Force of Will Comprehensive Rules ver. 12.4

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100. Overview

101. General

101.1. This document is the description of the rules for Force of Will.

102. Number of players

102.1. This game is played by two players.

103. How to win

103.1. During the game, players fulfilling the losing condition lose the game.

103.2. If a player loses the game and the other one hasn't, the player not losing the game wins.

103.3. If both players lose the game at the same time, the game ends in a draw.

103.4. During a game, players may concede the game and leave it. In this case, their opponent wins. Conceding the game is not replaced by any effects and no effects force players to concede.

103.5. If an effect states a player wins the game, that player wins the game, even if any other player playing this game cannot lose the game.

104. Golden rules of the game

104.1. If the comprehensive rules and text of a card are contradictory, the card text takes precedence.

104.2. When a mandatory effect instructs you to do something, and part of it is impossible to do, you do any other part of the effect that you can legally do. When a mandatory effect instructs you to do something a number of times and you cannot do it fully, you still do it as many times as possible. If you would perform something zero or a negative number of times, you don't perform it at all. When an optional effect instructs you to do something, and part of it is impossible to do, you don’t perform it at all. When an optional effect instructs you to do something a number of times and you cannot do it fully, you don’t perform it at all. Some cards require you to choose values of X, Y or Z and perform an optional effect with X, Y or Z, then you can choose X, Y or Z = 0.

> *Ex. If a card has an alternative cost “You may choose and remove X [attribute] cards in your hand from the game rather than pay this card’s cost”, you can choose X = 0 and remove 0 cards and fulfill the alternative cost.*

104.3. If an effect resolved and the status of a card or a player change to the same status as before, it's not treated as "becoming" that status.

104.4. If a non-deck building rules effect prohibits doing something and another effect instructs a player to do that, the prohibiting effect takes precedence. If it is an effect that affects deck building rules, refer to 402.13a.

104.5. If an effect instructs you to choose a number, you need to choose an integer of 0 or higher.

104.6. If a value becomes a different value, if the latter is greater than the former, the value is considered increased (if that value is life, it is considered as increasing life or gaining life). If the latter is lesser, the value is considered decreased (if that value is life, it is considered as decreasing life or losing life). Including if the value is set to a specific number, or if a value is switched with another.

104.7. If a card text refers to {number} for anything other than total cost without using the term "{number} or more", then it refers to numbers that are equal to or greater than {number}. If a card text refers to "exactly {number}" for anything other than total cost, then it refers to numbers that are exactly equal to {number}.

Ex. The condition of "if this card has two power counters on it" of "Robo Maeda, Peak of Technology" is fulfilled if there are two, three, four, five or more power counters on that card.

Ex. The condition "if you control exactly five clues" of "Regrouping at Zacky's" is fulfilled only if if its controller has exactly five clues, no more, no less.

104.7a. An exception to this rule is the wording "combined number": if a card text refers to {number} using the term "combined number", then it refers to numbers that are exactly equal to {number}. If it refers to "{number} or more", then it refers to numbers that are equal to or greater than {number}. Card texts referring to "total cost" are treated the same way, meaning "total cost of {number}" refers to a total cost of exactly {number}, and "total cost of {number} or more" refers to a total cost that is equal to or greater than {number}.

Ex. The condition of "if the combined number of instances of «Mantra» J/rulers you control have is 0" of "Om, Song of the Six Beliefs" is fulfilled only if the combined number of instances of «Mantra» J/rulers their controller have is exactly 0.

Ex. "Goliath's Command: Destroy Point MQ-59" has the text "Remove target spell with total cost 2 from the game face down". It can only target a spell with a total cost with exactly 2, no more, no less.

104.8. The symbol '∞' (Infinity) means a number greater than any other number.

104.8a. When comparing a number and '∞', treat '∞' as the greater of the two.

104.8b. When comparing two '∞' with each other, treat them as equal values.

104.8c. If a value of '∞' would be increased or decreased, the new value is to be treated as '∞'. If a value of '∞' would be changed to a specified number, it is changed to that specified number.

104.8d. When instructed/requested to choose a number, the player may not choose '∞'.

104.8e. The most recently printed version of a particular card is considered correct and will supersede all previously printed versions. Treat all previously printed versions of a particular card as if they had all information of the most recently printed version. If the most recently printed version of a particular card is part of an alternative card, only the information of that part is used for previously printed versions. Any errata are considered to replace or supplement the most recent printing of the card, and the latest updates can be found in the card database on www.fowtcg.com.

104.9. If an effect or ability explicitly checks how many will has been paid to play a spell or ability by comparing the paid will to a number, and does not include the term "actual cost", it only checks the amount of will paid for the total cost, ignoring any additional costs paid to play that spell or ability for this check. If it does include the term "actual cost", it checks the amount of will paid for the actual cost of that spell or ability.

If something refers to a spell using the wording "…that you/they would have to pay {number} [or more/less] will for…", it refers to the potential actual cost of that spell in the current game state, excluding any "pay without cost" effects. The potential actual cost will include any kind of alternative cost, additional cost, cost increase, and cost reduction whose conditions are fulfilled in the current game state. If any of them depend on choices the controller could make or would have to make as they play that

spell, they can commit to make certain choices in advance, and are then forced to make those choices as they play that spell accordingly.

Ex. If a player plays a spell awakened by paying two will, one for its total cost and one for its [Awakening] cost, then it can be targeted by a spell saying "Target a spell that was played without paying more than one will.", but not by a spell saying "Target a spell that was played without paying more than one will for its actual cost.".

*Ex. If an effect with the wording "Players cannot play any spell that they would have to pay two or more wills for until the end of the next turn." is active, player A **cannot** play a spell with total cost 1 if there is also an active effect that would add an additional cost of [1] or more to that spell, as the potential actual cost is 2 in this case.*

*Also, in the same situation, player B **cannot** play a spell with total cost 2, even if there is an active effect that would make that player play the spell without paying its cost, as the potential actual cost is 2 in this case. Although, they can play that spell if there is also an active effect that would reduce the cost to play that spell by one will, as the potential actual cost is 1 in this case.".*

Also, in the same situation, player B can play a spell with a printed cost of [W][B] and the text "You pay [B] rather than pay this card's cost if you chose only one option and don't control a wind J/ruler.", but only if they commit in advance to choosing only one option, and they don't control a wind J/ruler, and then only choose one option as they play that spell

*Ex. If an effect with the wording "Players cannot play any spell that they would have to pay three or more wills for until the end of the next turn." is active, player A **can** play a spell with a variable cost of [X] only if they actually choose a value for [X] in a way that the potential actual cost of that spell is 2 or less.*

105. Basic Concept

105.1. **Player**: One who plays the game. On each turn, the player who performs the turn is called the turn player, and the other player is called the non-turn player.

105.2. **Owner**: The owner of a card is the player who brings the card at the beginning of the game. The owner of a token is the player who puts it into the field or Item Area.

105.3. **Control**: During a game, all cards, abilities and effects are controlled by a player. A player who controls cards, abilities, or effects is the controller of them. If a card or an ability refers to "you", it refers to its controller. If no controller-changing effects have been applied, the controller of a card, ability, or effect is determined as below:

105.3a. The controller of a card is the owner of it.

105.3b. The controller of an ability is the controller of the card with that ability.

105.3c. The controller of an effect is the controller of the ability generates that effect.

105.4. **Life**: Each player has a number called their life. If a player has a life total of 0 or below, they lose the game.

105.4a. Life is increased and decreased by a multiple of one hundred. If an effect instruct player to pay any amount of life, they pay it by a multiple of one hundred. A player can only pay an amount of life limited to their life total.

105.4b. If a card refers to 'life', it refers to life.

200. Characteristics of Cards

201. Card images

Ruler

Resonator

Regalia

Addition

J-Ruler

Chant

Rune

Chant/Rune

Magic Stone

Resonator(Stranger)

Order

Sub Ruler

Extension Rule

(1) Type
(2) Name
(3) Cost
(4) Text
(5) Race/Trait
(6) ATK
(7) DEF
(8) Attribute
(9) Divinity
(10) Art
(11) Additional Information

202. Type

202.1. The group this card belongs to.

202.2. Categories of cards: “ruler”, “J-ruler”, “sub-ruler”, “magic stone”, “resonator”, “chant”, “addition”, “regalia”, “rune”, “order” or “extension rule”.

202.2a. In the comprehensive rules and in card text, "resonator or J-ruler" is written as "J/resonator".

202.2b. In the comprehensive rules and in card text, "ruler or J-ruler" is written as "J/ruler".

202.2c. If something refers to a “ruler” or “J/ruler”, it does not refer to a “sub-ruler”.

202.2d. Some cards have multiple types. If a card’s printed card type does not contain “/”, it means it has only one type. If a card’s printed card type does contain “/”, it means it has multiple types each separated by the “/”.

202.2d-1 “Chant/Rune” is one such example of a card with multiple types.

202.3. Some cards have a general type. A general type is a phrase before a type name.

202.3a. Some magic stone cards have the general type "Special".

202.3b. Some magic stone and J/ruler cards have the general type “Basic”.

202.3c. Some rune cards have the general type “Master”.

202.4. Some cards have a magic stone type.

202.4a. The magic stone types are "Light Magic Stone", "Fire Magic Stone", "Water Magic Stone", "Wind Magic Stone", "Darkness Magic Stone" and “Void Magic Stone”.

202.4b. A magic stone card with the same card name as a magic stone type has that magic stone type.

202.4c. If something refers to a magic stone type name (without any quotation symbol), it refers to cards with that magic stone type.

202.4d. Even if a card becomes or is considered/treated as a magic stone, it does not inherently have the ability to produce will unless specified.

202.4e. A basic magic stone with a magic stone type has the will ability “: Produce <will symbol>,” even if the text doesn’t actually contain that text or the object has no text box. For light magic stones, <will symbol> is ; for fire magic stones, ; for water magic stones, ; for wind magic stones, ; for darkness magic stones, . and for void magic stones, .

202.5. If a card is referred to by its type name without specifying what zone it's in, the card in the field or a ruler area is affected. If a card is referred to by its "(type name) card" in a zone, it refers to a card with that type in that zone.

203. Name

203.1. Name of the card.

203.2. A name is referred to when you build your deck as part of its restrictions.

203.3. If an effect refers a name with "" (double quotation symbol), it refers "a card with that name" or "a part of a name", depending on the context.

203.3a. If an effect says "a card with "(word(s))" in its name" or something similar, that refers a part of a name. Otherwise, it refers a card with that word(s).

Ex. ‘If you control "Hansel"’ means ‘If you control a card with the exact name “Hansel"’. Even if you control "Hansel and Gretel", it doesn't fulfill the condition.

Ex. If something says 'If you control a card with "Hansel" in its name', the condition is fulfilled by controlling "Hansel" and/or "Hansel and Gretel".

203.3b. The possessive form of {word} in a name also counts as "with {word} in its name".

Ex. When checking which cards fulfill the condition of an ability that says "Whenever a J/resonator with "Lumia" in its name enters the field under your control >>> You may put this card from your graveyard or removed area into the field.", cards named "Lumia, Princess of Rebirth", "Lumia's Rage" or "Aslan, Lumia's Guardian Beast" will all fulfill that condition.

203.4. If an effect refers to 'a card named "" (double quotation symbol)', it refers to a card with that name.

Ex. 'If you control a card named "Hansel"' means 'If you control a card with the exact name "Hansel"'. Even if you control "Hansel and Gretel", it doesn't fulfill the condition.

203.5. If an effect refers to 'a card with the printed name "" (double quotation symbol)', it refers to a card with that name only in this part of the card.

203.5a. If an effect refers to 'a card with the printed name "(Name)"', it does not refer to a card that is had or gained "(Name)" in addition to its other names or became "Name".

203.5b. If an effect refers to 'a card with the printed name "(Name)"', it can refer to a card with "(Name)" in its original name even if it has, gains or becomes other names.

Ex. If something refers to 'a card with the printing name "Alice, Fairy Queen"', the condition is met by only a card that is printed "Alice, Fairy Queen" in its card name. Therefore, a card that is not printed "Alice, Fairy Queen" and applied "This card has "Alice, Fairy Queen" in addition to its other names." or "This card gains "Alice, Fairy Queen" in addition to its other names." does not meet it. Also, a card that became a copy of "Alice, Fairy Queen" does not meet it too.

204. Cost

204.1. The information referred to when you play this card.

204.2. Cost includes the specified cost that is paid with a specified kind of will and free cost that is paid for with any kind of will.

204.2a. Of the specified costs, there could be up to five icons with will symbols. Those icons are called the attribute cost. They might be icons that have the same attribute as the ones defined in Attribute (209.2) or icons that have the same characteristics defined in (907.6.).

204.2b. Of the specified costs, the icon that is not an attribute is called a characteristic. Characteristics are paid with void will of the specified characteristic.
:Moon :Time :Void

204.3. A specified cost is shown by the will symbols on left side of the cost. You need one will of the specified attribute or characteristic for each will symbol shown on here.

204.4. A free cost is shown by the number in the center of the cost icon. You need to pay a number of will of any kind equal to the number printed here.

204.5. The total cost is the number of wills needed for the specified cost plus the number on the free cost. The printed cost is the exact amount and kinds of will in the specified cost and in the free cost.

Ex. If a card says "Replace the effect text of target chant spell with total cost X or less with "Produce

will equal to the printed cost of this card.".", and is targeting an "Invitation of Disaster", the will produced will be [R][R][1], which is the printed cost of "Invitation of Disaster".

204.5a. If a card doesn't have any cost, the total cost of that card is 0.

204.5b. If a card has a free cost of X, X is the value you chose when paying for the card, while the card is on the chase. When that card is anywhere else, treat the value of X as zero.

204.6. If this card has [Quickcast] (1112), a lightning mark is shown center the cost to represent this (right fig.).

205. Text

205.1. The text that describes the effects or abilities of this card.

205.2. If a card has more than one paragraph in its text, each of them is a different effect/ability.

205.3. Some text contains sentences with parentheses describing the effect/ability. This is called reminder text and not considered part of the effect/ability.

205.4. Some cards have sentences with different font in their card text area. These sentences are called flavor text and have no rule purpose.

206. Race/Trait

206.1. A part of the information of a card. Phrases shown on a ruler, J-ruler, sub-ruler or resonator are called race, and on other cards they are called traits.

206.1a. You may treat races and traits as the same thing. When a text refers "race", it also refers "trait" and vice versa.

206.2. A card's race and trait are written on right side of its type. Trait is written inside of parentheses.

206.3. If there is no "," (comma) or "/" (slash) in the race or trait, that race or trait is considered as one phrase. If there are any "," (comma) or "/" (slash), each of the separated phrases is considered a different phrase for a race or trait.

206.4. A race or trait itself doesn't have any specific rules, though they are referred to by some abilities and effects. If an effect refers to a race or trait without specifying what zone it's in, it refers to cards in the field or a ruler area with that race or trait. Also refer to rule (1102.6.) for exceptions to this rule.

206.4a. During a non-multiplayer game, players, J/rulers or entities cannot gain or lose the Arcana race.

206.5. Currently, there are 325 types of Races/Traits.

206.5a. Race / Trait has the following: AAA, Airship, Alchemist, Alchemy, Ancient, Ancient Magic, Ancient Ruins, Angel, Aradia, Arcana, Arcane Item, Archduchess, Archenemy, Armament, Artifact, Artist, Ascendant, Atom, Augur, Aura, Automaton, Avatar, Baker, Bandit, Bat, Battle Arts, Bear, Beast, Betrayer, Bird, Bishop, Black Ones, Blazing Skill, Bomb, Book, Bug, Bushido, Butler, Calamity Raven, Captain, Card Soldier, Castle, Cat, Catman, Charlatan, Chimera, Chronogear, City, Class G, Class Rep, Clerk, Clothes, Clown, Cocoon, Cognate, Composer, Conqueror, Contract, Count, Crimson Moon, Crocodile, Crowd, Cryptid, Cthulhu, Cursed Spirit, Daimyo, Dark Commander, Dark Elf, Dark Sphere, Deathly Skill, Deathless, Deity, Demon, Demonfish, Demonic, Demonic World, Devil, Dinosaur, Divine Beast, Divine Tree, Doctor, Doll, Dolphin, Draft, Dragon, Dragon Knight, Dragonoid, Drake, Drei Stern, Dryad, Dwarf, Egg, Elemental, Elephant, Elf, Emperor, Enchanting Skill, Ethereal, Ethereal Tree, Evil Spirit, Explorer, Fairy, Fairy Tale, Fallen

Angel, Familiar, Fantasy, Fiend, Fish, Fisherman, Five Heroes, Flame Spirit, Flower, Forest, Four Sacred Beasts, Fox, Frog, Fruit, Gallian Army, Garden, Gears, General, Ghost, Ghoul, Giant, Gimmick, Goat, God, Goddess, Golem, Gorgon, Grave, Guardian, HANADA, Hero, Heroic Spirit, High Armament, High God, Historical, Holy Beast, Homunculus, House, Human, Illusion, Immortal, Imperial General, Insect, Invention, Inverse, Jellyfish, Karakuri, Killer, King, Knight, Knight of the Round Table, Legacy, Lich, Lion, Little Boy, Little Girl, Little Wolf-Girl, Lycanthrope, Machine, Mage, Mage Art, Magic Crest, Magic Lifeform, Magical Beast, Malefic Tree, Martial Art, Mermaid, Merman, Metal Lifeform, Meteorite, Military, Mimi Tribe, Minion, Minion of Primogenitor, Monarch, Monk, Moon, Moon Art, Moon Princess, Moon Protection, Moon Technology, Moonchild, Mountain, Mouse, Mumu Tribe, Murderer, Music, Musketeer, Mystery, Myth, Nameless, New Twelve Olympian Gods, New World, Nightmare, Ninja, Ninjutsu, Ogre, Oni, Ooze, Oracle, Overlord, Paladin, Panda, Pawn, Phantom, Phantom Beast, Pharaoh, Philosopher, Phobia, Phoenix, Pig, Pirate, Poet, Priest, Prime Minister, Prince, Princess, Prophet, Punisher, Queen, Rabbit, Raptor, Rat, Raven, Reaper, Relic, Replicant, Reporter, Researcher, Residence, Rogue, Sage, Saint, Samurai, Sand, Savior, Scarecrow, Scientist, Scorpion, Sea Monster, Seal, Servant, Seven Kings, Seven Stars, Seven Luminaries Demon, Seven Luminaries Mage, Seven Sages, Shadow, Shaman, Sharkfolk, Shikigami, Singularity, Six Sages, Skeleton, Slime, Smoke, Snake, Snow, Solaris, Soldier, Songstress, Soul, Specter, Spider, Spirit, Spirit Magic, Squad 7, Squid, Starry Skill, Story, Strategist, Student, Sun Protection, Subjugator, Sunchild, Sword Art, Swordsman, Tank, Taoist, Taurus, Tool, Tower, Traitor, Treasure, Treasure Tree, Treasury Item, Treeman, Trickster, Twelve Apostles, Twelve Protective Deities, Twelve Sacred Knights, Undead, Valkyrie, Valkyrur, Vampire, Vegetation, Virtuous Girl, Virtuous Skill, Wall, Wanderer, Warlord, Warrior, Weapon, Werebeast, Werefox, Wererabbit, Werewolf, Whale, Wicked Spirit, Wild Skill, Wingman, Witch, Wizard, Woodfolk, Wolf, World Tree, Yin-Yang Master, Youkai, Zombie

207. Attacking Power (ATK)

207.1. Information that J-rulers and resonators have.

207.1a. Some J-rulers don't have ATK.

207.2. ATK is the value after "ATK" and it means how much damage it deals while in combat.

208. Defending Power (DEF)

208.1. Information that J-rulers and resonators have.

208.2. DEF is the value after "DEF" and if the card in the field suffers damage equal to or more than its DEF, it's destroyed.

208.2a. Some J-ruler don't have DEF.

209. Attribute

209.1. A part of information of this card.

209.2. A card's attribute is defined by the icon(s) shown in the attribute or cost section of the card.
: Light : Fire : Water : Wind : Darkness

209.3. If a card has two or more attribute icons here, it has each attribute corresponding each of the icon.

209.4. If there's no attribute cost or if there is a banner with the Void icon, then that card has no attribute. If a text refers "void" as an attribute, it refers to "with no attribute". : Void

209.5. Attribute itself doesn't have any specified rules, though it is referred by some abilities and effects.

210. Divinity

210.1. Information that cards can have.

210.2. The number after “Divinity” is referred to when playing runes from a rune area.

211. Art

211.1. Image for the card,

211.2. Art has no rule purpose.

212. Additional Information

212.1. Collector number, rarity, copyright, and artist name.

212.2. Additional Information has no rule purpose.

300. Zone

301. General

301.1. A zone is an area that cards and abilities are put into.

301.1a. If an effect refers to a card in any area, it also refers to a card outside the game, because all zones and outside the game are areas.

302. Basic

302.1. During a game, cards are placed in one of several places called zones. Each player has their own zones except for the field and chase area.

302.2. Zones are divided into "public zone" and "hidden zone". Each player can see information of the cards in a public zone. Each player cannot see information of cards in a hidden zone, except for a player specifically allowed to see them by rules or effects.

302.2a. Each player can see the number of cards in a zone regardless if it's public or hidden.

302.2b. If a player wants to perform an action that requires knowledge of hidden information from a player that cannot see that hidden information, the player performing the action must reveal any hidden information required to perform the action. After performing the action, all revealed information will become hidden information again.

302.3. If a card moves from one zone to another, if it moves from the field to a ruler area, or from a ruler area to the field, or from a ruler area to an order area, or from an order area to a ruler area, it's treated as the same card and keeps its orientation. Otherwise, it's treated as a new card in a new zone.

302.3a. As an exception to this rule, if the effect of a card specifies a zone movement, the card moved from one zone to another zone by that movement is treated as the same card exclusively for that effect.

Ex. If Mars, Dark Commander of Fire removes from the game with its "as this card enters the field" effect a card named "Demon of the Crest, Namblot", it will gain [First Strike] as long as its controller controls that specific card in the removed area.

302.3b. Unless otherwise specified, any effect applied to a card in an older zone is not applied to the card in the newer zone.

