that X.

Each other player then sets their memory bank with the lowest stored memory to X.

However, you cannot set a memory bank to a lower value than it already was in this way.

For example, if X is 2 and your lowest memory bank is 4 then you do not set any bank to 2.

Before the start of your turn, determine which one of your memory banks has the largest amount of stored memory. Set your actual memory to that amount, then set that one memory bank to 1.

If you end your turn manually, set your memory to -3 and then pass the turn as described above.

If a player is defeated, each player removes the memory bank with the lowest stored memory.

### **Off-Turn Memory Effects**

If you would gain memory during your opponents turn, subtract that amount from the current turn players actual memory.

If you would lose memory during your opponents turn, add that amount to the current turn players actual memory.

## Helper App

I have developed an Android and PC app that automates the handling of memory for this format.

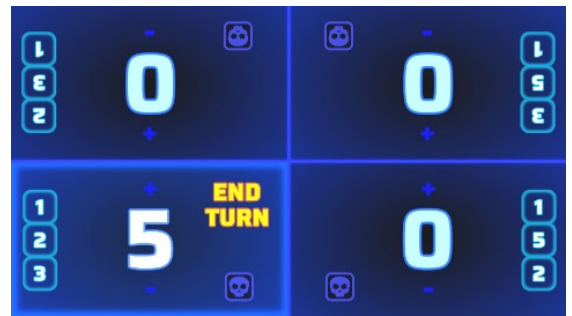
The app is of course free and ad-free.

You can find it on Google Play here (Android)

<https://play.google.com/store/apps/details?id=com.regnsloja.digimem>

Or at Itch.io here (Windows/Linux/Android)

<https://regnsloja.itch.io/digitcg-lan-companion>



## Target Opponent

As Digimon was not designed with multiple opponents in mind, in this format you still only have one opponent at a time but you can fluidly switch who "your opponent" is during your turn.

You have a designated Target Opponent, which is considered to be your one "opponent" currently.

However, if it is not your turn and the current turn player is targeting you, that will temporarily override your set target and make the current turn player your Target Opponent until they no longer target you or their turn ends.

This is of course so that you may use abilities that interact with being attacked properly, such as <Blocker> or <Decoy> or "when deleted by your opponent's effect".

You can only attack your Target Opponent.

Your resolving effects only affect your Target Opponent.

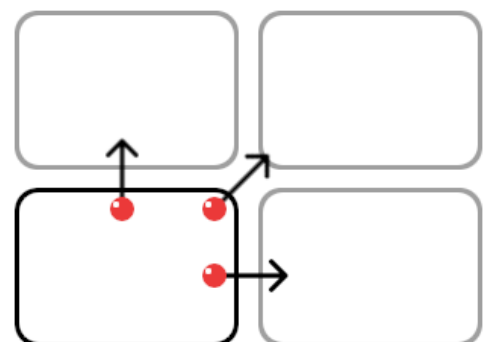
As a Main Phase action (similar to playing cards and attacking), you may switch your Target Opponent to any other player. This action is free and can be used any number of times.

This action can't interrupt attacks or other effects that are currently activating.

You may also take this action once before your turn starts, and once after your turn ends, to manage effects optimally.

Indicate Target Opponent with a marker placed on the edge of your play area in the direction of the target.

Cards that say "an opponent" do not count as referring to any opponent at the table, only your Target Opponent.



## Other Rules Changes

### **Security & Mega Damage**

This format uses 6 security instead of 5.

Each time a level 6 or higher Digimon checks one of your security through attack, you also gain 1 Mega Damage. A player with 10 Mega Damage is defeated.

### **Card Text**

Effects that would happen at "the end of your opponent's turn" instead happen "before the start of your next turn". This timing is after the opportunity to change Target Opponent once, mentioned in the "Target Opponent" section.