302.4. If more than one card is moved to a new zone and the order of cards in a new zone is managed, the owner of those cards decides the order of them in the new zone. If the new zone is hidden, players other than the owner of the cards moved cannot know the order of the cards in the new zone.

302.5. If a card is moved to a zone and the owner of the zone is not specified, the card is moved to the zone belonging to the owner of that card.

302.6. If an effect asks a card to move to a zone owned by a player other than its owner, it moves the following rules.

302.6a. If the effect explicitly specifies moving a card from a zone owned by a player to a zone owned by another player, it moves to the specified zone by the effect.

Ex. If an effect makes a player 'Put a card from your opponent's graveyard into your hand.', the card moves to their hand because the effect specifies the zones owned by the different players.

302.6b. If the effect explicitly specifies moving a card controlled by a player to a zone owned by another player, it moves to the specified zone by the effect.

Ex. If an effect makes a player 'Return a resonator your opponent controls to your hand.', the card moves to their hand because the effect specifies a card a player controls and the zone owned by another player.

302.6c. Otherwise, it is moved to the zone belonging to the owner of that card instead. In this case, never, under any circumstance, should a card not belonging to a player be placed in zones they own.

Ex. If an effect makes a player 'Shuffle a card from your hand into your deck.' and if they would shuffle a card in their hand but is owned by another player, the card is shuffle into its owner's deck instead because the effect does not specify the zones owned by the different players.

Ex. If an effect makes a player 'Remove a card in your hand from the game.' and if they remove a card in their hand but is owned by another player from the game, the card is moved to its owner's removed area because the effect does not specify the zones owned by the different players.

302.7. If an effect refers to 'everywhere', it refers to all areas (all zones and outside the game) (322).

302.8. If more than one card would be moved from an area to another area, and the movement of one or more of these cards cannot happen for any reason, the rest of the cards move normally. This also includes movement from an area where card order is tracked, like the deck.

303. Cards Orientation

303.1. In some zones, a card has a specified orientation of either recovered or rested. Recovered cards are placed vertically and rested cards are placed horizontally.

303.1a. Changing the orientation of a card from recovered to rested is called "to rest (a card)" and from rested to recovered is called "to recover".

303.1b. When a card is placed in a zone where the card's orientation is specified, it is placed recovered.

303.2. In some zones, a card has a specified orientation of either face-up or face-down. A face-up card is placed so that all the information on the card is visible, and a face-down card is placed so that all the information on the card is hidden. A hidden card's information can be checked anytime by a player that is allowed to do so by an effect or by the rules.

303.2a. Rulers and J-rulers are always face up and any non-contract process effects that would put them face down are not applied.

303.2b. Players are always able to determine whether a facedown card is or isn't a magic stone.

303.2c. A face-up card cannot be flipped face up. A face-down card cannot be flipped face down. If an effect or ability attempts to flip a face-up card face up, or a face-down card face down, ignore that part of that effect or ability.

304. Deck

304.1. The zone a player put his deck in.

304.2. Each player has their own deck zone, it is hidden and the order of the cards is managed. The order of cards is managed by stacking them.

304.3. If two or more cards would move from a deck to another zone, unless specified otherwise, move the top card of the deck to that zone, then repeat it until the proper number of cards have been moved.

304.4. If a text refers to a "deck", it refers to the deck.

305. Magic Stone Deck

305.1. The zone a player put his magic stone deck in.

305.2. Each player has their own magic stone deck zone, it is hidden and the order of the cards is managed. The order of cards is managed by stacking them.

305.3. If two or more cards would move from a magic stone deck to another zone, unless specified otherwise, move the top card of the magic stone deck to the zone, then repeat it until the proper number of cards have been moved.

306. Hand

306.1. The zone a player puts his cards drawn in.

306.2. Each player has their hand, it is hidden and order of the cards is not managed. The hand is a hidden zone, but the player the zone belongs to can see all information of the cards in this zone.

306.3. Each player has a maximum hand size. At the beginning of a game, each player's maximum hand size is seven.

307. Field

307.1. The zone where a player puts their J-ruler, resonators, additions, regalia and magic stones.

307.2. The game has one field, it is public and the order of the cards is not managed.

307.3. In the field, a card has a specified orientation, recovered or rested.

307.4. If text refers to a "card" without the zone it's in, it refers to a card in the field. If a text refers to a "Resonator", "J-ruler", "Addition", "Regalia" or "Magic Stone" without the zone it's in, it refers to a card of the specified type in the field.

307.4a. If a card’s text checks for cards with certain information without specifying the zone they're in, it refers to cards in the field or a ruler area. Also refer to rule (1102.6.) for exceptions to this rule.

307.5. Each player can see the ruler side of a J-ruler card in the field.

307.6. A card in the field is referred to as an ‘entity’.

307.7. If a card would be put in the field by an effect, if there is no controller specified by the effect, the card enters the field under the control of the effect’s controller.

307.8. Some cards have text that may refer to ‘your field’, ‘opponent’s field’, or a (specified player’s) field. Handle these texts as detailed below.

307.8a. If a card in a specific player’s field is referred to, it refers to an entity (307.6) that player controls.

307.8b. If an effect states ‘Put [card] into (specific player’s) field’, it means put that [card] into the field under that (specific player’s) control.

308. Ruler Area

308.1. The zone a player puts their ruler(s) in.

308.2. Each player has their own ruler area, it is public and order of the cards is not managed.

308.3. In a ruler area, a card has a specified orientation, recovered or rested.

308.4. If a text refers to a "ruler" without the zone it's in, it refers to a card(s) with the ruler type in a ruler area.

308.5. If a card would be put in a player's ruler area, it is put there under that player's control.

308.6. The face down side of a card in a ruler area can be seen only by its controller.

309. Graveyard

309.1. The zone destroyed or used cards are placed in.

309.2. Each player has their own graveyard, it is public and the order of the cards is managed. Any new cards put into a graveyard are put on top of the cards already in the graveyard.

310. Standby Area

310.1. The zone you put cards from your hand face down in.

310.2. Each player has their own standby area, it is hidden and the order of the cards is managed. If a player puts a card into their standby area, they need to have the cards arranged so that all players can recognize their order. The standby area is a hidden zone but the player the zone belongs can see any information of cards in that zone.

311. Removed Area

311.1. The zone a player puts their removed cards in.

311.2. Each player has their own removed area, it is public and the order of the cards is not managed.

311.2a. If an effect removes a card from game face down or flips a card face down, treat the card as though it were in a hidden zone. Except for players that are allowed to see the information of the card.

311.3. Cards in a removed area are referred to as "removed cards".

312. Chase Area

312.1. The zone played cards and abilities are placed in until they're resolved.

312.2. There is only one chase area, it is public and order of the cards is managed.

312.3. While a card is placed in chase area, it is called "spell". If spells, abilities or effects refer to a "spell" without specific zone, they refer cards on chase area.

313. Item Area

313.1. Will coin tokens, Gem/Crystal/Clue tokens, cards attached to your J/ruler, etc. are placed in this zone.

313.2. Each player has one Item Area separate from other players. It is public and the order of the cards is not managed.

313.3. If a card would be put into (specific player's) Item Area, it is put there under (specific player's) control.

314. Extra Deck

314.1. The zone a player puts their extra deck in.

314.2. Each player has their extra deck zone, it is hidden and the order of the cards is not managed. The extra deck is a hidden zone, but the player the zone belongs to can see all information of the cards in this zone.

315. Rune Area

315.1. The zone a player puts their rune deck in.

315.2. Each player has their rune area, it is hidden and the order of the cards is not managed. The rune area is a hidden zone, but the player the zone belongs to can see all information of cards in this zone.

316. Stranger Deck

316.1. The zone a player puts their stranger deck in.

316.2. Each player has their stranger deck zone, it is hidden and the order of the cards is not managed. The extra deck is a hidden zone, but the player the zone belongs to can see all information of the cards in this zone.

317. Order Area

317.1. The zone a player puts their order card in, after a successful Revolution process.

317.2. Each player has their own order area, it is public and the order of the cards is not managed.

317.3. In an order area, a card has a specified orientation, recovered or rested.

317.4. If a text refers to an "order" without the zone it is in, it refers to a card with the order type in an order area.

317.5. If a card would be put into a player's order area, it is put under that player's control.

318. EX Area

318.1. The zone a player gains via card effects and puts their cards in.

318.2. <Shinobi> EX Area

318.2a. The zone a player put cards from their hand in.

318.2b. A player gains a <Shinobi> EX Area via card effects at the start of the game, and the number of spaces in the <Shinobi> EX Area is public and managed.

318.2c. If a player does not have a <Shinobi> EX Area at the start of the game, that player may not expand his <Shinobi> EX Area. (1043)

318.2d. Some effects and abilities put cards into in the <Shinobi> EX Area. This can only be done if the number of cards in the <Shinobi> EX Area is less than the number of spaces available. Cards that are revealed in the <Shinobi> EX Area are public, and are not entities.

318.3. <Possession> EX Area

318.3a. The zone a player puts cards from the field in.

318.3b. A player gains a <Possession> EX Area via card effects at the start of the game, and the number of spaces in the <Possession> EX Area is public and managed.

318.3c. If a player does not have a <Possession> EX Area at the start of the game, that player may not expand his <Possession> EX Area. (1043)

318.3d. Some effects and abilities put cards into in the <Possession> EX Area. This can only be done if the number of cards in the <Possession> EX Area is less than the number of spaces available. Cards that are revealed in the <Possession> EX Area are public, and are not entities.

319. EX Deck

319.1. The zone a player gains via card effects and puts their EX Deck in.

319.2. Each player has their EX Deck, it is hidden and the order of the cards is not managed. The EX Deck is a hidden zone, but the player the zone belongs to can see all information of the cards in this zone.

319.3. If two or more cards would move from a deck to another zone, unless specified otherwise, move the top card of the deck to that zone, then repeat it until the proper number of cards have been moved.

319.4. <Armament> EX Deck

319.4a. A player begins the game with an <Armament> EX Deck with exactly seven Armament sub-rulers.

319.4b. A player may not have more than one copy of any card in the <Armament> EX Deck.

319.4c. High Armament sub-rulers cannot be in the <Armament> EX Deck.

319.5. <Crew> EX Deck

319.5a. A player begins the game with a <Crew> EX Deck with exactly ten resonators that do not share a name with cards in the deck or side deck.

319.5a-1 A player may not have Stranger (Resonator) card(s) and Alternative card(s) in the <Crew> EX Deck.

319.5b. A player may not have more than one copy of any card in the <Crew> EX Deck.

319.6. <Treasury> EX Deck

319.6a. A player begins the game with a <Treasury> EX Deck with exactly five Treasury Items.

319.6b. A player may not have more than one copy of any card in the < Treasury> EX Deck.

320. Extension Rule Area

320.1. The zone a player puts their extension rule card in.

320.2. Each player has their own extension rule area, it is public and they can only have up to one card in the extension rule area without specific notice.

321. Zone Movement Restriction

321.1. If a card that has ‘ruler’ as its printed card type would move to a zone other than a graveyard or ruler area except by playing a judgment process or a Revolution Order process, it doesn't move.

321.2. If a non-token card that has ‘J-ruler’ as its printed card type would move to a zone other than a ruler area or field, it doesn't move. Ordered cards move according to their printed card type.

321.3. If a card that has ‘resonator’, ‘addition’, or ‘regalia’ as its printed card type would move to another zone, the resulting movement depends on the zone it would move to.

321.3a. If that card would move to a ruler area, it does not move.

321.3b. If that card is, by some effect, treated as a magic stone or has gained the magic stone type and would move to a magic stone deck, it moves to the deck with the same placement specifications instead. (ex. If that card would move to the top of the magic stone deck, it moves to the top of the deck instead.) In cases that cannot be handled by this specification, the card does not move.

321.3c. If that card is moved by an effect with the card text "Put target entity on top of its owner's deck or magic stone deck.", it is moved according to its card type, to the top of the deck.

321.4. If a card that has "chant" as its printed card type would move to a magic stone deck, the field, or a ruler area, expel it instead.

321.5. If a card that has ‘magic stone’ as its printed card type would move to another zone, the resulting movement depends on the zone it would move to.

321.5a. If that card would move to a ruler area, it does not move.

321.5b. If that card has, by some effect, gained one of the types ‘resonator’, ‘addition’, or ‘regalia’ and would move to a deck, it moves to the magic stone deck with the same placement specifications instead. *(Ex. If that card would move to the bottom of the deck, it moves to the bottom of the magic stone deck instead.)* In cases that cannot be handled by this specification, the card does not move.

321.5c. If that card has, by some effect, gained one of the types ‘resonator’, ‘addition’ or ‘regalia’ and would move to a hand, it moves to the top of the magic stone deck instead. In cases that cannot be handled by this specification, the card does not move.

321.5d. If that card is moved by an effect with the card text "Put target entity on top of its owner's deck or magic stone deck.", it is moved according to its card type, to the top of the magic stone deck.

321.6. If a card that has "Extension Rule" as its printed card type would move to a zone other than an extension rule area, it doesn't move.

321.7. If a card that has "Ruler", "J-ruler" or "Extension Rule" as its printed card type would move from "outside the game" to a graveyard, it doesn't move.

321.8. If a card has been expelled during a game and would be moved from outside the game to anywhere else, it doesn’t move unless it is specified in the effect text (Ex. “put target expelled card…”). So expelled cards cannot be chosen or targeted by these effects unless specified.

321.9. In other instances, the card moves as specified.

322. Outside the Game

322.1. If an effect refers to cards "outside the game", it refers to different cards depending on if the game is being played in a tournament or not.

322.1a. If the game is not being played in a tournament, it refers to cards "in your collection not in your deck at the beginning of the game".

322.1b. If the game is being played in a tournament, it refers to cards "in your sideboard".

322.2. If you do not specify a zone and refer to a card in any zone, you cannot refer to a card outside the game, because “outside the game” is not a zone.

400. Setting Up the Game

401. General

401.1. Before the game, each player constructs their deck and prepares for the game.

402. Constructing a Deck

402.1. Each player prepares their deck, magic stone deck, extra deck, rune deck, stranger deck, EX deck, extension rule and their ruler and sub-ruler card(s).

402.2. Each player prepares one ruler card. This ruler is the "starting ruler" of that player and will keep this status for that entire game, even through any kind of area movement, and even if somehow its information becomes hidden. Any ruler without the starting ruler status is considered a "non-starting ruler" for that entire game. Players cannot choose ruler cards with the Arcana race as their starting ruler or Basic Ruler cards as their starting ruler. If rulers with [Tag] or [Partner] are used, up to three ruler cards can be prepared, following the specific rules of these rulers.

402.2a. If a player uses ruler(s) with [Tag] and [Partner], they can apply both abilities.

402.2b. If a player uses ruler(s) with two or more [Tag], they can apply only one of them.

402.2c. If a player uses ruler(s) with «Tales», their deck (402.3) and their magic stone deck (402.4) may have cards with «Tales», but not with «Villains».

402.2d. If a player uses ruler(s) with «Villains», their deck (402.3) and their magic stone deck (402.4) may have cards with «Villains», but not with «Tales».

402.2e. If a player uses ruler(s) with «Will of Hope», their deck (402.3) and their magic stone deck (402.4) may have cards with «Will of Hope», but not with «Will of Despair».

402.2f. If a player uses ruler(s) with «Will of Despair», their deck (402.3) and their magic stone deck (402.4) may have cards with «Will of Despair», but not with «Will of Hope».

402.3. A deck is a pile of cards that contains non-stranger cards other than J/rulers, magic stones, or runes without the chant type.

402.3a. A deck must contain at least forty cards and no more than a maximum of sixty cards. Even if your ruler states that you have no maximum deck size, you can have no more than a maximum of 200 cards.

402.3b. A deck may have up to four copies of any card with the same name.

402.3c. A deck and a magic stone deck (402.4) may have cards with «Tales» or cards with «Villains», but not both.

402.3d. A deck and a magic stone deck (402.4) may have cards with «Will of Hope» or cards with «Will of Despair», but not both.

402.4. A magic stone deck is a pile of cards containing only magic stone cards.

402.4a. A magic stone deck must contain at least ten cards and no more than a maximum of twenty cards.

402.4b. A magic stone deck may have any amount of basic magic stones with the same name.

402.4c. A magic stone deck may have up to four copies of any non-basic magic stone card with the same name.

402.4d. A deck (402.3) and a magic stone deck may have cards with «Tales» or cards with «Villains», but not both.

402.4e. A deck (402.3) and a magic stone deck may have cards with «Will of Hope» or cards with «Will of Despair», but not both.

402.5. An extra deck is a pile of cards that contains cards other than a ruler or magic stones.

402.5a. An extra deck must contain at least zero cards and no more than a maximum of five cards.

402.5b. An extra deck may have up to one copy of any card with the same name.

402.5c. If your ruler does not have [Grimoire], you may not have cards in your extra deck.

402.6. A rune deck is a pile of cards containing only rune cards.

402.6a. A rune deck has exactly zero or five cards.

402.6a-1 If none of your starting rulers have [Divinity], you may not have cards in your rune deck.

402.6b. A rune deck may have up to one copy of any card with the same name.

402.6c. A rune deck may have up to one master rune card.

402.6d. You may not have non-chant rune cards in your rune deck unless they share an attribute with one of your starting rulers.

402.7. A stranger deck is a pile of cards containing only stranger cards.

402.7a. A stranger deck has exactly zero or ten cards.

402.7a-1 If none of your starting rulers have [Stranger], you may not have cards in your stranger deck.

402.7b. A stranger deck may have up to two copies of any card with the same name.

402.8. Between the deck, extra deck, and rune deck, you may have up to four copies of any card with the same name.

402.9. Between the starting ruler(s) and sideboard, you may have up to one copy of ruler cards not sharing a name with other ruler card in your starting ruler(s) and sideboard.

Ex. A player cannot have ruler cards named "Pandora, Girl of the Box // Pandora of Light" and "Pandora, Girl of the Box // Pandora of Dark" between the starting ruler and sideboard because their ruler sides share a name.

402.10. Between the starting sub-ruler(s), EX deck and sideboard, you may have up to one copy of sub-ruler cards with the same name.

402.11. Between the starting extension rule and sideboard, you may have up to one copy of extension rule cards with the same name.

402.12. In the sideboard, you may have up to one copy of 'J-ruler cards with no ruler side' with the same name.

402.13. If an effect replaces the deck building rules, it affects the rules only at this time. During a game, even if the ability that produces that effect is lost, the deck is still legal.

402.13a. Effects that restrict the deck building rules *(Ex. by restricting the number of copies or by allowing only certain attributes and/or races)* will take precedence over effects that expand the deck building rules *(Ex. by allowing to use any number of copies of certain cards)*, unless the expanding effect explicitly refers to the card with the restricting effect or include text that allows it to ignore deck building restriction effects.

402.14. While deckbuilding, cards with information on both sides (like rulers, double-sided cards, etc) have all information of both sides.

403. Setting Up the Game

403.1. Before the game, each player prepares their ruler(s) and sub-ruler(s), extra deck, rune deck, stranger deck, EX deck and extension rule card puts each of them into their ruler area, extra deck zone, rune area, stranger deck zone, EX deck zone and extension rule area, respectively.

403.1a. All double-side cards (1302) must start the game on the "past", "hope", "Contract chant", "Contract regalia", or "Arcane Item regalia" side.

403.2. Each player shuffles their deck and magic stone deck and puts each of them into their deck zone and magic stone deck zone, respectively.

403.3. Each player sets their life to 4000.

403.4. Choose a player at random and that player must take the first turn. Players must decide who plays first randomly, and cannot choose to take the first or second turn.

403.5. Each player moves the top five cards from their deck to their hand. Then, the player playing first chooses to mulligan, and then the other player does the same.

403.5a. A mulligan process is performed this way:

- Starting with the turn player in clockwise order, each player chooses any number of cards from their hand that they want to change and shuffles the chosen cards into their deck. This does not trigger any automatic abilities that trigger on shuffling the deck. Then, they move that many cards from the top of their deck to their hand.

403.6. The first player is become the turn player.

403.6a. If the first player has any “as the game starts” effects, they apply those effects in any order. Those effects don’t use the chase and are applied immediately.

403.6b. If the next player in clockwise order has any “as the game starts” effects, they apply those effects in any order. Those effects don’t use the chase and are applied immediately.

403.6c. As all players playing this game have had the opportunity to apply their "as the game starts" effects, the turn player begins the turn.

500. Turn Sequence

501. General

501.1. The game is played in turns that each player performs alternatingly. During each turn, the turn player performs the following phases in this order.

502. Draw Phase

502.1. If this is the first draw phase of the game, "At the beginning of the game" trigger conditions happens (in a certain order, 502.1b.) and the turn player gains priority and performs a priority sequence. If there are no “At the beginning of the game” triggers, skip this step.

502.1a. Each game, a player cannot trigger “At the beginning of the game” abilities of more than one card sharing the same card name.

Ex. In their starting hand, a player has two cards named “The Opening of the Fairy Tale”. If that player chooses to trigger their automatic abilities (906.6b), that player may only trigger the automatic ability of one of them, as they share a card name.

Ex. The ruler "Reiya, Fourth Daughter of the Mikage" has two different "At the beginning of the game" automatic abilities and both will trigger normally in 502.1.; but if that player would somehow start the game with that ruler and also another ruler sharing a name with that Reiya ruler and with an "At the beginning of the game" automatic ability, they would have to choose one of these rulers and trigger all "At the beginning of the game" automatic abilities of the chosen ruler. They cannot mix and match these triggers between the two rulers sharing a name.

502.1b. If a player controls any number of “At the beginning of the game” triggers, they trigger them and put them on the chase in the following order:

- “At the beginning of the game” triggers that trigger from outside the game.
- “At the beginning of the game” triggers that trigger from their hand.
- “At the beginning of the game” triggers that trigger from their ruler area.
- “At the beginning of the game” triggers that trigger from outside the game that have “Players cannot chase to this ability.”.
- “At the beginning of the game” triggers that trigger from their hand that have “Players cannot chase to this ability.”
- “At the beginning of the game” triggers that trigger from their ruler area that have “Players cannot chase to this ability.”

Ex. As the first draw phase of the game begins, a player has a card named “Rogue Spectator” outside the game, a card named “Solaria’s Wind” in their hand and a card named “Accursed Ice Shards”. If that player chooses to trigger their “At the beginning of the game” abilities (906.6b), they have to put on the chase the automatic abilities in this order: first, Rogue Spectator’s ability, then, chasing it, Solaria’s Wind’s ability, and then, chasing both, Accursed Ice Shards’ ability.

502.2. "At the beginning of {your/your opponent's} draw phase" and if this is the first draw phase of the turn "At the beginning of {your/your opponent's} turn", trigger conditions happen, the turn player gains priority and performs a priority sequence. If there are no “At the beginning of draw phase” or “At the beginning of turn” triggers, skip this step.

502.3. If this is the first draw phase of the game, skip this step. Otherwise, turn player gains priority and performs a priority sequence.

502.4. Turn player draws a card from their deck. If this is the first draw phase of the game, skip this step.

502.5. The turn player gains priority and performs a priority sequence. If step 502.4 was skipped, skip this step.

503. Recovery Phase

503.1. If this is the first turn for the turn player, skip the recovery phase and all produced wills cease to exist.

503.2. "At the beginning of {your/your opponent's} recovery phase" trigger conditions happen, the turn player gains priority and performs a priority sequence. If there are no “At the beginning of recovery phase” triggers, skip this step.

503.3. The turn player gains priority and performs a priority sequence. If step 503.2 was skipped, skip this step.

503.4. All produced wills cease to exist. All continuous effects that applied until will clearance end.

503.5. Turn player recovers all cards under their control in the field, their ruler area and their order area.

504. Main Phase

504.1. "At the beginning of {your/your opponent's} main phase" trigger conditions happen, the turn player gains priority and performs a priority sequence. If there are no “At the beginning of main phase” triggers, skip this step.

504.2. The turn player gains priority and performs priority sequence. In this moment of the main phase, the turn player can perform several specific actions.

505. End Phase

505.1. "At the beginning of {your/your opponent's} end phase" trigger conditions happen, the turn player gains priority and performs a priority sequence. If there are no “At the beginning of end phase” triggers, skip this step.

505.2. The turn player gains priority and performs a priority sequence. If step 505.1 was skipped, skip this step.

505.3. "At end of turn" trigger conditions happen, the turn player gains priority and performs a priority sequence. If there are no “At end of turn” triggers, skip this step.

505.4. The turn player gains priority and performs priority sequence.

505.5. As a final step, all the following actions are performed in this order:

505.5a. All damage on resonators or J-rulers becomes zero.

505.5b. All continuous effects that applied until end of turn end.

505.5c. All produced wills cease to exist. All continuous effects that applied until will clearance end.

505.5d. If the turn player has a maximum hand size and they have more cards than that in their hand, they choose any cards in their hand and discard down to the maximum hand size.

505.5e. If there are any rule processes or any abilities triggered, perform a priority sequence and repeat this final step again. Otherwise, finish this final step.

505.6. The player not currently the turn player becomes the new turn player and starts the new turn.

600. Priority Sequence

601. General

601.1. During a game, a player may gain priority and perform a priority sequence. The player with priority performs any action that they can do at that time.

Priority Sequence	Perform rule process.	Repeat it as long as any rule process left should be performed.	
	Play automatic abilities.	If any abilities are triggered, choose one of them and play.	After choosing one of them, repeat the priority sequence from the beginning. Repeat this until all automatic abilities are chosen.
	Actions while they have priority	The player with priority performs any action that they can do at that time.	
	End of priority sequence	• If it's a consecutive pass by both players, resolve the card or ability that was put last in the chase area. If none are in the chase area, finish the priority sequence. • Otherwise, start a new priority sequence.	

602. Perform Priority Sequence

602.1. When players perform a priority sequence, do the following:

602.1a. If there are any rule processes to perform, do them. Repeat this while there are still rule processes left to perform left.

602.1b. Choose and play triggered automatic abilities.

602.1c. The player with priority performs any action that they can do at that time.

602.1d. Perform any actions for the end of the priority sequence.

603. Play automatic abilities

603.1. If there are any triggered automatic abilities, choose one of them.

603.2. If more than one automatic ability is triggered, the turn player chooses one among them that they control, if any exist. If none of them are controlled by the turn player, the non-turn player chooses one among them.

603.3. If an ability chosen, play it if it can be played legally. Then, regardless if they played it, decrease the number of the abilities triggered by one.

603.4. If any ability is chosen, repeat this priority sequence from the beginning.

604. Available Actions

604.1. The player with priority may perform any action listed below:

604.1a. Choose an activate ability on a card they control and play it.

604.1b. Play a chant card with [Trigger] that is not an automatic object.

604.1c. Play a card with [Quickcast].

604.1d. Play a Revolution Order process.

604.1e. Play a Contract process or a transcend process.

604.1f. Pass.

604.2. The player with priority may perform any action listed below if it is main timing (701.2):

604.2a. Play resonator, addition, regalia, chant without [Trigger], or rune cards.

604.2b. Initiate battle.

604.2c. Play a judgment process.

604.2d. Put a card in their hand into their standby area.

604.2e. Call a magic stone.

605. End of priority sequence

605.1. Depending on the action the player with priority performed, do the following:

605.1a. If they choose any action other than pass, the player with priority keeps it and starts a new priority sequence.

605.1b. If they passed and it is a consecutive pass by both players, if the chase area is empty, end the priority sequence; otherwise, resolve the last card or ability put into chase area, then the turn player gains priority and starts a new priority sequence.

605.1c. If the player passed and it is not a consecutive pass by both players, the player who doesn't have priority gains priority and starts a new priority sequence.

700. Player's Action

701. General

701.1. A player may perform an action while they have priority. Below are description of them.

701.2. In the rules, "main timing" means "turn player has priority, it is their main phase, they are not in a battle, and the chase area is empty."

702. Play a Resonator, Regalia or Addition

702.1. Turn player may play a resonator, regalia or addition card if it is main timing.

702.2. The player chooses a resonator, regalia or addition card, pays the cost and plays it. Unless otherwise specified, they can play a resonator, regalia or addition cards from their hand only.

702.3. Putting a card into the field happens in the following 5 steps:

702.3a. Put the card into the field under its controller's control. If it is put into the field, it is considered as entered. If the card is an ordered resonator, it becomes a J-ruler with play cost and gains all abilities from the order ordering it. It is no longer a resonator and enters the field as a J-ruler.

702.3a-1 If that card is not put the field by this process, put it into its owner's graveyard from the chase.

702.3b. Perform any relevant effect with "as <this card> enters the field", or "as it/they enter(s) the field" if it refers to the entering card. If there are multiple effects in this step, all effects that put or remove counters are performed first, in an order of your choice, then perform the rest of the effects, in an order of your choice. If the card gains an ability with "as this card enters the field" during this step, the effect of that ability will not be applied in this step.

702.3c. Apply any relevant effect with "<this card> enters the field rested" and "<this card> enters the field with ... counters" to the card.

702.3d. Apply any relevant continuous ability of the entered card and all continuous effects to the entered card.

702.3e. Trigger all [Enter] abilities of the card in the field and all other automatic abilities that trigger when that card enters the field.

703. Play a chant without [Trigger]

703.1. Turn player may play a chant without [Trigger] if it is main timing.

703.2. The player chooses a chant card without [Trigger], pays the cost and plays it. Unless otherwise specified, they can play chant cards from their hand only.

703.3. When a chant in the chase area resolves, perform the text and put it into its owner's graveyard.

703.4. When playing a chant/rune card from anywhere but the rune area, follow these rules.

704. Initiate Battle

704.1. Turn player may initiate battle if it is main timing. See 【800Battle】 for more details.

704.2. Initiating battle doesn't use the chase area.

705. Play a Judgment process

705.1. The turn player may play a Judgment process of a recovered ruler with [Judgment] in their ruler area or a J-ruler with [Judgment] they control in the field only if it is main timing, the player has not played a Transcend process this turn and that J/ruler has not gone through a Judgment process this turn or currently is astral.

705.1a. Effects that say “players cannot perform judgment processes” don’t affect judgment processes already on the chase. If with judgment processes on the chase an effect like that resolves, the judgment processes on the chase resolve normally.

705.1b. If a J/ruler becomes astral while its judgment process is already on the chase, heal that ruler (1024) and resolve its judgment process on the chase normally.

705.2. The player performs any action specified in the [Judgment] section and puts the judgment process into the chase area.

705.2a. If will symbols are shown in this section of the card without specific notice, you need to pay the will as a cost to perform the judgment process.

705.2b. If any conditions are shown in this section, they are conditions that need to be met to play the judgment process.

705.2c. If a text refers to "[Judgment]", it refers to "actions written in the [Judgment] section".

705.2d. A judgment process in a chase area is neither a spell or ability. Any effects applying to spells or abilities don't affect judgment processes.

705.3. When a judgment process on the chase resolves, perform the following procedures.

705.3a. If that ruler is in a ruler area, the player who performed the judgment process puts that card into the field under their control with its J-ruler side face up. From that point onward, the card is a J-ruler. If that J-ruler is in the field, the player who performed the judgment process follows the rules of Colossal Rulers (1304).

705.3a-1 If, via this judgment process, a J/ruler became a J-ruler, automatic objects with the condition of “doing Judgment” are fulfilled at this time.

706. Put a Card in the Standby Area

706.1. The turn player may put a card in their hand face down to their standby area by paying [2] if it is main timing.

706.2. This action doesn't use the chase area, and the player puts the card face down immediately when they perform the action.

706.3. You can put cards other than the ones with [Ambush], [Stealth] or [Trigger] down in this way, but you cannot play them without effects that allow it.

707. Play an Activate Ability

707.1. The player with priority may play an activate ability on a card they control.

707.2. The player with priority chooses an activate ability on a card they control, and plays it. If it's a will ability, resolve it immediately. Unless otherwise specified, a player may play activated abilities only on cards they control.

707.3. When an ability in the chase area resolves, apply the effect of the ability, then remove it from the chase area.

708. Play Cards with [Trigger]

708.1. Some cards with [Trigger] are automatic objects (906).

708.1a. Cards with "[Trigger] <condition>: <effect>" are automatic cards.

708.2. Automatic chant cards become triggered when you reveal the cards at the time their trigger condition is fulfilled. Unless otherwise specified, they can trigger cards with [Trigger] from their hand or standby area only.

708.2a. An automatic card doesn't trigger again if it's already triggered, even if its trigger condition is fulfilled later.

708.3. Triggered cards with [Trigger] are played as spells the next time you can play automatic abilities.

708.3a. If you cannot play the card for a reason, put it into its owner's graveyard.

708.4. To play a card with [Trigger], as its cost to play, perform actions shown on the [Trigger] text before the colon if the [Trigger] has it. You also need to pay the cost of the card with [Trigger] if you play it from a zone other than your standby area. Unless otherwise specified, they can play cards with [Trigger] from their hand or standby area only.

708.5. Cards with [Trigger] in your standby area cannot be played or fulfill their trigger conditions on the same turn it was put into the chant-standby area.

708.6. When a card with [Trigger] in the chase area resolves, perform the text after the colon or => of its [Trigger] text and put it into its owner's graveyard.

709. Play Cards with [Quickcast].

709.1. The player with priority may play a card with [Quickcast].

709.2. The player may choose a card with [Quickcast], pay its cost and play it. Unless otherwise specified, they can play [Quickcast] cards from their hand only.

709.3. The non-timing rules for playing and resolving a card with [Quickcast] depends on the card type.

709.3a. Resonator, regalia, and addition cards follow the process outlined in 〈702. Play a Resonator, Regalia, or Addition〉.

709.3b. Chant cards follow the process outlined in 〈703. Play a chant without [Trigger]〉.

709.3c. Rune cards follow the process outlined in 〈711. Play a Rune >.

710. Call a Magic Stone

710.1. The turn player rests their ruler or J-ruler if it is main timing, they have not called a magic stone and they haven’t played a judgment process this turn. If they do, they put the top card of their magic stone deck into the field under their control. This procedure is called "calling a magic stone".

710.2. If an effect allows a player to call a magic stone without resting their ruler or J-ruler, that ruler or J-ruler still needs to be recovered to do so, unless another effect allows that player to call a magic stone while their ruler or J-ruler is rested.

710.3. If an effect allows a player to call additional magic stones, each turn, for each magic stone they want to call, they must rest a different ruler, J-ruler, or entity with "You may rest this recovered card to call a magic stone rather than rest a J/ruler you control.".

711. Play a Rune

711.1. The turn player may play a rune card if it is main timing and their J/ruler has [Divinity].

711.2. The player chooses a rune card with divinity equal to or lower than their remaining divinity amount, copies it, pays the cost, then plays that copy. Unless otherwise specified, players may only play runes that are face down in the rune area.

711.2a. ‘Remaining divinity’ is your J/ruler’s divinity minus the total divinity among revealed runes in your rune area.

711.3. When a rune in the chase area resolves, perform the text, then remove that card from the chase area.

711.4. When playing a chant/rune card from the rune area, follow these rules.

712. Play a Revolution Order process

712.1. The player with priority may play a Revolution Order process of a recovered ruler with [Revolution Order] in their ruler area as they play a resonator spell, and that ruler has not gone through a Revolution Order process this turn.

712.2. The player performs any action specified in the [Revolution Order] section, then the resonator spell gains “Players cannot chase to this card. This card cannot be canceled or moved to any zone other than the field.” and the resonator spell is put into the chase area.

712.2a. If will symbols are shown in this section of the card without specific notice, you need to pay the will to perform a Revolution Order.

712.2b. If any conditions are shown on this section, they are conditions that need to be met to play the Revolution Order process.

712.2c. If a text refers "[Revolution Order]", it refers "actions written in the [Revolution Order] section".

712.2d. Revolution Order in a chase area is neither a spell nor ability, but part of the resonator spell it is ordering. Any effects applying to spells or abilities don't affect Revolution Order, but certain effects applying to spells would apply to the resonator spell it is ordering.

712.3. When a resonator with Revolution Order process on the chase resolves, perform the following procedures.

712.3a. If that ruler is in a ruler area, the player who performed the Revolution Order puts their ruler into the Order Area under their control, Order side up. If there are three or more players in this game, put X convoke counters on the order card, where X is the number of convoke counters its ruler side had.

712.3b. The resonator becomes a J-ruler with play cost and is no longer a resonator. It enters the field as a J-ruler. If a text in an Order refers to “the ordered card” or “this ordered card”, it refers to this card. The J-ruler type and the abilities gained cannot be removed from or lost by this card in any way. If there are three or more players in this game, move all convoke counters from the order card to the ordered card.

713. Play a Contract process

713.1. This is not an action that the player with priority may perform independently while they have priority. Instead, they may play and resolve a Contract process of a named ruler in their ruler area if they meet the Contract conditions as they resolve a Contract chant or a Contract ability.

713.1a. A player can contract with a named ruler even if that ruler is rested.

713.1b. A player can contract with a named ruler even after calling a magic stone.

713.1c. A player can contract with a named ruler only if all conditions to play the Contract process are met.

713.2. A Contract process via a Contract chant in a chase area is neither a spell nor ability, but is part of the chant spell it is contracting. Any effects applying to spells or abilities don't affect the Contract process, but certain effects applying to spells would apply to the chant spell it is contracting.

713.3. A Contract process is resolved immediately after being played. Perform the following.

713.3a. If the named ruler is in the player's ruler area, the player who performed the Contract flips the ruler to its red back. That ruler is now considered "a ruler under contract" and loses all other information.

713.3b. If it is a Contract process via a Contract chant, the player finishes resolving the chant spell and then flips it over. It enters the field as a J-ruler in the recovered state, even if the Contract chant was played a graveyard with [Remnant]. Move all counters on the named ruler onto that J-ruler, if any. If there are three or more players in this game, move all convoke counters from the named ruler onto that J-ruler.

713.3c. If it is a Contract process via a Contract ability, the player flips the card over. It enters the field as a J-ruler in the recovered state, even if the original card is rested. Move all counters on the named ruler onto that J-ruler, if any. If there are three or more players in this game, move all convoke counters from the named ruler onto that J- ruler.

713.4. A player can perform Contract process only once per turn.

714. Play a Transcend process

714.1. This is not an action that the player with priority may perform independently while they have priority. Instead, they may play and resolve a chant or an ability that asks "to transcend" a card, and meet the Transcend conditions as they resolve the effect or ability.

714.1a. A player needs a J-ruler card with no ruler side they own from outside the game that shares two or more printed races with the chosen target, a J/ruler from a race specified by the chant or ability that is asking "to transcend" with that printed race and a resonator that shares two or more printed races with the J-ruler card they own from outside the game to meet the Transcend conditions.

714.1b. A player cannot transcend with an Ordered J-ruler.

714.1c. A player cannot transcend with an Astral ruler.

714.2. A Transcend process is neither spell nor ability, but is part of a chant or an ability that is transcending. Any effects applying to spells or abilities don't affect the Transcend process, but certain effects applying to chants and/or abilities would apply to the chant or ability that is asking "to transcend".

714.3. A Transcend process is resolved immediately after being played. Perform the following.

714.3a. If the revealed J-ruler card is owned outside the game by the player who performed the Transcend process, the resonator chosen as a target is on the field under the control of the player who performed the Transcend process, and both share two or more races, the player who performed the Transcend process stacks the resonator chosen as a target below the J/ruler specified by the chant or the ability that is asking "to transcend", then stacks the revealed J-ruler from

outside the game above the J/ruler specified by the chant or the ability that is asking "to transcend".

714.3b. If the stack is in the ruler area, that player moves that stack from the ruler area to the field, recovered.

714.3c. If the stack is in the field, the stack keeps the orientation of the specified J-ruler that was transcended.

714.4. A player can perform a Transcend process only once per turn and only if they have not played a Judgment process that turn.

715. Play a Convoke process

715.1. Players can only play convoke processes in games with three or more players.

715.2. The turn player may play a Convoke process of a J/ruler with [Convoke] only if it is main timing.

715.3. The player performs any action specified in the [Convoke] section and put the convoke process into the chase area.

715.3a. If will symbols are shown in this section of the card without specific notice, you need to pay the will as a cost to perform the convoke process.

715.3b. If any conditions are shown on this section, they are conditions that need to be met to play the convoke process

715.3c. If a text refers "[Convoke]", it refers "actions written in the [Convoke] section".

715.3d. A convoke process in a chase area is neither a spell or ability. Any effects applying to spells or abilities don't affect convoke processes.

715.4. When a convoke process on the chase resolves, perform the following procedures.

715.4a. Put a ruler card or sub-ruler card from your hand into your ruler area with three convoke counters on it, with their ruler or sub-ruler side face up.

716. Pass

716.1. The player with priority may pass. In this case, they do nothing.

716.2. The player with priority may not pass if it's main timing and they control a J/resonator that is required to attack and can attack legally. "Can attack legally" means fulfilling all the conditions below:

716.2a. You control the card continuously from the beginning of this turn.

716.2b. It's recovered.

716.2c. You can choose an opponent or a rested J/resonator an opponent controls as an attacked object.

716.2d. No effects prohibit it from attacking.

716.2e. No voluntary action is needed to attack with it.

800. Battle

801. General

801.1. During the main phase, the turn player may initiate battle. To do so, they perform the following steps in this order.

802. Beginning of Battle Step

802.1. "At the beginning of battle phase" trigger conditions happen.

802.2. The turn player gains priority and performs priority sequence.

803. Declare Attack Step

803.1. "At the beginning of declare attack step" trigger conditions happen.

803.2. The turn player gains priority and performs priority sequence.

803.3. Turn player must choose to attack if any effects force them to do so. Otherwise, the turn player chooses to attack or forfeit the attack. If they forfeit, the battle ends and they proceed directly to the end of battle step. If they choose to attack, they choose one of each of the following:

803.3a. A recovered J/resonator with ATK and DEF they have continuously controlled from the beginning of this turn. If they control any J/resonator required to attack, you need to choose one of them.

803.3b. For an attacked object, an opponent player, a rested J/resonator with ATK and DEF that an opponent controls or a card legal for attacked object due to any effects.

803.4. To attack, the player must choose them legally. If they cannot choose any of them, he cannot attack and must forfeit.

803.5. Rest the attacking J/resonator. If they must perform any action to attack, do it at this point. If he cannot, they may not do that attack, and rewind the game situation back to choosing to attack or forfeit. From this point, the chosen J/resonator is considered the attacking J/resonator.

803.5a. In this battle, if the attacking J/resonator becomes a non-J/resonator, loses its ATK or DEF, moves to a non-field zone, becomes an illegal attacker because a J/resonator without [Swiftness] or [Belligerence] was stacked on top of it during this battle, or changes its controller, the J/resonator stops being the attacking J/resonator. A resonator that was “put into the field attacking” is an exception to this rule and is a legal attacker.

803.6. If the non-turn player played no spells or abilities in this battle and the turn player chose to forfeit, the turn player may not initiate battle again this turn.

803.7. The turn player gains priority and performs priority sequence.

804. Declare Block Step

804.1. "At the beginning of declare block step" trigger conditions happen.

804.2. The turn player gains priority and performs priority sequence.

804.3. If there is an attacking J/resonator, the non-turn player chooses to block or forfeit to block. To block, the player chooses a recovered J/resonator they control that can block the attacking card.

804.4. To block, rest a J/resonator with ATK and DEF non-turn player controls other than the attacked object. If they must perform any action to block, do it at this point.

If they cannot, they may not block and rewind the game situation back to choosing to block or forfeit. From this point, as long as that J/resonator is in the field, it is considered the blocking J/resonator, and the attacking J/resonator is the blocked J/resonator.

804.4a. In this battle, if the blocking J/resonator becomes a non-J/resonator, loses its ATK or DEF, moves to a non-field zone, or changes its controller, the J/resonator stops being the blocking J/resonator and blocked J/resonator stops being blocked.

804.5. From this point, the attacking <J/resonator> battles with another J/resonator as long as the condition is met.

804.5a. As long as there's a blocking J/resonator, the attacking and blocking J/resonators battle each other.

804.5b. If there is no blocking J/resonator or the blocking J/resonator stops being a blocking J/resonator before the attacking J/resonator deals any battle damage, and if the attacked object is a J/resonator, the attacking J/resonator and the attacked object battle each other.

804.6. The turn player gains priority and performs priority sequence.

805. First Strike Battle Resolution Step

805.1. If there are no attacking J/resonator at this point, go directly to the end of battle step. If there are attacking J/resonators but none of them have [First Strike] or [Multi Strike], skip this step.

805.2. If the attacking J/resonator has [First Strike] or [Multi Strike], perform the following battle damage process. This damage is battle damage.

805.2a. The attacking J/resonator deals damage equal to its ATK.

805.2a-1 If there's a blocking J/resonator, the damage is dealt to it.

805.2a-2 If there is no blocking J/resonator, the damage is dealt to the object chosen in the declare attack step.

805.3. The turn player gains priority and performs priority sequence.

806. Normal Battle Resolution Step

806.1. If there are no attacking J/resonator at this point, go directly to the end of battle step.

806.2. Perform the following battle damage process. This damage is battle damage.

806.2a. If the attacking J/resonator did not perform the battle damage process in the first strike battle resolution step or if the attacking J/resonator has [Multi Stike], it deals damage equal to its ATK by the following process.

806.2a-1 If there's a blocking J/resonator, the damage is dealt to it.

806.2a-2 If there is no blocking J/resonator, the damage is dealt to the object chosen in the declare attack step.

806.2b. If there's a blocking J/resonator, or if there is no blocking J/resonator and the attacked object is a J/resonator, it deals damage equal to its ATK to the attacking J/resonator.

806.3. The turn player gains priority and performs priority sequence.

807. End of Battle Step

807.1. "At the end of battle phase" trigger conditions happen.

807.2. The turn player gains priority and performs priority sequence.

807.3. As a final step, all the following actions are performed:

807.3a. All the continuous effects applied during this battle or until the end of the battle, end.

807.3b. If there are any rule processes or any abilities triggered, perform a priority sequence and repeat this final step again. Otherwise, finish this final step.

807.4. Attacking and blocking J/resonators stop attacking or blocking and battle ends.

900. Cards and Abilities

901. Ability and Effect

901.1. An ability is the sentences on a card that causes something to happen. Abilities can be "continuous ability", " activate ability " or "automatic ability".

901.1a. Activated abilities are abilities with text "[Activated] <cost> <effect>", and the controller of those abilities can play them at the time they allowed by performing all the cost.

901.1a-1 The <cost> to play an activate ability is called “activation cost”.

901.1b. Automatic abilities are described as "<trigger condition> => <effect>". They're played in the next priority sequence after the triggering condition is met.

901.1c. Continuous abilities are described as "<effect>". Continuous abilities apply their effect as long as the abilities are active.

901.1d. Some abilities have ability names. These are called "named abilities". An ability name is shown as <(name)>. If something refers to a specific named ability, it refers to all abilities with that ability name, not each of them individually. Also, if something refers to an ability name, it refers an ability with that ability name.

Ex. A named ability says “Play only one <(name)> ability per turn.”. That restricts the number of times you can play the named ability, but not only restricts the ability on that specific card, but restricts the number of times all abilities with that name can be played in total.

901.1e. If "<information> ability" is referred to, it refers to "an ability of a card that is <information>".

Ex: 'Darkness ability' means "an ability of a darkness card".

901.2. An effect refers to the type of process described by an ability. Effects are based on how they are applied. Effects can be "one time effect", "continuous effect" or "replacement effect".

901.2a. A one time effect is an effect to do something and end the application immediately after that.

901.2b. A continuous effect is an effect that is applied in some duration, or if there is no duration specified, applied as long as the ability is active.

901.2c. A replacement effect is an effect applied to a specific action that one would perform, and instead, not performing it and doing the replacement effect.

901.2d. If "<information> effect" is referred to, it refers to "an effect made by an ability of a card that is <information>".

Ex: 'Darkness effect' means "an effect made by an ability of a darkness card".

902. Active Ability

902.1. Each ability can be played or apply its effect as long as it's active. Unless otherwise specified, abilities are active as long as the card with them is in a zone as below:

902.1a. Abilities on a J/resonator, addition, regalia or magic stone are active while the card is in the field.

902.1b. Abilities on a ruler or sub-ruler are active while the card is in a ruler area.

902.1c. Abilities on an extension rule are active while the card is in an extension rule area.

902.2. If an ability has text that is available in specified area, the ability is active in that specified area.

903. Play Cards and Abilities

903.1. Cards are played and then placed in a specified zone. Activated or automatic abilities are played and then resolved.

903.2. Cards and abilities are played as below:

903.2a. If the card is a face-down card in the standby area, flip it face it up.

903.2b. If the card being played has [Shift] (1117), decide which side to play.

903.2c. If the card being played is an alternative card, decide which part to play. You may only choose a part that you are allowed to play. After choosing, only the information of the chosen part exists.

903.2d. If the card being played is a resonator and you can play a Revolution Order process (712), choose whether or not to order that card. If you do, that card is now considered as "ordered" *(Ex. for the purpose of [Revolution]).*

903.2e. If the card being played has an [Awakening] (1110), choose whether or not to awaken that card.

903.2f. If what is being played is a card, it moves to the chase as a card. If what is being played is an ability, it moves to the chase as a pseudo-card.

903.2f-1 If a card with one or more continual effects applied to it is played, those effects are applied identically to that card in the chase area until it leaves the chase area.

903.2g. If a card or ability has the text "choose (number)", the player chooses that number of options in that text. Options not chosen are treated as if they didn't exist. If the number of options the player can choose is an uncertain value represented by X, determine its value at this time, before choosing that number of options.

903.2h. If a card or ability's text specifies an uncertain value represented by X, Y or Z, determine its value at this time. If there is no method via cards or rules to determine the value of that integer, the player determines its value.

903.2h-1 If that card would be played via an effect that states 'play that card without paying its cost', if there is no rule or text that indicates a value of that integer, then that integer is always zero. Likewise, if a card or ability's text would alter the cost of an uncertain cost represented by X, Y or Z (Ex: You pay [2] to play this card this turn). The value of that integer is still zero.

903.2h-2 If a J-ruler enters the field with an ability that includes a value of X, and that X value is not defined by the J-ruler side's text, and that J-ruler's ruler side included a judgment with an X value, then follow these instructions if the judgment with an X value was the reason the J-ruler was put into the field. The value that was paid for the X of the judgment is the value of the X ability on the J-ruler side.

903.2h-3 If a method to determine the value of X is outlined via rules or text, and X is information needed to play the card (cost, number of targets, information of targets, etc), determine the X value at this time.

903.2h-4 If an addition, regalia or resonator with a free cost of X enters the field with an [Enter] ability that includes a value of X, and that X value is not defined by the text of that ability, then the value of X paid to play that card is used as the value of X in its [Enter] ability.

903.2i. If the card or ability needs targets, the controller chooses legal ones. If they cannot choose a legal target, they cannot play the card or ability. In this case they roll back the game state to the point immediately before they started playing that card or ability in 903.2a., undoing all actions taken in 903.2a. to 903.2i and then deciding again which spell or ability they play (or pass).

If that card or ability was played as part of an effect without being targeted by this effect and that effect lets them choose a spell or ability to play, then they can choose differently, if possible, and play that new choice. If they can't, then they resolve that effect according to golden rule 104.2. and do as much as they can.

Ex. If you resolve an awakened "Dexia's Advice" by searching your deck for a light or water chant with total cost 2 or less and trying to play it without paying its cost, but then during 903.2i. of playing the chosen chant notice that there are no legal targets for the chosen chant, you roll back all steps of trying to play the chosen chant and go back to searching your deck for a different light or water chant with total cost 2 or less that you can play without any targets or that has legal targets to choose. If you can't find any other chant to play, you don't choose any and then shuffle your deck to finish resolving "Dexia's Advice".

Ex. If you resolve an awakened "Dexia's Advice" by searching your deck for a light or water chant with total cost 2 or less and trying to play it without paying its cost, but then during 903.2l. of playing the chosen chant notice that an active effect added an additional cost to playing that chant that you can't play, you roll back all steps of trying to play the chosen chant and go back to searching your deck for a different light or water chant with total cost 2 or less that you can play without any additional costs or with only additional costs you can pay. If you can't find any other chant to play, you don't choose any and then shuffle your deck to finish resolving "Dexia's Advice".

Ex. If you resolve an effect that says "Search your deck and/or hand for a card named "Apollobreak, the Moon Blast" or "Shooting Star" and play it without paying its cost." and you searched your deck for a "Shooting Star" card and started playing it, but during 903.2i. you notice that there is no spell it can target, you roll back all steps of trying to play the chosen card and go back to searching your deck or hand for a "Apollobreak, the Moon Blast" card. When you find it, you notice that there is no resonator in the field it can legally target, so you put it back into your deck or hand, and proceed resolving the effect text as much as you can.

Ex. If you resolve an effect that says "Play target chant with total cost 2 or less from your graveyard without paying its cost." by playing the chosen target, but during 903.2i. you notice that there are no legal targets for the chant you are trying to play, you roll back all steps of trying to play the chosen chant and then continue resolving the effect as much as you can. You do not go back to select a new target chant with total cost 2 or less in your graveyard.

903.2i-1 A card or ability on the chase cannot target itself. If some outside effect would cause that card or ability to target itself, it doesn't happen.

903.2i-2 If the target requirements denote specific card information, only an object with that required information plainly obvious to every player may be made a target.

903.2i-3 The number of targets is fixed at this time. After this point, the number of targets the card or ability has cannot be altered or changed.

903.2j. If a card or ability produces an effect that would be applied to multiple targets, and the amounts or properties of the effect's contents are predetermined to be unequal among all targets, decide which target receives how much of the effect's contents at this time. (Ex: "Target two resonators. Destroy one, return one to its owner's hand.")

903.2j-1 Assigning things to multiple targets is included in this stipulation. If such an event occurs where a player assigns something other than damage, it must be assigned in positive values that are multiples of 1. If such an event occurs where a player assigns damage to multiple

resonators it must be assigned in positive values that are multiples of 100.

903.2j-2 The contents of what is to be applied are fixed at this time. After this point, the contents to be applied by the card or ability cannot be altered or changed.

903.2k. If that card or ability requires any sort of action cost or play cost to be played, determine that cost in the order detailed below;

903.2k-1 If there are any effects altering the cost, usually with a wording like "as an alternate cost to play", apply them first.

903.2k-2 If there are any effects that allow one to “play without paying its cost”, if you play a card, remove paying the card’s cost (204). If you play an activate ability, remove the cost shown before the “:” of the ability. If an awakening ability with cost X is played without paying its cost, then X is 0.

903.2k-3 Apply any effects increasing the cost or adding additional costs.

903.2k-4 Apply any effects decreasing the cost. To do this, the player who plays it chooses which part they decrease, if applicable.

903.2k-5 The final cost, also called "actual cost", to play is now fixed. After this, even if some effects would alter this cost, it is not changed.

903.2l. Pay the costs of the card or ability if any and do the things required to play the card or ability. If they cannot do any part of them, they cannot play the card or ability. If any part of them is replaced by a replacement effect, it is still treated as if they did it, unless it is the zone movement of a card which is replaced by moving it to the same zone the card is already in. In this case, they cannot pay that part of the cost and cannot play the card or ability.

If they cannot play the card or ability, they roll back the game state to the point immediately before they started playing that card or ability in 903.2a., undoing all actions taken in 903.2a. to 903.2l. and deciding again which spell or ability they play (or pass).

If that card or ability was played as part of an effect without being targeted by this effect and that effect lets them choose a spell or ability to play, then they can choose differently, if possible, and play that new choice. If they can't, then they resolve that effect according to golden rule 104.2. and do as much as they can.

903.2l-1 If multiple actions are required, do them in the order they are written, from top to bottom, left to right.

903.2l-2 Any actions that would be performed to replace, increase or reduce the cost of a spell or ability are also considered a cost for the purpose of certain continuous effects that prohibit certain actions from being performed as a cost, but these actions are still considered part of the effect for all other purposes.

Ex. While there is an active effect that says "Players cannot move cards from their removed area to another zone as a cost.", players cannot apply cost reduction effects like "As you play this card, you may put two non-magic stone cards from your removed area on the bottom of your deck in any order. If you do, ...", additional cost effects like "As an additional cost to play this card, you may put X cards from your removed area into your graveyard." or alternative cost effects like "If you control a J/ruler named "{Name}", you may put two cards from your removed area on the bottom of your deck in any order rather than pay this card's cost.".

Ex. If I play "Horned God of Aradia" removing Beast resonators as I play it, any Beast resonators removed for its cost reduction effect with the automatic ability "When this card is removed from the game from anywhere by its [Remnant] ability or by the effect

of a card with [Remnant]" will trigger its automatic ability, because removing these resonators is part of the effect.

903.2m. At this point, if all requirements to play a card or ability have been met, that card or ability is to be treated as being “played”.

903.3. Cards and abilities are resolved as below:

903.3a. If the card or ability requires you to choose a target, check the target at this point. If it's not legal, all effects involving it are not applied. This includes both actions done to the illegal target and actions referring to information of the illegal target *(Ex. its ATK, DEF or controller).* Effects containing “other than this card’s target” are referencing the illegal target only for exclusion purposes and will be resolved normally. Even if all the targets of the card or ability are illegal, the other effects not related to the targets are still resolved.

903.3b. If it's a card, perform the action depending on the type of card it is. Sentences containing “as it resolves” are applied immediately before the card would be moved from the chase area at the end of the resolution. Sentences containing "as it leaves the chase" are applied while the card is actually being moved from the chase area to another zone; after any relevant replacement effects like [Remnant] are already applied.

903.3b-1 If a method to determine the value of X is outlined via rules or text, and you have not determined the value of X while playing the card, then do so now.

903.3b-2 If a card or ability refers to “legal target”, it refers to whether the target is correct at the time the effect is processed.

903.3c. If the ability of a card specifies ‘X00’, it means a value of X times 100.

904. Continuous Ability

904.1. Continuous abilities apply their effects as long as the abilities are active. All the effects of continuous abilities are continuous effects.

904.2. If a continuous ability on a card refers to the name, attribute, race, trait, cost, ATK, or DEF of cards without any condition, the ability is called a "base ability" and applied in any zone. Also, base abilities are worded with "has/have/is" instead of "gain". In some cases, base abilities can even be added to cards by continuous effects of other cards.

Ex: "The cost of water Wizard resonators is their specified cost instead of their printed cost in all zones."

904.2a. Abilities with "treat this card as [magic stone type]" text are base abilities.

904.3. If a continuous ability is written by ‘This card has (effect).’ without specific zones or timings, it is applied in all areas (all zones and outside the game) (302.7) and deck constructing.

905. Activate Ability

905.1. Activated abilities are abilities that the controller of them may play them at any time they can play it.

905.2. Activated abilities are played as below:

905.2a. When playing active abilities of cards in hidden areas, reveal the card containing the active ability being played to all players. Keep that card revealed until the ability in question leaves the chase area.

905.2b. In any other case, follow the procedure for playing abilities (903.2).

905.3. An activate ability of a J/resonator with included in its required action can be played if it has been in the field under your control continuously from the beginning of this turn.

905.4. Some activate abilities have the name “God's Art” followed by an ability name.

905.4a. ‘God's Art <ability name>’ means ‘You can play abilities named <ability name> only once per game.’.

905.4b. You may play more than one [God's Art] if each of them has a different name.

905.4c. If a [God's Art] is played and canceled, that ability is still considered played.

906. Automatic Abilities

906.1. Abilities described as "<trigger condition> => <effect>" or "<trigger condition> >>> <effect>" are automatic abilities. An automatic ability watches the game situation, and if its trigger condition is met, it's automatically played in the priority sequence.

906.2. An automatic card with [Trigger] in hand or standby area triggers by revealing it when its trigger condition is met. Then it's played in priority sequence as a spell.

906.2a. If an effect allows playing a card ‘without paying its cost’ and that card is an automatic object(s) that has not had all its triggering conditions met, that card still may not be played.

906.3. In these rules, automatic abilities and automatic cards are called automatic objects.

906.4. Each automatic object has its own condition to play it. It's called triggering condition. If a condition on the automatic object is met, the number of times the automatic object triggered is increased by one. If an automatic object is triggered one or more times, the ability is considered "triggered".

906.4a. An automatic card in a standby area doesn't trigger on a turn that the card was put into that area.

906.5. During a priority sequence, after all rule processes have been resolved, the turn player checks if they control any triggered automatic objects. If they do, choose one of those objects and play it, then decrease the number of times that object was triggered by one. If the turn player doesn't play any automatic objects, then the non-turn player checks if they control any triggered automatic objects, choose one of those abilities and play it if there are any, then decrease the number of times that object was triggered by one.

906.5a. If any player played an automatic object, repeat this priority sequence from the beginning. If neither player played any automatic object, the turn player performs an available action.

906.6. Triggered automatic objects have to be played unless it is prohibited by rules or effects. Players cannot choose not to play them except for automatic abilities of cards in hidden zones. If a player chooses a triggered automatic object but cannot play it for any reason, just decrease the number of times that object was triggered by one.

906.6a. If you cannot play the automatic card for any reason, put it into owner's graveyard.

906.6b. Players can choose not to play triggered automatic abilities of cards in hidden zones.

906.6c. When playing automatic abilities of cards in hidden zones, reveal the card containing the automatic ability being played to all players. Keep that card revealed until the ability in question leaves the chase area.

906.7. Some automatic objects trigger when a card moves from one zone to another. If these objects refer to the moved card or other cards moved at the same time, they refer to the information or status of the card as below:

906.7a. If the card moved from a public zone to a hidden zone, or a hidden zone to a public zone, the ability refers to the card when it's in public zone. (1019.3)

906.7b. If the card moved from a ruler area or the field to an area that is not a ruler area or the field, or vice versa, the ability refers to the card when it's in the field or a ruler area.

906.7c. Otherwise, the ability refers to a card when it's in destination zone.

906.8. Some effects make automatic abilities trigger later at a specific time. This ability is called a delayed automatic ability.

906.8a. A delayed automatic ability is, unless otherwise specified, triggered once and once only at the time it specified. After that, even in the same situation, it doesn't trigger again.

906.8b. If something refers to a card with a delayed automatic ability, it refers a card with an ability that makes that delayed trigger ability.

906.9. Some automatic objects watch if a specific status is fulfilled during a game. These objects are called status automatic objects.

906.9a. A status automatic object is only triggered when the status is fulfilled, and it currently is neither already triggered nor played.

906.10. When a player plays their automatic ability, it is possible the card with that ability moved to another zone, lost the automatic ability, or the ability became inactive. Even in these cases, the ability is still played and resolved. If a triggered automatic card is in a different zone from the zone the card was in at the time it triggered, lost triggered automatic abilities or triggered automatic abilities became inactive when you would play it, you cannot play it.

907. Will Abilities and Produced Will

907.1. Activate abilities that need no target and produce wills without additional requirements are will abilities. Automatic abilities that trigger by playing a will ability, need no target, and produce wills are will abilities. Spells that produce wills are not will abilities.

Ex. The activate ability of "Aspiring Diva" (Banish this card: Produce [B]. Spend this will only to play chants.) is a will ability, as it needs no target, produces wills wills and doesn't have additional requirements.

Ex. The activate ability of "Fate of the Girl" ([Rest]: Choose a non-token Human resonator you control. Your opponent gains control of the chosen resonator until end of game. If your opponent does, produce [R][B].) is not a will ability, as it needs no target, produces wills but has an additional requirement (its controller should have a Human resonator in resolution and their opponent should gain control of that resonator in resolution).

907.2. A player can play will abilities while they have priority, but not in the midst of performing an action. A player can also play will abilities when they need to pay wills, but only will abilities that definitely produce the will they need to pay; will abilities that only have a certain probability can’t be used in this case.

Ex. If you play a spell with a total cost of [B], you cannot use a will ability that only has a 50% chance of producing [B]. You must either use will from another source, or to play the random will ability to obtain the [B] before playing the spell.

907.3. Will abilities don't use the chase area and are resolved just after they are played.

907.4. Produced wills are kept by the controller of the abilities. They are left until they are used to paid for something, or cease to exist by the rules.

907.5. Wills with an attribute are attribute will, specified by a will symbol.
:one light, :one fire, :one water, :one wind, :one darkness
:one will without attribution (same for the other numbers)

907.6. Some wills have a specific characteristic.

907.6a. Some wills have the characteristic "moon". "Produce " means "produce one will with the moon characteristic without any attribute".

907.6b. Some wills have the characteristic "time". "Produce " means "produce one will with the time characteristic without any attribute".

907.6c. Some wills have the characteristic "void". "Produce " means "produce one will with the void characteristic without any attribute".

907.6d. A characteristic is not an attribute.

907.7. Effects or abilities that increase the cost of activate abilities or that add costs to activate abilities don't apply to will abilities.

Ex. The ability of "Nameless Knight" that says "Your opponent pays [2] more to play activate abilities of resonators they control." don't apply to will abilities.

Ex. The ability of "Makoto Cloth Corps' Ritualist" that says 'Players gain "As an additional cost to play an activate ability, pay [1]." as long as you don't control a Wind J/ruler.' don't apply to will abilities.

908. One Time Effect

908.1. One time effects are performed when they resolve.

909. Continuous Effect

909.1. If two or more continuous effects are applied, they are applied in the order below:

909.1a. Information on the card itself and base abilities on the card are the base information.

909.1b. Apply any effects that grant currently non-existing non-numerical information to a card at this time (Ex: Seal (3) - This card gains [Flying].)

909.1c. Apply all continuous effects that alter, grant, or remove any race, type, trait, or attribute.

909.1c-1 Apply all relevant effects in this step in the order of their timestamps, applying the effect with the earliest timestamp first and the effect with the latest timestamp last.
But if there are two effects A and B of a single card C, where effect A changes the information of card C and effect B changes the same kind of information on other cards based on the information of card C, then effect A is always applied before effect B.

Ex. The card "Colorful Golem of the Solar Painter" has an activate ability A with the effect "Choose an attribute. The card becomes the chosen attribute until end of game." and a continuous ability B with the effect "Cards with "Painter" in their name in all zones gain the attributes of this card.". Normally, in timestamp order, effect B would always be applied before effect A, resulting in cards with "Painter" in their name not gaining any attributes. But because applying effect A before effect B would change the attribute of other cards, effect A is applied before effect B. So "Colorful Golem of the

Solar Painter" first gains the chosen attribute from its own activate ability, and then makes other cards gain that attribute.

909.1d. Apply all continuous effects that add or remove any ability.

909.1e. Apply all continuous effects that change non-value information, except those that fall under 909.1c and 909.1d at this time. This includes effects that alter a keyword ability *(Ex. By becoming a different keyword ability)*.

Ex. A player controls "Battle at the Sacred Ruins: HANADA Group". During this game, each and every instance of [Swiftness] becomes [Belligerence] in all areas, and if an effect, spell or ability would grant [Swiftness] to anything, it grants [Belligerence] instead, regardless of whether that effect, spell or ability says "Gains and cannot lose [Swiftness]." or is part of an Order card.

909.1f. Apply any effects that grant currently non-existing numerical information to a card at this time (Ex: Seal (3) - This card gains +200/+200.)

909.1g. Apply all non-counter continuous effects that change value information.

909.1h. Apply all continuous effects of counters that change value information.

909.1i. After applying all continuous effects, if a card's ATK or DEF is not a multiple of 100, round up the value to the nearest multiple of 100 as long as the same continuous effects are applied to the card.

909.2. If a continuous effect contains multiple layers of the above, apply them separately according to the order above.

909.3. If two or more continuous effects are applied at the same time in the above conditions, apply them in the order below:

909.3a. If there are effect A and effect B, and if applying A before B changes what or how B applies, then B is considered dependent on A. If effect B depends on effect A and A doesn't depend on B, B is always applied after A.

909.3b. If the order is not decided after this, apply the effect earlier applied first. The timing of an effect applied is determined as this; at the time the continuous ability became active, or the time the effect is made by an ability. In the case of an addition added to a card where that addition creates a continuous effect, the effect becomes active when the addition is added onto that card. If, for any reason the timing is still the same, the turn player at the time decides which one applies first.

909.4. If a continuous effect is made by an automatic ability, an activate ability or a spell, and if it applies to any cards with certain conditions, that are not specific cards, it applies to any cards fulfilling those conditions, no matter when the card starts to fulfill the condition. Also, it stops to apply if the card stops fulfilling the condition. In this case, conditions are part of that continuous effect. It is not checked when the effect is made, and the effect is made whether the condition is met or not.

909.4a. A continuous effect with the wording "gain control of" is an exception. Such continuous effects only apply to cards fulfilling those conditions when the ability or spell resolves, and will continue to apply to those cards even when those cards stop fulfilling the conditions.

Ex. If you play and resolve "Knight of the Round Table J/resonators you control gain +200/+200." spell, J/resonators put into your field after that still gains +200/+200.

Ex. If you play and resolve an activate ability "If your J-ruler is "Faria, the Ruler of God Sword", you may pay [2] less to play its God's Art this turn." while you don't control any J-ruler, then you control "Faria, the Ruler of God Sword" after that, you may pay [2] less to play its God's Art.

Ex. If you play and resolve an automatic ability "[Enter]>>>Gain control of all resonators your opponent controls as long as this card is in the field." while your opponent controls a resonator and two magic stones that are resonators until end of turn, you will gain control of all three resonators as long as this card remains on the field. This ability will not affect resonators that enter the opponent's field after

the ability resolves, and the two magic stones will remain under your control even if they are no longer resonators after end of turn.

909.5. When a card is moved to a zone and any continuous effect is applied to the card in the new zone, the card comes into the zone with the effect applied.

909.6. If a continuous effect changes the information of cards to something else, it loses the older information.

909.7. If something refers to the 'printed' information of a card, it refers to the information of the card without any continuous effects applied.

909.8. If an activate ability or an automatic ability makes a continuous effect, and the duration is defined with "as long as <condition that refers information or status of this card>", the effect is not made if the condition become "off" after the ability played and before it's resolved.

910. Replacement Effect

910.1. If a replacement effect is applied to a situation, the original situation never happens and only the replaced situation occurs.

910.1a. If a replacement effect is still hidden information immediately before a situation happens that it can be applied to, but becomes public information when the situation starts occurring and therefore can be applied to it, the original situation never happens and only the replaced situation occurs.

910.2. If two or more replacement effects are applied, the player of the original situation, or the controller of the card or effect of the original situation chooses a replacement effect and applies it.

Ex. If the original situation is the zone movement of a card, the controller of the card that would be moved chooses. If the original situation is drawing a card, the player that would draw the card chooses.

910.2a. If there are two or more replacement effects trying to replace a situation of dealing damage and at least one of them is an effect that is increasing the damage, the controller of the damage dealing effect applies all replacement effects that are increasing the damage first in any order, then the player that would be dealt damage or that controls the card that would be dealt damage applies all replacement effects that are preventing, redirecting, converting damage to something different *(such as [-100/-100] counters)*, limiting damage to a maximum damage or nullifying damage *(such as "damage that would be dealt in any way becomes 0 instead")* applies them in that order, also choosing the order of multiple replacement effects of the same category, if any.

910.2b. If a replacement effect would replace damage of "target spell or ability with a single target" and the chosen target has multiple effects that deal damage, only the damage from effects with a single target will be replaced.

910.2c. If a replacement effect would "double the damage", the damage that would be originally dealt is multiplied by 2. If a source would deal damage to multiple targets, divide up the damage before applying this effect. This means you can't normally end up with an odd amount of damage on something.

910.2c-1 If there are multiple replacement effects that would "double the damage" or "triple the damage", apply only one of those effects.

Ex. If a player controls two "Raging Messiah", and plays "Thunder" choosing another target player as a target, when "Thunder" resolves, it would deal 1000 damage, not 2000.

910.2d. If a replacement effect would replace a situation with a new situation that cannot happen, the original situation doesn't happen and the new situation doesn't happen, either.

If the original situation is resolving a spell and the new situation is moving that spell from the chase area, and the new situation cannot happen, if that spell is not an ordered resonator spell, then that spell is not resolved, but put into the graveyard. If that spell is an ordered resonator spell, it is resolved normally. Also, if an original situation cannot happen, i.e. because it is prohibited by an active effect, it cannot be replaced by any relevant replacement effect, because that original cannot happen in the first place.

Ex. If there is an active effect that says "Players cannot draw more than one card per turn until end of game." and a player has already drawn a card this turn, that player cannot apply a replacement effect that says "If you would draw a card in a phase other than the draw phase, you may look at the top three cards of your deck, put one of them into your hand and the rest on the bottom of your deck in any order instead." to any situation that would let them draw a card, because the active effect stops that original situation from happening in the first place.

Ex. If there is a replacement effect that says "If a player would draw a card, they discard a card instead." while a continuous effect that says "Players cannot discard cards." is active, then, if a player would draw a card, that original situation is replaced successfully, but the new situation is then prohibited by the continuous effect. As a result, that player neither draws nor discards a card.

910.2e. If a replacement effect would replace an action of one player with an action of that player and a different action of a second player, the action of the second player would happen only after the action of the first player is completely resolved.

Ex Player B controls a darkness Skeleton J/ruler and "Hideous Dealer of the Black Market". Later, they play and resolve "Commandments of the Lich", choosing players A and B.

As the replacement effect of "Hideous Dealer of the Black Market" would replace an action of player A with an action of that player, and a different action of player B, this situation will resolve this way: first the chosen players A and B simultaneously discard a card at random. Then the chosen players A and B would simultaneously search their deck, but before that action starts, the replacement effect of "Hideous Dealer of the Black Market" replaces the search of player A with a less effective search and a different action of player B. But because that additional action of player B is unrelated to the replaced action of player A, it will only happen after that action of player A is finished. Which is also after the search of player B is finished, because the search actions of both players happen simultaneously. So, after both searches are finished, player B draws a card. Finally, because player B controls a darkness Skeleton J/ruler, both player A and player B simultaneously draw a card.

910.2f. If a replacement effect would replace a situation with a situation that would be considered the same action, the original situation never happens and only the replaced situation occurs, and the cause of that new situation is the replacement effect, not the cause of the original situation.

Also, if the original situation is part of a sequence of actions like e.g. "Remove target entity from the game, then put it into the field under its owner's control.", any actions in that sequence that would happen after the replaced situation and would apply to the object of the replaced situation do not happen

Ex: The card "Queen of the Eternal Eclipse, Giotto Sansta" has a continuous ability with the replacement effect "If a card would be put into your opponent's graveyard or removed area from anywhere, remove it from the game face down instead.". If the opponent of that player would perform the effect of an Exploration ability and would try to remove a Treasure card from the game, this movement would be replaced by the replacement effect of Giotto Sansta, removing the Treasure card from the game face down. Because the cause of that movement is now the replacement effect, the Treasure card does not count as a "card that was removed by an Exploration effect you performed".

910.2g. If a replacement effect would replace the first damage dealt to you this turn, the second damage dealt to you this turn and/or the third damage dealt to you this turn, it only counts the potential original actions, not the actual actions.

Ex: If you control Yggdrasil, Malefic Verdant Tree and Alice, Possessed Queen of Shadows, and your opponent attacks with resonator "A", resonator "B" and resonator "C", and all of them are [100/100], and your opponent attacks in order ("A", then "B", then "C"), and none of them

are blocked, prevent all damage dealt by resonators “A” and “B”, and then resonator “C” deals 100 damage to you.

910.3. All replacement effects must be applied once and once only if the situation that should be replaced occurred. Players cannot choose not to replace it unless the effect allows them to do so

Ex. If a "If you would draw one or more cards, draw that many cards plus one instead." effect is applied and the player would draw a card, they draw two cards because the effect replace the drawing only once. (A replacement effect cannot replace itself.)

Ex. If a resonator with "If this card would leave the field, discard a card instead." became 0 or less DEF and would be put into a graveyard by rule process (1205), the replacement effect replace this situation once but it is put into a graveyard because the resonator still has 0 or less DEF and the replacement effect cannot replace twice in the same situations.

911. Last Known Information

911.1. If, for any reason, any information of a card in a zone should be referred to but the card has moved to another zone, information of the card in the former zone is referred to. This is called last known information.

912. Source

912.1. If an effect deals damage, the source of the damage is, unless otherwise specified, a card with an ability that makes the effect.

912.2. If a J/resonator deals damage, the source of the damage is the J/resonator.

912.3. The source of an ability is the card with that ability (printed or gained).

1000. Action by Rules

1001. General

1001.1. Some actions are performed in a specific way in the game. The phrases below are actions by rules and are performed as described.

1002. Add

1002.1. To add an addition card, put the card in the field and add it onto the specific card.

1002.2. If an effect asks you to add an addition in a non-chase area to a card, and you cannot put the addition into the field, or adding it to the card is prohibited, the addition stays in the area it's in.

1002.2a. Adding an addition to a card in the field doesn't target it.

1002.3. If an effect asks you to put an addable addition without **[Bestow]** that is not treated as or became a J/resonator, regalia, or magic stone from a non-chase area into the field, it is put into the field added to a card it can legally be added to. Addable additions with [Bestow] are put into the field not added to any card instead. “Addable additions” means additions with the **[Bestow]** ability, additions with an effect text like “As you play this card, target a (type). If that (type) is still a legal target, put this card into the field added to the chosen target, otherwise put it into its owner's graveyard.” (or the obsolete wording “As you play this card, target a (type). This card enters the field added to the chosen target.” on some older cards) as well as old additions with a subtype other than “field”. Other additions that somehow can be added to an entity are not “addable additions”. “Card it can legally be added to” means ‘an entity that is referred to the ability of that addition like "As you play this card, target a (specific conditions)", and no effects prevent the addition from being added.’. If there is no such card, the addition stays in the zone it’s currently in.

1003. Pay Will

1003.1. To pay will, eliminate a specific amount of will from your produced will.

1003.2. The will one must pay is specified by will symbols or free will symbol.
:one light, :one fire, :one water, :one wind, :one darkness
:one any will (same for the other numbers or an X, Y or Z value.)

1003.3. When you play a card, the cost of the card is the amount of will you have to pay.

1003.4. If you need to pay an amount of will and you cannot pay it all, you cannot pay it at all. You cannot pay part of it.

1003.5. Players may play will abilities when they are asked to pay will.

1003.6. If you need to pay , you need to pay any one will with the moon characteristic.

1003.7. If you need to pay , you need to pay any one will with the time characteristic.

1003.8. If a card refers to "abilities or effects that make you pay any amount of will", then it includes anything that will enforce direct payment as well as all kinds of indirect payment, like cost increase effects.

Ex. "Cancel target spell unless its controllers pays [1]." is an enforced direct payment.

Ex. "Until end of turn, players pay [1] more to play spells for each spell they already played this turn." is a cost increase effect.

1004. Remove from the Game

1004.1. To remove a card from the game, move the card to the removed area.

1005. Reveal

1005.1. To reveal a card in a hidden zone, show the information of the card to all players. It ends when the effect to reveal it ends or when the card is moved to another area.

1005.2. If a card is already revealed, you cannot reveal the card again.

1005.3. If a card has to remain revealed until a specific moment (until the end of a turn, until the end of the game, etc.) in an area, it continues to be part of that area but its information is public until it is no longer revealed.

1006. Summon

1006.1. If an effect "summons" a resonator card, put that card on the top of the chase area as a resonator spell.

1006.2. If a rule or an ability refers to a resonator "summoned", it refers to a resonator "put into the field from the chase area by resolving itself".

1007. Deal/Remove Damage

1007.1. If any amount of damage is dealt to a J/resonator, increase the number of damage on the card by that amount of damage.

1007.2. If any amount of damage is dealt to a player, decrease their life by that amount of the damage.

1007.3. When a card deals damage to a player or a card, unless otherwise specified, it deals it all at once.

1007.3a. If an amount of damage is calculated by "deal <base damage> damage for each <something>", the total amount of that damage is dealt all at once. Separate amounts of damage are not dealt "for each" <something>.

Ex. You have three cards in your hand and resolve an effect that states "This card deals 100 damage for each card in your hand.". In this case, that card deals 300 damage at once. It doesn't deal 100 damage three times.

1007.4. If a card would deal damage to a card without DEF, it doesn't deal any damage.

1007.5. When a card or ability deals damage to multiple cards and/or players at the same time, it fulfills any condition of any automatic object it has with the condition of ‘deals damage’ the same number of times as the number of cards and/or players it dealt damage too.

1007.6. If any amount of damage is removed from a J/resonator, decrease the number of damages on that card by that amount.

1007.6a. When a specific amount of damage to be removed is specified, decrease that much accumulated damage from that card.

1007.6b. If the specific amount of damage to be removed is not specified or if all damage is specified for removal, then the card’s accumulated damage becomes 0.

1007.7. As a J-ruler leave the field, remove all accumulated damage from it.

1008. Chase

1008.1. If a card refers "to chase", it refers to "put new cards or abilities that are not automatic abilities into the chase area by playing them".

1008.2. An effect that says "cannot chase" to a card or an ability means "as long as the card or ability is in a chase area, you cannot put another card, or an ability that is not an automatic ability into the chase area".

1009. Draw

1009.1. To draw, the player moves the top card of their deck to their hand.

1009.2. To draw two or more cards, repeatedly draw one card the specified number of times.

1010. Destroy

1010.1. To destroy a card in the field, if it's not a J-ruler, put the card into its owner's graveyard. To destroy J-ruler cards, if it is an ordered resonator, put it into its owner's graveyard and put the Order card into its owner's ruler area, ruler side up. If it is a Contract J-ruler, the J-ruler is flipped back to its Contract side and placed into its owner's graveyard, the ruler under contract is turned face up in the recovered state. Any counters on the Contract J-ruler will be moved back onto the named ruler. If it is a transcended J-ruler, the J-ruler with no ruler side on top of the stack and any J-ruler with no ruler side below that J-ruler in that stack are put outside the game face up, and its owner unreveals them. Then the J/ruler on top of the stack is put into its owner's ruler area ruler side up by rule process, and the owner of each other card stacked below that ruler expels them. For other J-ruler cards, put them into their owner's ruler area, ruler side up.

1010.1a. As a non-ordered, non- Contract, non-transcended, non-(J/ruler that was in a stack below a J-ruler with no ruler side) J-ruler is destroyed and put it into the ruler area, put an astral counter on it. It is now referred to as a ruler with "Astral" condition.

1010.1a-1 Players cannot play the Judgment process of rulers with the "Astral" condition.

1010.1a-2 The "Astral" condition can only exist on ruler cards in the ruler area, and will cease to exist if that ruler card ever leaves the ruler area.

1010.1b. If a ruler without [Judgment] would come into the field as a J-ruler, it stays in the ruler area, ruler side up.

1010.2. If it's a ruler card in ruler area, it moves to its owner's graveyard only if the effect says "destroy ruler" specifically.

1010.3. If an effect says a card cannot be destroyed, all effects that try to destroy it are ignored, and it does not fulfill the conditions to be destroyed by rule processes.

1011. Banish

1011.1. To banish a card, put the card into its owner's graveyard. Rulers, non-ordered or non-token J-rulers cannot be banished, so they cannot be targeted or chosen by a Banish effect in the first place, or used to pay for a Banish cost.

1011.2. A player may not banish cards or tokens they don't control without specific notice.

1012. Cancel

1012.1. When a card, ability, or object in the chase area is canceled, remove it from the chase area. If it is a card, put it into its owner's graveyard.

1013. Rest/Recover

1013.1. To rest a card, turn the card to the rested position. To recover a card, turn the card to the recovered position.

1013.2. If a card text has a symbol, it means "to rest this recovered card".

1013.3. If a card or ability has, as a cost to play it or as part of a cost to play it (903.2g), the requirement to rest a specific card or cards; unless otherwise specified, the controller of that card or ability being played, must rest a recovered specified card or cards.

1014. Choose/Look & Reveal/Search

1014.1. If a player chooses a card or an ability from a public zone, they need to choose specific ones if there are any.

1014.2. If a player chooses or searches for a card in a hidden zone, they can look at all the information of cards in that zone. Then, if all the players can see all the information of those cards, choose cards as they would choose from a public zone. If no player can know the information of those cards and the player chooses a card with specific information, it is not guaranteed that there are cards with that specific information. They can choose not to find it even if there are some. These rules also apply to situations where a player looks at cards in a hidden zone and reveals cards with specific information *(Ex. attribute, cost, type or race)* from among them. So, if their opponent does not know all the information of those cards *(Ex. because no effect allows them to see all information as if those cards were in a public zone)*, the player can choose not to find and reveal some or all of those cards with specific information.

1014.3. If an effect asks a player to search any zone for a card, they cannot search for a card that shares a name with the card that has generated the effect unless that effect specifies the same name itself explicitly.

1014.3a. As an exception, if an effect asks a player to search any zone for a card and put that card into a hidden zone other than the standby area, rule 1014.3 does not apply.

Ex. If effect of cards named "Crimson Moon" makes a player to "Search your deck for a card named "Crimson Moon", reveal it and put it into your hand." or "Search your deck for a card that shares a name with this card, reveal it and put it into your hand.", they can search a card named "Crimson Moon" because the effect specifies the same name of the card that generate it explicitly.

Ex. If effect of cards named "Crimson Moon" makes a player to "Search your deck for a card with "Crimson Moon" in its name, reveal it and put it into your hand.", they cannot search a card named "Crimson Moon" because the effect does not specify the same name of the card that generate it.

1014.4. If an effect asks a player to reveal a card from outside the game, they cannot reveal a card that shares a name with the card that has generated the effect unless that effect specifies that name itself explicitly.

1015. Trigger

1015.1. "To trigger" an automatic ability means fulfilling the triggering conditions of that ability and making it triggered.

1015.1a. If an effect says an automatic ability won't trigger, it cannot be triggered even if the triggering condition is fulfilled.

1015.2. "To trigger" an activate ability is to play the ability.

1016. Call

1016.1. "To call" a magic stone is to perform a calling magic stone action (709).

1017. Copy/Become a Copy

1017.1. "To copy" a card or an ability is to make an object in the same zone of the card or the ability. It always makes the same object without any continuous effects on them.

1017.1a. If the copied object is a card, it makes a pseudo-card with the same information. A pseudo-card is not a physical card, but treated as a card in that zone. If the copy moves out of the zone for any reason, it ceases to exist.

1017.1b. If the copied object is an ability in the chase area, put the same ability into that zone.

1017.1c. If a player made any choices for the copied object, the copy also has the same choice.

1017.1c-1 If the object being copied is in the chase area, the following information is also copied.

- If the object is a double-sided card, which side is being played.
- [Awakening] abilities being used.
- [Solarisation] abilities being used.
- Whether the [Torrent] condition is met.
- Whether the [Legend] condition is met.
- Whether the [Null] condition is met.
- Whether the [Fallen] condition is met.
- Whether the [Seal] condition is met.
- Whether the [Revenge] condition is met.
- Whether the [Guidance] condition is met.
- Whether the [Limit Break] condition is met.
- Whether the [Force Resonance] condition is met.
- Whether the [Union Seven <Machine>] condition is met.
- Whether the [Union Seven <New Twelve Olympian Gods>] condition is met.
- Whether the [Mastery] condition is met.
- “Choose (number)” options selected.
- Uncertain values represented by X, Y or Z.
- Targets.
- What will be applied to what in the event of multiple targets (in cases where there are varying effects or when allotting damage).
- The cost used to pay for the card.

1017.1d. If an object being copied is not in the area it was in, the copy is not made.

Ex. If a player controls an activate ability with “banish a resonator” as part of its activation cost, and the automatic ability of card “Flourished Wetlands of Magical Origin” tries to copy that activate ability, if the activate ability leaves the chase in any way before the copy is made, the copy is not made.

1017.2. If a card "becomes a copy" of another, it becomes the original card. It always makes the same object without any continuous effects on them. This is a continuous effect that change information.

1017.3. If you have to copy a card and then you are instructed to play the copy, make a pseudo-copy in the same zone with the same information and then play that pseudo-copy. If the copy enters the chase area through being played, it does not cease to exist.

1017.3a. If for any reason, that copy would be removed from the chase, it ceases to exist.

1017.3b. If for any reason, that copy would not enter play, it ceases to exist.

1017.4. If you have to put a copy of a card onto the chase, make a pseudo-copy with the same information and then put it onto the chase. If targets are needed, the controller chooses legal ones. The copy is also considered “a card played without paying its cost ” for effects and abilities that check or interact with cards that have been played without paying their cost, and it needs to fulfil all requirements needed to be played.

Ex. If a player controls Moonless Night's Crossing Point and they play its God’s Art ability targeting Pathetic Demise, the copy will be made, but unless they control a J/ruler named “Sieben, Malefic $t@r”, they will not be able to play the copy or put it onto the chase, as the requirements needed to play the card would not be fulfilled. If they don’t fulfil the requirements, the copy will be moved to the graveyard, and it will cease to exist.

1017.4a. If for any reason, that copy would leave the chase in any way, it ceases to exist.

1017.4b. If for any reason, that copy would not enter play, it ceases to exist.

1018. Prevent

1018.1. "To prevent" damage is to apply a replacement effect that reduces some or all of the damage.

1018.1a. If some amount of damage would be prevented, the damage is reduced by that amount and the remainder is dealt instead.

1018.1b. If damage is prevented without any specific value, the damage is not dealt at all.

1018.2. Abilities or effects that include “Damage that would be dealt becomes (Number) instead” are not considered “to prevent” damage.

1019. Discard

1019.1. "To discard" a card is to move a card from your hand to your graveyard.

1019.1a. If the card is moved to a different zone instead of the graveyard due to certain replacement effects, it is still considered as being successfully discarded.

1019.2. If something says "discard hand" without any number or specific cards, that player discards all cards in their hand.

1019.2a. If they have no cards in their hand at that time, it is still considered as "discarded".

1019.3. Automatic abilities that trigger on discarding a card *(Ex. “when this card is discarded” or “whenever a player discards a card” will trigger when that card leaves the hand zone, not when it is put into a graveyard).*

1020. Become/Gain

1020.1. If a card "becomes" a type, race or trait, it loses its original type, race or trait accordingly. If a card "gains" a type, race or trait, it still keeps its original type, race or trait accordingly.

1020.2. A card "becomes [<number A>/<number B>]" means the ATK of the card becomes <number A> and its DEF becomes <number B>.

1020.3. A card "gains [<modifier A>/<modifier B>]" means the ATK of the card is modified by <modifier A> and its DEF is modified by <modifier B>.

1020.4. An ordered card that “becomes” a type, a race or [<number A>/<number B>] will not lose any type, race or [<modifier A>/<modifier B>] gained from the order card ordering it.

1021. Shuffle

1021.1. If an effect asks "to shuffle" cards, the player the zone belongs to randomizes the order of those cards.

1021.1a. If an effect asks to shuffle a zone, shuffle all cards in that zone.

1021.2. If any effects reveal or allow a player(s) to see a part of the shuffled cards, ignore the effects from the beginning of shuffling to the end.

1021.2a. During a resolution of an effect, immediately after shuffling, if the effect asks you to move a part of the cards to a specific position, the movement is considered part of the shuffle and ignore any effects that would reveal or allow a player(s) to see any of the cards until the whole action is finished.

1021.3. If an effect asks a player to “shuffle” a card “into” their deck, but the card would cease to exist during its movement into the deck, then the deck is not shuffled, because the card to be shuffled into the deck does not exist anymore.

1021.4. If a player would resolve a card with multiple “search your deck” effects that each asks the player to “shuffle” their deck, that player only shuffles their deck after all search effects are concluded, not after each search.

1021.4a. In this case, the number of times of shuffling is considered equal to the number of those resolved search effects.

1022. Put/Move a counter

1022.1. If an effect asks you “to put a counter with a name of your choice”, choose an existing counter name that is not named "<modifier A>/<modifier B>".

1022.2. If an effect asks you "to put a <name> counter" on a card, put a counter with that name on the card.

1022.2a. Use a small object that doesn't disturb the game flow as a counter.

1022.2b. Unless otherwise specified, counters with the same name are treated as the same kind of counter, regardless of how the counters are put onto the card.

1022.3. If a card has a counter with a name "<modifier A>/<modifier B>", the card gains [<modifier A>/<modifier B>] as long as the card is a J/resonator. This is a continuous effect.

1022.4. If a card moves from the field, a ruler area or an order area to an area that is not the field, a ruler area or an order area, remove all counters on the card.

1022.5. If an effect asks you "to move" a counter, remove the counter from the card it moves from ("origin card"), then put that same named counter on the card it moves to ("destination card"). If the counter(s) cannot move from the origin card to the destination card because the destination card has moved to another zone, the counter(s) are not moved from the origin card.

1022.6. If something refers to "a (card)'s counter", it refers to "a counter on that card".

1022.7. If a card has text that specifies it entering the field with a certain number of counters on it, add that number with any other rule or effect adding counters of the same name. Then that card enters the field with that total number of counters of that name.

1022.8. If an effect asks you to "double" the number of <name> counters on a card, put as many <name> counters on that card as there are <name> counters on that card.

1023. Force

1023.1. If an effect asks you to 'Force <Number>', roll a die <Number> of times and add the value together. After this, if something refers to "the result of the roll", it refers to the total value.

1023.1a. The die used for Force is 6 sided, and has the values 1, 2, 3, 4, 5, and 6 represented on one side each.

1023.2. If something refers to "to Force", it refers to "roll a die a number of times for Force". If something refers to "roll a 6 sided die a number of times", it refers to "to Force".

1024. Heal

1024.1. If a card says "If a ruler is astral, heal it" or "Heal an astral ruler you control", it means the following things: Remove any astral counters on the ruler. A healed ruler loses its "Astral" condition and players are no longer prohibited from playing its Judgment process until it gains the "Astral" condition again.

1024.2. If a ruler would be healed, aside from removing the "Astral" condition, nothing else changes about what is being applied to that card.

1025. Extra Turn

1025.1. If a player has, by any legal means, gained an additional turn after their current one, that turn begins (505.6) as soon as the end phase of their current turn finishes completely. Before the start of the extra turn that player becomes the turn player again and the turn starts as normal.

1025.2. If, by any legal means, a player gains multiple instances of an extra turn during the same turn, they proceed one after another in the same way as detailed above, beginning with the extra turn that was gained first.

1026. Release the (Seal)

1026.1. If text refers to "release the [Seal]", it means that it satisfies the magic stone number requirement of the appropriate kind of cards as denoted in the ability with the phrase "release the [Seal]."

1027. Gain A Gem/Crystal/Clue

1027.1. If an effect states 'Gain a (attribute) gem/crystal/clue' it means to create a gem/ crystal/clue token of the specified (attribute) in the corresponding Item Area.

1027.1a. If an effect states 'Gain a gem/ crystal/clue of any attribute', it means you must choose one of the five attributes (light, fire, water, wind, or darkness), then create a gem/ crystal/clue token of the chosen attribute in the corresponding Item Area. You cannot choose to create a gem/ crystal/clue of no attribute.

1028. The Weather Is (Weather Type)

1028.1. There are four types of weather. They don't have any innate abilities. These types of weather exist for the purpose of other cards or abilities to refer to them for their own effects. The types of weather are:

- Clear
- Rain

- Thunderstorm
- Pollution

1028.2. If a player doesn't have a "The weather is (weather type) effect, then, their weather is "Clear".

1028.2a. If an effect states "The weather is (weather type)" or "Your weather is (weather type)", its controller's weather changes to that specified (weather type).

1028.2b. If an effect states "Your opponent's is (weather type)", the opponent's weather of that effect's controller changes to that specified (weather type).

1028.2c. If an effect states "Each player's weather is (weather type)", the weather of each player playing this game changes to that specified (weather type).

1028.2d. If multiple effects would give a player a (weather type), that player's weather is the (weather type) of the last effect to do so, so these effects are applied in timestamp order, applying the effect with the earliest timestamp first and the effect with the latest timestamp last.

1028.2e. If an effect states "(Your/Your opponent's/The/Each player's) weather is (weather type) until end of game" and during that game a player's weather changes to another specified (weather type) during a turn, when the next turn begins, the effect that changed the weather until end of game is applied again.

Ex. If a player plays and resolves the God's Art ability "Start the Engines" of "Second in Command, Kimihe", each player's weather changes to "Pollution" until end of game. If later during that game a player plays the first activate ability of "Lightning Cave", that player's weather changes to "Rain" until end of that turn. When the next turn begins, that player's weather changes to "Pollution" again, as the God's Art ability changed each player's weather changes until end of game.

1028.3. If an effect would refer to a weather without specification, it refers to the weather of the player that controls that effect.

Ex. If a player controls a "Princess Shaela's Attendant", it would gain [+200/+200] as long as their weather's controller is rain.

1029. Remove from Battle

1029.1. If a J/resonator is indicated to be 'removed from battle', that J/resonator becomes no longer in battle.

1029.1a. If attacking, make that J/resonator not attacking.

1029.1b. If blocking, make that J/resonator not blocking.

1029.1c. If selected as an attacked object, make that J/resonator not the attacked object. In this situation, the attacker deals no damage to the J/resonator removed from battle.

1030. Invert

1030.1. If a card is indicated to 'invert', if that card is an inverse card, then flip that card so it is despair side up. If a card is indicated to 'invert', if that card is a two face ruler, then flip that card so its other ruler side is face up. This is not considered as putting a ruler face down.

1030.2. 'When this card inverts' effects refer to when a card changes from its hope side to its despair side.

1030.3. If a card says to 'remove this card inverted from the game', flip to that card's despair side and put it into your removed area.

1031. Skip

1031.1. When instructed to skip a player's phase, instead of following that phase's procedure as listed in the turn sequence section (500.), do nothing instead.

1031.2. Rule processes for phases that are skipped do not occur. If there are any effects that would be performed at a skipped phase, they are not performed until the same phase occurs again.

Ex. If a player plays a "Skip your next recovery phase" effect twice, at the same time, that player skips their next recovery phase, as well as the one after.

Ex. If a player plays a "Skip your next recovery phase" effect as well as a "Your stones do not recover during your next recovery phase" effect at the same time, that player skips their next recovery phase, then does not recover their stones on the recovery phase after.

1032. Attach

1032.1. If an effect states to 'attach a card' to a J/ruler, put that card in its controller's Item Area as a card attached to that J/ruler.

1032.2. If an effect refers to a card attached to a J/ruler, it refers to a card in its controller's Item Area that is attached to a J/ruler.

1032.3. If a J/ruler moves from the field to its controller's ruler area, or vice versa, it moves with previously attached cards remaining attached.

1033. Restarting the Game

1033.1. If an effect says to restart the game, the current game immediately ends as is. All players then return their ruler, deck, magic stone deck, extra deck, and rune deck to their starting positions and follow the process outlined in [403. Setting Up the Game] to start a new game. A game that is restarted this way has no winner, loser, and does not end in a draw.

1033.2. Unless otherwise specified, the controller of the effect that restarted the game begins the new game playing first.

1033.3. If a card text has special instructions that cause the card to begin a restarted game in a certain condition, exclude that card from the Restarting the Game process and begin the new game with that card in the instructed state.

1033.4. Players won't have any counters or tokens they had in the original game.

1034. Foresee

1034.1. If an effect asks you to "Foresee (number)", look at the top (number) cards of your deck and put any number of them on the top of your deck in any order. Put the rest on the bottom of your deck in any order.

1035. Put (card) on top of your J-ruler

1035.1. If an effect says "Put (card) on top of your J-ruler", overlay (card) on the specified card and its information becomes the information of (card).

1035.2. Overlapping cards are treated as a single entity.

1035.2a. If this entity leaves from the field, put the top card into a graveyard, and return the bottom J-ruler to the ruler area as a ruler.

1035.3. When a rule or text refers to the "printed" information for this entity, refer to the information on the J-Ruler card stacked below.

1036. Gain «Dragon Emblem»

1036.1. If an effect states “Gain «Dragon Emblem» (Characteristic)”, it means to create a no-type token with «Dragon Emblem» (Characteristic) in the corresponding Item Area.

1037. Gain «Limit Break»

1037.1. If an effect states “Gain «Limit Break» (Card Name)”, it means to create a no-type token with «Limit Break»in the corresponding item area.

1037.1a. Card name of the token is (Card Name).

1037.2. If an effect refers to «Limit Break» (Card Name), it refers to the no-type token with «Limit Break» and named (Card Name) in that player's item area.

1038. Exploration

1038.1. If an effect asks you to ‘Exploration (number)’, you may look at the top (number) cards of your deck. You may reveal a card from among them. If it is a Treasure, remove it from the game. Put the rest and all non-Treasure cards revealed this way on the bottom of your deck in any order.

1039. Make a J-ruler astral

1039.1. If an effect asks you to make a J-ruler you control astral, put it into its owner’s ruler area, ruler side up and put an astral counter on it. For the rest of the game, players are prohibited from playing its Judgment process.

1039.1a. Ordered J-rulers cannot be made astral.

1039.1b. Contract J-rulers cannot be made astral.

1040. Put an order card into ruler area as a ruler

1040.1. If an effect asks you to put an order card into the ruler area as a ruler, put it into its owner’s ruler area, ruler side up. If the effect does not specify how the ordered card is handled, the ordered J-ruler stops being a J-ruler and becomes a non-ordered resonator in the field.

1041. Put into the field

1041.1. If an effect asks you to put a card into the field, put it into the field under your control. This does not count as "playing" that card.

1041.2. If an effect asks you to put a card into the field attacking, put it into the field under your control rested (or recovered if that card that does not rest for attacking) and attacking. This does not count as "playing" that card.

1041.3. Effects that put cards into the field can also affect alternative cards, but they can put only the non-chant part into the field, unless specified differently. Effects that are applied to the resonator part of an alternative card in the field that move that card to a different zone and return it to the field afterwards, always put the resonator part of that card into the field.

1042. Dragon Power

1042.1. If an effect states “Gain <number> Dragon Power”, it means to create a Dragon Power token with a value of <number> in the corresponding Item Area, or, if there is already a Dragon Power token in that Item Area, to increase the value of that Dragon Power token by <number>.

1042.1a. If an effect states “double your Dragon Power”, it means to increase the value of the Dragon Power token in the corresponding Item Area by its current value.

1043. Expand EX Area

1043.1. If an effect states “Expand your <Type> EX Area by (number) space until end of game”, you increase the number of spaces in your <Type> EX Area by (number).

1043.2. If you did not start the game with <Type> EX Area, you may not expand your <Type> EX Area.

1044. Upgrade Armament sub-ruler

1044.1. If an effect asks you to upgrade an Armament sub-ruler, the sub-ruler is considered upgraded and gains addition text effects under [Upgrading] (1158).

1044.2. An upgraded Armament sub-ruler cannot upgrade again as long as it is considered upgraded.

1045. Put a card stacked below or on top of another card

1045.1. If a card or effect asks you to put a card stacked below or on top of another card, you put the card above or below as mentioned.

1045.2. Only the top card in a stack is considered an entity. Cards stacked below the top card are not treated as entities.

1045.3. Cards stacked below the top card do not apply their effects unless specified.

1045.4. If a card enters the field with stacking, only the top card triggers [Enter] abilities.

1045.4a. Cards stacked below the top card do not trigger [Enter] abilities.

1045.5. Stacking a card on top of an entity in the field is not treated as that card entering the field, even when a wording like "put his card…into the field stacked on top of…" is used, so any relevant automatic ability like [Enter] is not triggered. The card stacked on top of the entity keeps the orientation, damage, counters and continuous effects of the entity it is stacked on, but cannot attack or use an activate ability with [rest] in the current turn unless the card has [Swiftness] (or [Belligerence] for attacking a J/resonator).

1045.6. If a stacked card leaves the field, only the top card is considered leaving the field. Cards stacked below are not entities, so they are not considered leaving the field.

1045.6a. Cards in a stack do trigger abilities that check for cards entering the graveyard, if the ability does not specify movement from the field.

1045.6b. If a stacked card is destroyed or banished, only the top card is considered destroyed or banished. Cards stacked below the top card is not considered destroyed or banished.

1045.6c. If there is a J-ruler with ruler side stacked below the top card and the top stacked card leaves the field, put that J-ruler on the ruler area as a ruler.

1045.6d. Cards in a stack leaving the field will move to the same area the top card of the stack is moving to, unstacked. Cards in a stack being put outside the game are put outside the game, unstacked.

Ex. If an effect makes a player “Remove target resonator from the game, then put it into the field under its owner’s control.” and the chosen target is a resonator with cards stacked below, it is put into its owner’s removed area and then is put into the field under its owner’s control, but cards stacked below are put into their owner’s removed area and they remain there.

Ex. If an effect makes a player “Target a resonator. Its controller expels it.” and the chosen target is a resonator with cards stacked below, it is put outside the game under its owner's control, where all cards stacked below it are unstacked under their owner's control.

1045.6e. Cards that have successfully become a copy of another card would leave the field to become part of a stack, are still the card that they have become a copy of during and after the movement.

Ex. If "Duplication Mirror" becomes a copy of "Green Jade Amulet of Jhrelth", and later in that game its controller performs the judgment process of "Alex Sansta, Traveling Princess" stacking the Duplication Mirror under the ruler, the Duplication Mirror is still a copy of "Green Jade Amulet of Jhrelth" during and after the movement.

1045.6f. Cards on the field can be stacked below a card in the ruler area if an effect allows you to do so.

1045.7. Cards in a stack in the ruler area leaving the ruler area will move to the same area the top card of the stack is moving to, stacked.

1046. Gain a will coin token

1046.1. If an effect states "Gain a {exactly one name between light or fire or water or wind or darkness or void} will coin token", it means to create a will coin token with "Banish this card: Produce exactly {<will symbol> matching the name listed)." in your Item Area. For light, <will symbol> is ; for fire, ; for water, ; for wind, ; for darkness, . and for void, .

1046.1a. If there are multiple {names} separated by "or" in the effect, when you banish the coin to produce will, choose exactly one of the <will symbol>s listed by the ability.

1046.2. The abilities of will coin tokens are active as long as they are in an item area.

1046.2a. Will abilities of will coin tokens cannot be modified or prohibited by card text.

1047. Expel

1047.1. To expel a card, move the card to outside the game revealed. Expelled cards remain revealed outside the game until end of game.

1047.1a. If a player has to expel a card that they control but don't own, that card is always moved outside the game to its owner's sideboard or collection.

1047.2. To expel two or more cards from the deck, repeatedly expel one card the specified number of times.

1047.3. If you would no longer control a non-token J/ruler, neither rulers, non-ordered J-rulers or non-token J-rulers cannot be expelled, so they cannot be targeted or chosen by a expel effect in the first place, or used to pay for an expel cost.

1047.4. A player may not expel cards they don't control.

1048. Swap

1048.1. To swap a card with another card, put the former card into the zone that existed the latter card and put the latter card into the zone that existed the former card.

1048.1a. If the former card or latter card is in a hidden zone and not revealed, reveal them while swapping.

1048.1b. If a player swaps a card in a zone with another card they own outside the game, they put the former card outside the game and put the latter card from outside the game into that zone.

1048.1c. If the former card or latter card cannot move to the zone, the swapping action cannot be performed.

1100. Keywords and Keyword Abilities

1101. Keywords

1101.1. Keywords are words written on the card and enclosed in «». They attributed to them do not have any innate abilities. These Keywords exist for the purpose of other cards or abilities to refer to them for their own effects.

1101.2. If a ruler or entity would gain a Keyword that it already has, it does not gain the Keyword again, except when the Keyword specifically states that it can have multiple instances of the same Keyword, such as the following:

1101.2a. J/rulers can have multiple instances of «Melody».

1101.2b. Entities can have multiple instances of «Blessing».

1101.2c. J/rulers can have multiple instances of «Mantra».

1101.3. The following is a list of Keywords that are not Keyword abilities.

1. «Will of Hope»
2. «Will of Despair»
3. «Dragon Emblem» (Characteristic)
4. «Calmness»
5. «Passion»
6. «Limit Break» (Name)
7. «Tales»
8. «Villains»
9. «Bond»
10. «Famine»
11. «War»
12. «Melody»
13. «Blessing»
14. «Mantra»
15. «Build»
16. «Demolish»

1102. Keyword Abilities

1102.1. Keyword Abilities are words written on the card and enclosed in []. They are abilities that denote a kind of common ability with its own effects.

1102.2. Players may have keyword abilities by effects.

1102.3. If by an effect or an ability a player, ruler, entity or spell would gain a Keyword Ability that it already has, it does not gain the Keyword Ability again, except when the Keyword Ability specifically states that it can have multiple instances of the same Keyword Ability or except if they are Cumulative Keyword Abilities (1102.5.).

1102.4. If a player, ruler, card or spell that has a Cumulative Keyword Ability would gain again that Cumulative Keyword Ability or would gain that Cumulative Keyword Ability with (+Number), it doesn't gain again the Cumulative Keyword Ability and you increase the number of the Cumulative Keyword Ability that player, ruler, card or spell already has in (Number) instead.

Ex. A card entering the field has [Limit] (5) and gains [Limit] (2). As [Limit] is a Cumulative Keyword Ability, the [Limit] (2) ability becomes [Limit] (+2) and increases the card's [Limit]

(5) ability in (+2) instead, becoming [Limit] (7), so the card enters the field with 7 limit counters on it.

Ex. A chant spell has [Investigate] (2) and gains [Investigate] (+1). As [Investigate] is a Cumulative Keyword Ability, increase its [Investigate] (2) in (+1), becoming [Investigate] (3).

Ex. A player, ruler, card or spell has [Drain] and gains [Drain]. As [Drain] is not a Cumulative Keyword Ability, that player, ruler, card or spell doesn't gain [Drain] again.

1102.5. The Keyword Abilities of the following list are also Cumulative Keyword Abilities.

- [Limit]
- [Mana]
- [Divinity]
- [Stranger]
- [Investigate]

1102.6. If an effect or ability refer to a Keyword Ability of the following list without specifying the zone they're in while also referring to a race or a trait, they refer to cards in all zones. This is an exception to rules (206.4) and (307.4a.).

- [Awakening]
- [Inheritance]
- [Dive]
- [Reincarnation]
- [Solarisation]

Ex. The card "Thir'ahmh's Trail of Black Fire" refer to the [Inheritance] abilities of Cthulhu cards, without specifying the zone those cards should be in. As [Inheritance] can only be used from a hand, this is an exception to rules (206.4) and (307.4a.), and the ability of "Thir'ahmh's Trail of Black Fire" applies on Cthulhu cards in all zones.

1103. [Pierce]

1103.1. [Pierce] is a continuous ability. It changes how the damage in a battle is dealt.

1103.2. If attack by J/resonator with [Pierce] is blocked, as the attacking J/resonator deals damage by rules in a battle resolution step, the controller of the attacking J/resonator decides and resolves how the damage is dealt in the following way.

1103.2a. DEF of a J/resonator minus damage on it is called the J/resonator's capacity.

1103.2b. The controller of an attacking J/resonator with [Pierce] first assigns damage in multiples of 100 to the blocking J/resonator equal or more than that blocking J/resonator capacity. Then, that player assigns any remaining damage from the attacking J/resonator (piercing damage) to the original attacked object.

1103.2c. Then, the attacking J/resonator deals damage to the blocking J/resonator (equal to the amount assigned to it) and deals damage to the original attacked object equal to piercing damage assigned to it.

1103.3. Damage dealt by [Pierce] is battle damage.

1104. [Precision]

1104.1. [Precision] is a continuous ability. It changes which cards a J/resonator can attack.

1104.2. A J/resonator with [Precision] can attack a recovered J/resonator. This is a continuous ability.

1105. [First Strike]

1105.1. [First Strike] is a continuous ability. It changes when the attacking J/resonator deals damage in a battle.

1105.2. Attacking J/resonator with [First Strike] deals battle damage during the First Strike Battle Resolution Step, all other J/resonators deal their battle damage later, during the Normal Battle Resolution Step. This is a continuous ability.

1105.3. See First Strike Battle Resolution Step (805) and Normal Battle Resolution Step (806) for more details.

1106. [Explode]

1106.1. [Explode] is an automatic ability.

1106.2. '[Explode]' means 'When this card deals battle damage to a resonator >>> If this card is a resonator, destroy this card and the resonator it deals its battle damage.'.

1106.3. [Explode] does not apply to J-rulers.

1107. [Flying]

1107.1. [Flying] is a continuous ability. It restricts which J/resonator can block the J/resonator with [Flying].

1107.2. An attack by a J/resonator with [Flying] can be blocked only by a J/resonator with [Flying].

1108. [Swiftness]

1108.1. [Swiftness] is a continuous ability. It changes when the card can attack or play its abilities.

1108.2. A J/resonator with [Swiftness] can attack and use its activate abilities with in its cost on the turn it's put into the field. This is a continuous ability.

1109. [Imperishable]

1109.1. [Imperishable] is a continuous ability. It changes the rules regarding the destruction of J-rulers.

1109.2. '[Imperishable]' means 'If this card is a J-ruler, as this card is destroyed and put it into the ruler area, do not put astral counter (1010.1a) on it and players are not prohibited from playing its Judgment process.'. (Under normal circumstances, if a J-ruler is destroyed and put into the ruler area, put an astral counter on it. For the rest of the game, players cannot play its Judgment process.)

1109.3. [Imperishable] doesn't prevent a non-ordered, non-Contracted, non-Transcended J-ruler with DEF in the field that has 0 or less DEF from becoming astral (1205.5).

1110. [Awakening]

1110.1. [Awakening] is a continuous ability. It changes how the card is played and resolved. A card can have multiple instances of this ability.

1110.2. "[Awakening] (Cost): (Text)" means "As you play this card, you may awaken and play this card. If you do, that card has the additional cost of (Cost), and is played to the field with the ability denoted by (Text).". (903.2e)

1110.2a. 'To awaken' means to play the card paying its [Awakening] cost.

1110.3. Abilities gained by [Awakening] are not lost at the end of the turn.

1110.4. In some cases, (Text) does not add new abilities, but revises the main effect text of the card. This happens at the end of 903.2f.

1110.4a. If the card is not awakened, every sentence containing ‘if this card was awakened’ is removed from the effect text.

1110.4b. If the card was awakened, parts of its main effect will be replaced and/or new parts will be added, depending on the use of ‘instead’.

1110.4b-1 Sentences containing ‘if this card was awakened’ and ‘instead’ will replace all relevant parts of the main effect text accordingly, before being removed from the effect text.

1110.4b-2 Sentences containing ‘if this card was awakened’ but not the word ‘instead’ will be added to the end of the main effect text accordingly, before being removed from the effect text.

1111. [Incarnation]

1111.1. [Incarnation] is a continuous ability. It changes how the card is played.

1111.2. ‘[Incarnation] [<attribute>]’ means ‘As you play this card, rather than paying its cost, you may banish a specific number of resonators with <attribute>.’.

1111.2a. If the attribute is specified with multiple [], you must banish a resonator with that attribute for each [].

1111.2b. If the attribute is specified with [<attribute> or <attribute>], you must banish a resonator with any one of those attributes to fulfill the requirement.

1112. [Quickcast]

1112.1. [Quickcast] is a continuous ability. It changes when the card is played.

1112.2. ‘[Quickcast]’ means ‘You may play this card at any time you have priority and can perform actions while they have priority (604).’.

1112.2a. If a card loses [Quickcast] after it is played but before it is moved to the chase area, the play becomes illegal as you cannot play the card without [Quickcast]. Rewind the situation to just before the card is played.

1113. [Trigger]

1113.1. [Trigger] is a continuous ability. It changes when and how the card is played.

1113.2. There are three types of [Trigger].

1113.2a. "[Trigger] <cost>: <effect>" means "As you play this card, pay <cost> as an additional cost, then perform <effect> as you resolve it.". This type is played with the timing of an activate ability.

1113.2a-1 If the cost is "anytime", treat it as "pay [0]".

1113.2b. "[Trigger] <condition>: <effect>" means "If <condition> is met, reveal this card to play it, then perform the <effect> as you resolve it.". This type, having a <condition> starting with "if", is played with the timing of an activate ability.

1113.2c. "[Trigger] <condition> >>> <effect>" means "When <condition> is met, reveal this card to make it triggered, then perform the <effect> as you resolve it.". This type, having a <condition> starting with "when", is played with the timing of an automatic ability.

1113.3. See Play Cards with [Trigger] (708) for the details of playing cards with [Trigger].

1114. [Stealth]

1114.1. [Stealth] is a continuous ability. It changes how the card is played.

1114.2. ‘[Stealth] <condition>’ means ‘While this card is in your standby area, you may play it as a triggered object (906) without paying its cost when it fulfills <condition>.’.

1114.3. Different from chants with [Trigger], cards with [Stealth] can be triggered on the same turn the card is put into the standby area.

1115. [Remnant]

1115.1. [Remnant] is a continuous ability. It changes how the card is played.

1115.2. '[Remnant]' means 'You may play this card from your graveyard. If you played this card from your graveyard by Remnant, if this card would move from the chase area to anywhere else, remove it from the game instead.

1115.2a. This replacement effect will not affect a Contract process in any way, so it does not prevent a Contract process from being resolved normally.

1116. [Evolution]

1116.1. [Evolution] is an activate ability.

1116.2. '[Evolution] <cost>' means '<cost>: If this card has no evolution counters on it, put an Evolution counter on it.'.

1117. [Shift]

1117.1. [Shift] is a continuous ability and an activate ability.

1117.2. '[Shift] <cost>' means 'As you play this card, if this is a double-sided card, you may choose either side of this card, and play this card with that chosen side up, paying that side’s cost.' and '<cost>: If this card is physically past side up, turn this card future side up. You can play this ability only during main timing (903.2b).".

1117.2a. To resolve the effect of an activated [Shift] ability, flip the card so that it is future side up. This is referred to as, "to shift". If you play a card future side up and resolve it, it is not considered "to shift" the card.

1117.3. See Double-Sided Card (1302) for the details of double-sided cards.

1118. [Limit]

1118.1. [Limit] is a continuous ability and an automatic ability. It is also a Cumulative Keyword Ability (1102.5).

1118.2. “[Limit] (Number)” means “This card enters the field with (Number) limit counter(s) on it.” and “Whenever this card attacks or blocks >>> Remove a limit counter on it.”.

1118.2a. [Limit] doesn’t trigger if there are no limit counters on the card.

1118.2b. A J/resonator without [Limit] counters can attack or block even if has no limit counters on it.

1119. [Energize]

1119.1. [Energize] is a continuous ability held by all rulers.

1119.2. “[Energize]” means “After deciding the first player, if you are not the first player, you start the game with a {one or more names between light, fire, water, wind, darkness or void} will coin token in your item area with “Banish this card: Produce exactly one {<will symbol> matching the name listed}.”, where {<will symbol> matching the name listed} is one from among your starting rulers’ attributes.”.”. For light, <will symbol> is ; for fire, ; for water, ; for wind, ; for darkness, . and for void, .

1119.2a. If your starting ruler(s) have no attribute, the will coin token has “Banish this card: Produce .”.

1119.3. Some cards have this ability written on the text.

1119.3a. “[Energize] <will symbol>” means “After deciding the first player, if you are not the first player, you start the game with a <will symbol> will coin token in your item area with “Banish this coin: Produce <will symbol>.”.”.

1119.3a-1 If there are multiple <will symbol>s, when you banish the coin to produce will, choose one of the <will symbol>s listed by the ability.

1119.3a-2 If <will symbol> is a (number) symbol, when you banish the coin to produce will, it produces (number) wills.

1119.4. The abilities of will coin tokens are active as long as they’re in an item area.

1119.4a. Will abilities of will coin tokens cannot be modified or prohibited by card text.

1120. [Barrier]

1120.1. [Barrier] is a continuous ability held by a card or player.

1120.2. If a card has ‘[Barrier]’, it means ‘This card cannot be targeted by spells or abilities controlled by a player other than the controller of this card.’.

1120.3. If a card has ‘[Barrier] <information>’, it means ‘This card cannot be targeted by <information> spells or abilities controlled by a player other than the controller of this card.’.

1120.3a. If a card has “[Barrier] <opponent>”, treat it as if it was “[Barrier]” (1120.2.) unless there are four players in the game, where it means “This card cannot be targeted by spells or abilities controlled by the next player on your left or the next player on your right”. Check the ABC CR for more information of multiplayer games.

1120.4. If a player has ‘[Barrier]’, it means ‘This player cannot be targeted by spells or abilities controlled by a player other than yourself.’.

1120.5. If a player has ‘[Barrier] <information>’, it means ‘This player cannot be targeted by <information> spells or abilities controlled by a player other than yourself.’.

1120.6. ‘[Barrier] <information>’ is a specific version of the generic ‘[Barrier]’. Anything that affects cards with [Barrier] also affects cards with any specific [Barrier] <information>, but anything that affects cards with a specific [Barrier] <information> does not affect cards with [Barrier] or cards with a different [Barrier] <information>.

Ex. An effect like “Destroy all entities with [Barrier].” will also destroy cards with [Barrier] (Chant), but an effect with “Destroy all entities with [Barrier] (Chant).” will not destroy cards with [Barrier] or [Barrier] (Total cost 2 or less).

1121. [Bestow]

1121.1. [Bestow] is a continuous ability and an activate ability of an addition.

1121.2. ‘[Bestow] (Cost)’ means ‘As you play this card, you cannot target any cards.’ and ‘<Cost>: Add this card to target resonator. Play this ability only during main timing (701.2) and only if this card is not bestowed to any card.’.

1121.3. ‘To bestow to <card>’ means ‘to add this card to <card>’.

1121.3a. If a card with [Bestow] refers to "bestowed card", it refers to "the card this card is added to".

1122. [Mana]

1122.1. [Mana] is a continuous ability. It is also a Cumulative Keyword Ability (1102.5).

1122.2. What "[Mana] (Number)" means is different depending on what type the card is.

1122.2a. "[Mana] (Number)" on a ruler card means "You start the game with (Number) mana counter(s) on this card.".

1122.2b. "[Mana] (Number)" on non-ruler card means "This card enters the field with (Number) mana counter(s) on it.".

1123. [Bloodlust]

1123.1. [Bloodlust] is a continuous ability.

1123.2. '[Bloodlust]' means 'This card must attack if able.'. This is an ability that forces a J/resonator to attack (716.2).

1123.2a. This ability does not affect the order attacks are declared.

1124. [Torrent]

1124.1. [Torrent] is a continuous ability.

1124.2. '[Torrent] (Text)' means 'As you play this card, if you played one or more other cards this turn, this card is played with (Text).'.

1124.2a. [Torrent] only checks if you played a prior card that turn before playing a card with [Torrent]. It does not care if that card is resolved.

1124.2b. If a card with [Torrent] is your first card played that turn all text after [Torrent] is considered to be non-existent. Any choice presented by that text cannot be performed.

1125. [Judgment]

1125.1. [Judgment] is a continuous ability held by rulers.

1125.2. '[Judgment] (Cost)' means 'If this card is a recovered ruler in a ruler area, its controller may play its judgment process'. The (cost) is referred to when that Judgment process is played. (705)

1126. [Inheritance]

1126.1. [Inheritance] is an activate ability. A card can have multiple instances of this ability.

1126.2. '[Inheritance] (Cost): (Effect)' means 'Pay the (cost), discard this card from your hand: (Effect)'.

1126.2a. [Inheritance] abilities are only valid if the card with that ability is in your hand.

1127. [Resonance]

1127.1. [Resonance] is an automatic ability. A card can have multiple instances of this ability.

1127.2. '[Resonance] (Magic stone type) >>> (Effect)' means 'Whenever that (Magic stone type) enters the field under your control >>> (Effect)'.

1127.2a. If a card that is or would be treated as the specified (Magic stone type), it triggers this ability, even if that card is another kind of card in addition to (Magic stone type).

1127.3. If a card with [Resonance] is or is treated as the specified (Magic stone type) on its own ability, it causes its own [Resonance] ability to trigger when it enters the field.

1128. [Seal]

1128.1. [Seal] is a continuous ability held by cards. A card can have multiple instances of this ability.

1128.2. '[Seal] (Number) – (Text)' means 'as long as you control a number of magic stones equal to or greater than (Number), this card has (Text).'.

1128.2a. If the card is a chant, the Seal ability means 'As you play this card, if you control a number of magic stones equal to or greater than (Number), this card is played with (Text).'.

1128.2b. If the card is not a chant, the Seal ability means 'As long as you control a number of magic stones equal to or greater than (Number), this card has (Text).'.

1128.3. Seal abilities only count the number of cards you control that have the card type "Magic Stone". Non-magic stone cards with a magic stone sub-type (Ex: Treat this card as a Fire Magic Stone.) do not count for Seal abilities.

1128.4. If a card or ability refers to 'Release the [Seal] abilities of…' it means that all cards with Seal referred to in that ability are treated as though the number of stones required for their Seal abilities are met.

1129. [Mobilize]

1129.1. [Mobilize] is a continuous ability of J/resonators, and an activate ability of a regalia.

1129.2. "[Mobilize] (Cost)" on cards with printed type J/resonators means "You must pay (Cost) to attack or block with this card". Paying the (Cost) is a necessary function for the card to attack or block each time. (803.5, 804.4)

1129.3. "[Mobilize] (Type or Race)" on cards with printed type regalia or regalia/resonator means "Rest a recovered (Type or Race) you control. This card becomes a resonator until end of turn. It is still a regalia.

1129.3a. Non-mobilized regalia entities with ATK/DEF cannot attack or block.

1129.4. If an effect states "Mobilize [Specified Object(s)]", it means that [Specified Object(s)] may attack and block without paying (Cost) or without resting (Type or Race), and if they are regalia entities with [Mobilize] (Type or Race), they become regalia/resonator entities for as long as the effect lasts.

1130. [Sealed Item]

1130.1. [Sealed Item] is a continuous ability.

1130.2. '[Icon]' 《Item Name》(Ability)' means 'This has (ability)'.

1130.3. If a Sealed Item is expressed as '[Icon] 《Cipher》' it means that ability is not legal for use.

1130.3a. If a Sealed Item is unsealed, all Sealed Items with the same 《Item name》 are unsealed. In other words, you may not choose to unseal only one part.

1130.3a-1 If a ruler has the same 《Item name》 Sealed Item on both sides, then unseal all of the Sealed Items.

1130.3b. Sealed Items that have become legal for use have updated text images available for download from the comprehensive rules page. By downloading and affixing the appropriate text over the 《Cipher》 of the corresponding card, that ability becomes valid.

1130.3c. Sealed Items that have become legal for use may also become valid by downloading the appropriate card text image from the official card database and affixing the appropriate text over the 《Cipher》 of the corresponding card. Current cards available for this process are listed below with their 《Cipher》 versions first;

1130.3c-1 “Taegrus Pearlshine” (SDR1-010) – (ADK-024)

1130.3c-2 “Taegrus Pearlshine, Lord of the Mountain” (SDR1-010 J) – (ADK-024 J)

1130.3c-3 “Kirik Rerik” (SDR2-010) – (TSW-045)

1130.3c-4 “Kirik Rerik, the Draconic Warrior” (SDR2-009 J) – (TSW-04 5J)

1130.3c-5 “Shaela” (SDR3-007) – (TSW-076)

1130.3c-6 “Shaela, the Mermaid Princess” (SDR3-007 J) – (TSW- 076 J)

1130.3c-7 “Gill” (SDR4-004) – (ADK-097)

1130.3c-8 “Gill, the Gifted Conjurer” (SDR4-004 J) – (ADK-097 J)

1130.3c-9 “Reiya, Fourth Daughter of the Mikage” (SDR5-009) – (ADK-140, WOM-102)

1130.3c-10 “Reiya, Fourth Daughter of the Mikage” (SDR5-009J) – (WOM-102J)

1131. [Crest]

1131.1. [Crest] is a continuous ability. A card can have multiple instances of this ability.

1131.2. ‘[Crest] (Attribute) – (Text)’ means ‘this card gains (text) as long as you control at least one Magic Crest of (Attribute).’.

1132. [Grimoire]

1132.1. [Grimoire] is a continuous ability held by cards.

1132.2. ‘[Grimoire] (Number)’ means ‘You may begin the game with an extra deck of up to (number) story chants.’.

1133. [Legend]

1133.1. [Legend] is a continuous ability held by cards. A card can have multiple instances of this ability.

1133.2. ‘[Legend] (Number) - (Text)’ means ‘As long as you control a number of revealed story cards in your extra deck equal to or greater than (Number), this card has (Text).’.

1133.3. If the card is a chant, the Legend ability means ‘As you play this card, if the amount of revealed story cards in your extra deck is greater than or equal to (Number), this card is played with (Text)’.

1133.4. If the card is not a chant, the Legend ability means ‘If the amount of revealed story cards in your extra deck is greater than or equal to (Number), this card gains “(Text)”.’.

1134. [Null]

1134.1. [Null] is a continuous ability held by cards.

1134.2. ‘[Null] - (Text)’ means ‘As long as there are zero cards in your hand, this card has (Text).’.

1134.2a. If the card is a chant, the [Null] ability means ‘As you play this card, if there are zero cards in your hand, this card is played with (Text).’.

1134.2b. If the card is not a chant, the [Null] ability means ‘As long as there are zero cards in your hand, this card has (Text)’. However, if the (Text) effects how the card would be put into play, the [Null] ability means ‘As you play this card, if there are zero other cards in your hand, this card gains (Text).’.

1135. [Drain]

1135.1. [Drain] is a continuous or automatic ability.

1135.2. There are two types of [Drain].

1135.2a. If the card is a chant, ‘[Drain]’ means ‘As you play this card or its ability, it is played with “If this card or its ability deals damage, you gain that much life.”.’.

1135.2b. If the card is an entity, ‘[Drain]’ means ‘Whenever this card in the field deals damage >>> You gain that much life.’.

1136. [Divinity]

1136.1. [Divinity] is a continuous ability held by cards. It defines what cards can be played. It is also a Cumulative Keyword Ability (1102.5).

1136.2. ‘[Divinity] (number)’ means ‘If this card is a J/ruler, you may play runes from your rune area as long as the total divinity doesn’t exceed (number). This ability cannot be removed.’.

1136.3. A J/ruler with [Divinity] holds a (number) value. When referring to a J/ruler’s divinity, refer to this number.

1136.4. For more details on playing runes, please refer to 〈711. Play a Rune〉.

1137. [Rune]

1137.1. [Rune] is a continuous ability held by cards. A card can have multiple instances of this ability.

1137.2. ‘[Rune] (condition) - (text)’ means ‘If the revealed runes in your rune area meet the (condition), this card gains (text).’.

1137.2a. If (condition) depicts will symbols, the rune ability means “If there is a rune of the matching attribute for each of the will symbols depicted on (condition), this card gains (text).”.
: One light rune, : One fire rune, : One water rune, : One wind rune, : One darkness rune

Ex. The ability “[Rune][W][W]” meets its condition when two or more light runes are revealed from your rune area.

1137.2b. If (condition) depicts (number), the rune ability means “If there are (number) or more runes revealed in your rune area, this card gains (text).”.

1138. [Bane]

1138.1. [Bane] is an automatic ability held by cards.

1138.2. ‘[Bane]’ means ‘When this card in the field or ruler area deals damage to a J/resonator >>> Destroy that J/resonator.’.

1139. [Eternal]

1139.1. [Eternal] is a continuous ability held by cards.

1139.2. ‘[Eternal]’ means ‘This card cannot be destroyed.’.

1140. [Enter]

1140.1. [Enter] is an automatic ability held by cards. A card can have multiple instances of this ability.

1140.2. ‘[Enter] >>> (Text)’ means ‘When this card enters the field >>> Perform the effect.’.

1141. [Faith]

1141.1. [Faith] is a continuous ability held by cards.

1141.2. ‘[Faith] - (Text)’ means ‘If your ruler is astral condition, this card gains (text).’.

1142. [Stranger]

1142.1. [Stranger] is a continuous ability held by cards. It is also a Cumulative Keyword Ability (1102.5).

1142.2. ‘[Stranger] (Number)’ means ‘You may begin the game with a stranger deck of (Number) stranger cards.’.

1143. [Mythic]

1143.1. [Mythic] is an automatic ability held by cards.

1143.1a. Mythic is a status automatic object.

1143.2. “[Mythic]” means “If you control two or more entities with [Mythic] that share a name >>> All but one of them are put into their owner's graveyard by rule process.”.

1144. [Dive]

1144.1. [Dive] is a continuous ability and an activate ability held by cards.

1144.2. ‘[Dive] (Cost): (Effect)’ means ‘Pay (Cost), reveal this card from your hand: (Effect). Then remove this card from the game and put a cyberbrain counter on it.’ and ‘You may play this card from your removed area as long as there is a cyberbrain counter on it.’.

1144.2a. [Dive] abilities are valid if the card with that ability is in your hand or your removed area.

1145. [Revenge]

1145.1. [Revenge] is a continuous ability held by cards.

1145.2. ‘[Revenge] – (Text)’ means ‘If an entity you controlled was put into a graveyard from the field this turn, this card gains (Text) in all zones until end of turn.’.

1146. [Tag]

1146.1. [Tag] is a continuous ability held by Ruler cards that modifies the rules for deck construction, and it functions before the game begins. Rather than a single ruler, you may designate two cards as rulers if each has [Tag] with the same Race, same condition or refers to card names each other.

1146.2. ‘[Tag] (Race)’ means ‘You may start the game with this ruler and another ruler with [Tag] (of the same Race) that doesn’t share a name with this card. Put both in your ruler area.’.

1146.3. ‘[Tag] (Condition)’ means ‘You may start the game with this ruler and another ruler with [Tag] (of the same condition) that doesn’t share a name with this card. Put both in your ruler area.’.

1146.4. ‘[Tag] “Name” means ‘You may start the game with this ruler and another ruler named “Name” with [Tag] “Name” that refers to this card. Put both in your ruler area.’.

1146.5. If an ability or effect refers to your J/ruler’s attribute, it refers to the combined attributes of both Tag J/rulers.

1146.6. If an ability or effect refers to your J/ruler while you have two J/rulers, it refers to either one. If an ability or effect causes you to perform an action on your J/ruler and it could affect both, you choose which it refers to at the time the effect is applied.

1146.7. If a player uses ruler(s) with two or more [Tag], they can apply only one of them.

1147. [Guidance]

1147.1. [Guidance] is a continuous ability held by cards that is usually part of an automatic ability. A card can have multiple instances of this ability.

1147.2. ‘[Guidance] (Number): (Text)’ means ‘As you play this ability, if the number of guidance counters was less than (Number) before the counters were added and is at least (Number) afterwards, this ability is played with (Text).’.

1147.3. An automatic ability can have multiple [Guidance] abilities and it can be played with (Text) of several of them, depending on the game state.

1147.3a. If an automatic ability would be played with (Text) of several [Guidance] abilities, their effects is added to the ability sequentially, starting with the lowest active (Number).

Ex. A card in the field has 1 guidance counter on it and has the following automatic ability: “Whenever one or more guidance counters are put on this card >>>
[Guidance](1): Produce [W].
[Guidance](2): Draw a card.
[Guidance](3): Put a Hero from your hand into the field.”
Now, if 2 guidance counters are put onto this card, as the ability is played, since the card already has 1 guidance counter on it, only the (Text) of [Guidance](2) and [Guidance](3) will be added sequentially. The automatic ability is now played with the effect text “Draw a card. Put a Hero from your hand into the field.”

1147.3b. If an automatic ability with [Guidance] ability would be played without any effect text, it is not played.

Ex. A card in the field has 2 guidance counters on it and has the following automatic ability: “Whenever one or more guidance counters are put on this card >>>
[Guidance] (1): Draw a card.”
Now, if another guidance counter is put onto this card, as the ability is played, since the card already has 2 guidance counters on it, no effect text is added, so the automatic ability is not played.

1148. [Fallen]

1148.1. [Fallen] is a continuous ability held by cards.

1148.2. ‘[Fallen] (Text)’ means ‘This card gains (Text) in all zones until end of turn if a God’s Art you controlled was resolved this turn.’.

1148.2a. If the card is a chant, the Fallen ability means ‘As you play this card, it gains (Text) in all zones if a God’s Art you controlled was resolved this turn.’.

1148.2b. If the card is not a chant, the Fallen ability means ‘This card gains (Text) in all zones until end of turn if a God’s Art you controlled was resolved this turn.’.

1149. [Revolution Order]

1149.1. [Revolution Order] is a continuous ability held by rulers.

1149.2. ‘[Revolution Order] (Cost)’ means ‘If this card is a recovered ruler in a ruler area, its controller may play its Revolution Order process.’ The (Cost) is referred to when that Revolution Order process is played. (712)

1150. [Revolution]

1150.1. [Revolution] is a continuous ability held by cards.

1150.2. ‘[Revolution] (Text)’ means ‘This card gains (Text) in all zones as long as it is ordered.’.

1151. [Force Command]

1151.1. [Force Command] is a continuous ability held by rulers or Orders.

1151.2. ‘[Force Command] <Type>’ means ‘Apply all [Force Resonance] <Type> abilities of cards you control in all zones and cards you own outside the game.’.

1152. [Force Resonance]

1152.1. [Force Resonance] is a continuous ability held by cards.

1152.2. ‘[Force Resonance] <Type> (Text)’ means ‘This card gains (Text) in all zones and outside the game as long as you control [Force Command] <Type>.’.

1153. [Union Seven <Machine>]

1153.1. [Union Seven <Machine>] is a continuous ability held by cards.

1153.2. ‘[Union Seven <Machine>] (Text)’ means ‘This card gains the following text in all zones as long as you control in public zones and own revealed outside the game a combined number of seven or more Machines with different names.’.

1154. [Union Seven <New Twelve Olympian Gods>]

1154.1. [Union Seven <New Twelve Olympian Gods>] is a continuous ability held by cards.

1154.2. ‘[Union Seven <New Twelve Olympian Gods>] (Text)’ means ‘This card gains the following text in all zones as long as you control seven New Twelve Olympian Gods with different names in public zones.’.

1155. [Mastery]

1155.1. [Mastery] is a continuous ability. It changes how the card is played.

1155.2. ‘[Mastery] “Name”’ means ‘You may rest a recovered card named “Card Name” you control rather than pay this card’s cost.’.

1155.3. ‘[Mastery] (Race)’ means ‘You may rest a recovered (Race) card you control rather than pay this card’s cost.’.

1155.4. ‘[Mastery] (Condition)’ means ‘You may rest a recovered card that is met (Condition) you control rather than pay this card’s cost.’.

1156. [Partner]

1156.1. [Partner] is a continuous ability held by Ruler cards that modifies the rules for deck construction, and it functions before the game begins.

1156.2. ‘[Partner] (Number) (Subtype)’ means ‘You may start the game with this ruler and up to (Number) (Subtype) rulers with «Bond» that don’t share a name. Put them into your ruler area.’.

1156.3. If an ability or effect refers to your J/ruler's attribute, it refers to the combined attributes of all your [Partner] ruler, «Bond» rulers and J-rulers.

1156.4. If an ability or effect refers to your J/ruler while you have two J/rulers, it refers to either one. If an ability or effect causes you to perform an action on your J/ruler and it could affect both, you choose which it refers to at the time the effect is applied.

1157. [Fusion]

1157.1. [Fusion] is a continuous ability held by cards.

1157.2. '[Fusion] (Race)' means 'As you play this card, you may target a (Race) J/Resonator. If you do, this card becomes an addition and after resolving enters the field as an addition added to the chosen target.' and 'As long as this card is an addition added to a J/resonator, that J/resonator gains [+X/+Y] and all non-[Fusion] abilities of this card, where X is the ATK of this card and Y the DEF of this card.'.

1157.3. After a card with [Fusion] enters the field as an addition added to a J/Resonator, it will remain added to the J/Resonator even if some other effects or abilities cause the card to lose its abilities.

1157.3a. If some other effects or abilities cause the added addition to lose its abilities, the chosen target still gains [+X/+Y], where X is the ATK of the added addition and Y the DEF of the added addition.

1158. [Limit Break]

1158.1. [Limit Break] is a continuous ability held by cards. A card can have multiple instances of this ability.

1158.2. '[Limit Break] (Text)' means 'This card gains the following text as long as you have a token with «Limit Break» sharing a name with this card in your item area.'.

1159. [Upgrading]

1159.1. [Upgrading] is a continuous ability held by Armament sub-rulers.

1159.2. '[Upgrading] (Text)' means 'This card gains the following text until end of game if it is upgraded (1044)'.

1160. [Extension Rule]

1160.1. [Extension Rule] is a continuous ability held by extension rules.

1160.2. '[Extension Rule]' means 'This card cannot be in any deck. You may start the game with up to one extension rule in your extension rule area. Apply the effects of this card already during deck construction and setup.".

1161. [Chaining]

1161.1. [Chaining] is a continuous ability held by cards.

1161.2. '[Chaining] (Race/Trait)' means 'If this is the first spell you play after a spell with (Race/Trait) is played by you this turn, this card is chained.'.

1162. [Reincarnation]

1162.1. '[Reincarnation]' is a continuous ability held by cards.

1162.2. '[Reincarnation] "Name" (Cost)' means 'As a card named "Name" enters the field under your control, you may reveal this card from your hand and pay (Cost). If you do, stack it on top of that card as that card enters the field and it becomes the type of that card, gains the names of that card in addition to its other names and all abilities of that card as long as this card is in the field and that card is stacked below it.'.

1163. [Solarisation]

1163.1. ‘[Solarisation]’ is a continuous ability held by cards.

1163.2. ‘[Solarisation] (Number)’ means ‘As you play this card, you may put (Number) non-magic stone face-up card(s) that share an attribute with this card from your removed area on the bottom of your deck in any order. If you do, you pay [Number] less to play this card.’.

1164. [Belligerence]

1164.1. [Belligerence] is a continuous ability held by cards.

1164.2. ‘[Belligerence]’ means ‘This card can attack J/resonators already during the same turn it enters the field.’.

1165. [Aid]

1165.1. [Aid] is a continuous ability held by sub-ruler cards.

1165.2. ‘[Aid] “Name”’ means ‘You may start the game with a ruler named "Card Name" and this card in your ruler area. You can apply only one [Aid] ability per game.’.

1166. [Trinity]

1166.1. [Trinity] is a continuous ability held by cards.

1166.2. 1166.2. "[Trinity]" means "This card gains the following text as long as there are three or more cards stacked below it.".

1166.3. 1166.3. "[Trinity]" counts cards stacked face up and/or face down.

1167. [Linkage] (Zone)

1167.1. [Linkage] (Zone) is a continuous ability held by cards.

1167.2. "[Linkage] (Zone)" means "As you play this card, you may put up to five cards with different names that share a race with this card from your (zone) on the bottom of your deck in any order. If you do, you pay [W], [R], [B], [G] or [D] less to play this card for each card moved this way.".

1167.3. You may choose the same attribute multiple times.

1168. [Untouchable]

1168.1. [Untouchable] is a continuous ability held by cards.

1168.2. "[Untouchable]" means "This card or its abilities cannot be canceled, targeted or moved by spells or abilities as long as they are in the chase area.".

1168.3. Cards with [Untouchable] can be moved from the chase area by their own effect as well as when they finish resolving. Also, as soon as a card with [Untouchable] started resolving, any kind of replacement effect involving movement can be applied to it normally.

1169. [Protect]

1169.1. [Protect] is a continuous ability held by cards.

1169.2. "[Protect]" means "As a J/resonator your opponent controls attacks (end of 803.5), you may rest this card. If you do, this card becomes the attacked object during this attack.".

1169.3. Only one [Protect] ability can be applied each battle.

1170. [Multi Strike]

1170.1. [Multi Strike] is a continuous ability held by cards.

1170.2. "[Multi Strike]" means "An attacking J/resonator with [Multi Strike] deals battle damage during the first strike battle resolution step, and if is still attacking, during the normal battle resolution step as well.".

1170.3. See First Strike Battle Resolution Step (805) and Normal Battle Resolution Step (806) for more details.

1171. [Investigate]

1171.1. [Investigate] is a continuous ability held by cards. It is also a Cumulative Keyword Ability (1102.5).

1171.2. "[Investigate] (Number)" means, for chants "As this card resolves, you gain "At the beginning of the next recovery phase >>> Reveal the top (Number) cards of your deck and keep them revealed until end of turn. You can play those cards from your deck as long as they are revealed. At end of turn >>> Expel each card in your deck revealed this way." until the end of the next turn.".

1171.3. "[Investigate] (Number)" means, for non-chant cards “As this card enters the field, you gain "At the beginning of the next recovery phase >>> Reveal the top (Number) cards of your deck and keep them revealed until end of turn. You can play those cards from your deck as long as they are revealed. At end of turn >>> Expel each card in your deck revealed this way." until the end of the next turn.".

1171.4. Cards revealed by an [Investigate] ability are public for all players.

1171.5. Multiple automatic abilities gained by [Investigate] don’t stack.

> *Ex. A player plays “Academy City’s Police Officer” and during the same turn, they play another “Professor Shiitake, Medical Investigator”. At the beginning of the next recovery phase, an [Investigate] (1) ability and an [Investigate] (2) ability triggers. When the first one resolves, one card become revealed from the top of the deck. When the second resolves, as the top card of the deck is revealed, but the second card is not, the second card of the deck becomes revealed as well.*

> *Ex. A player plays “Professor Shiitake, Medical Investigator” and during the same turn, they play another “Professor Shiitake, Medical Investigator”. At the beginning of the next recovery phase, two [Investigate] (2) abilities triggers. When the first one resolves, two cards become revealed from the top of the deck. When the second resolves, as the top two cards of the deck are already revealed, nothing happens.*

1171.6. If a card revealed by an [Investigate] ability would move to a non-deck, non-public area, unreveal it, then perform the movement.

1171.7. If a card revealed by an [Investigate] ability would move into the deck to a position where that card would have unrevealed cards above it or the deck is shuffled, unreveal that card and keep it unrevealed, then perform the movement or shuffle the deck.

> *Ex. A player reveals two cards by an [Investigate] (2) ability they control. After resolving the ability, they shuffle their deck with “Horn of Sacred Beasts”. That player unreveals the two cards revealed by the [Investigate] ability, then the deck is shuffled. Those cards are not revealed after that.*

> *Ex. A player reveals two cards by an [Investigate] (2) ability they control. After resolving the ability, they play “Pricia’s Big Show” and choose to return both cards to the top of their deck. As both cards don’t have unrevealed cards above them, keep them revealed.*

> *Ex. A player reveals two cards by an [Investigate] (2) ability they control. After resolving the ability, they play “Pricia’s Big Show” and choose to return one card to the top of the deck and the other card to the bottom of the deck. That player unreveals the card that would*

be returned to the bottom of the deck and puts it on the bottom of the deck. That card is not revealed after that.

Ex. A player reveals two cards by an [Investigate] (2) ability they control. After resolving the ability, they play "The End of the Book" choosing the first option. After resolving "The End of the Book", that player unreveals the two cards revealed by the [Investigate] ability then puts the bottom card of the deck on the top of the deck.

1172. [Convoke]

1172.1. [Convoke] is a continuous ability held by J/rulers.

1172.2. "[Convoke] (Cost)" means "If there are three or more players in this game, it is main timing and this card is in the ruler area or in the field, its controller may play a convoke process (715).". The (Cost) is referred to when that [Convoke] process is played.

1172.3. [Convoke] cannot be removed from or lost by a J/ruler in any way.

1172.4. Players can play the judgment process, revolution order process, contract process or transcend process of a ruler paying its cost the turn that ruler is put in the ruler area due a convoke process.

1172.5. Convoke counters cannot increase or decrease by effects of non-Arcana J/ruler cards or by effects that doesn't specify "add or remove (number) convoke counters.". They can increase or decrease as a result of a battle resolution process.

1173. [Consensus] (A or B)

1173.1. [Consensus] is a continuous ability held by cards.

1173.2. "[Consensus] (A or B)" in resonators, additions or regalia means "As this card enters the field, starting with you, each player in clockwise order chooses (A) or (B). Then, perform the following effects.".

1173.2a. On cards entering the field as a J-ruler or magic stone, any [Consensus] abilities are ignored, as they don't have any effect.

1173.3. "**[Consensus]** (A or B)" in chants means "As you start resolving this card, starting with the next player in clockwise order, each player chooses (A) or (B). After the [Consensus] vote is concluded, perform from among the following effects only the effect that has been chosen more times, or the tie if (A) and (B) were each chosen an equal number of times.".

1173.3a. If any number of options of a chant with **[Consensus]** require targets, players cannot play that chant if there would be no legal targets for these options while playing the card. As they play that chant, they choose targets for each option that requires any, without knowing which option will get the majority vote, if any. Then, as the chant starts resolving, first the players vote on options (A) or (B) without rechecking the legality of targets, then the result of that vote is determined. If one of the two options was chosen more times than the other, and any targets were assigned for that option while playing the chant, it is now checked if these targets are still legal. If they are not legal, all effects of the chosen option involving these targets are not performed, the other effects not related to these targets are still performed. Otherwise, the effect of the chosen option is performed normally.

1174. [Eclipse]

1174.1. [Eclipse] is a continuous ability held by cards.

1174.2. "[Eclipse]" means "This card gains the following text in all zones as long as there are thirteen face-down cards in your opponent's removed area.".

1175. [Ambush]

1175.1. [Ambush] is a continuous ability. It changes how the card is played.

1175.2. "[Ambush] <cost>" means "While this card is in your standby area, you may play it as a triggered object (906) paying its [Ambush] cost if your opponent has drawn one or more cards this turn. While playing this card with its [Ambush] cost, the cost of this card is its [Ambush] cost instead of its printed cost in all zones.".

1175.3. Different from chants with [Trigger], cards with [Ambush] can be triggered on the same turn the card is put into the standby area.

1176. [Depths]

1176.1. [Depths] is a continuous ability held by cards.

1176.2. "[Depths]" means "This card gains the following text in all zones as long as there are fifteen or less cards in your deck.".

1177. [Overgrowth]

1177.1. [Overgrowth] is a continuous ability held by cards.

1177.2. "[Overgrowth]" in J/resonators, additions, regalia or magic stones means "As this card enters the field, put X [+100/+100] counters on each other J/resonator, where X is the number of spells with [Overgrowth] you resolved this turn.”.

1177.3. "[Overgrowth]” in chants means "As this card resolves, put X [+100/+100] counters on each J/resonator, where X is the number of spells with [Overgrowth] you already resolved this turn plus one.".

1177.4. J/resonators, additions, regalia and magic stones with [Overgrowth] enter the field with X [+100/+100] counters on them, where X is the number of spells with [Overgrowth] you resolved this turn multiplied by the number of cards with [Overgrowth] entering the field at the same time.

1178. [Terrifying]

1178.1. [Terrifying] is a continuous ability held by cards. It restricts which resonator can block the J/resonator with [Terrifying].

1178.2. "[Terrifying]" means "Resonators your opponent controls with ATK less than the ATK of this card or with total cost 1 or less cannot block this card.".

1179. [Fate]

1179.1. [Fate] is an automatic ability.

1179.2. '[Fate] "Name"' triggering from outside the game means "At the beginning of the game >>> Reveal this card you own from outside the game. If you control a ruler with "Name" in its name, you are the first player and you don't control a sub-ruler, flip this card over and put it into your ruler area with its sub-ruler side face up. If you control a ruler with "Name" in its name and you are the second player, put this card into your hand with its regalia side face up. Cancel all abilities you control and unreveal all cards you own revealed outside the game. This ability triggers only if you control a ruler with "Name" in its name.”.

1179.3. '[Fate] "Name"' triggering on the field means "Whenever you play the judgment process of a ruler with "Name" in its name >>> If you own and control this card on the field and you don't control a sub-ruler that shares a name with this card, flip this card over and put it into your ruler area with its sub-ruler side face up, then if there are three or more players in this game, put three convoke counters on it. Players cannot chase to this ability.".

1180. [Reunited]

1180.1. [Reunited] is a continuous ability.

1180.2. '[Reunited] "Name"' means "This card gains the following text in all areas as long as you control a ruler, non-ordered J-ruler or Extension Rule with "Name" in its name.

1180.3. '[Reunited] (Race)' means "This card gains the following text in all areas as long as you control a ruler, non-ordered J-ruler, Extension Rule or entity with the race or trait (Race).

1180.4. '[Reunited] (Condition)' means "This card gains the following text in all areas as long as you control a ruler, non-ordered J-ruler or entity that has met (Condition).

1180.5. '[Reunited] (Cluster)' means "This card gains the following text in all areas as long as you control a ruler or non-ordered J-ruler released during (Cluster).

1200. Rule Process

1201. General

1201.1. During a game, if some specific situation is happening, actions by rules are performed. This is called rule process. When performing a rule process, perform it in its listed order, as below.

1202. Losing the Game

1202.1. If a player's life is 0 or less, the player loses the game by rule process.

1202.2. After the most recent rule process, if a player needed to draw cards from their deck in their draw phase, and there were fewer cards in it than the number needed to draw, the player loses the game by rule process.

1203. Counters

1203.1. If a card in the field or a ruler area has both [+100/+100] and [-100/-100] counters on it. Remove one of each at the same time until there is only one kind of the two counters remaining. (They cancel each other out.)

1203.2. If the number of [+100/+100] and [-100/-100] counters on a single card in the field or ruler area are equal, remove all [+100/+100] and [-100/-100] counters from that card.

1203.3. If [+100/+100] or [-100/-100] counters become [0/0] counters, they remain where they are as [0/0] counters, granting no ATK or DEF modifications.

1204. Destroying

1204.1. If a J/resonator with DEF in the field suffers damage equal to or more than its DEF, the J/resonator is destroyed by rule process and this destroying is considered as destroyed by the source that dealt damage to it.

1204.1a. If that J/resonator was not destroyed by this process, remove all damage from it.

1205. Putting into a Graveyard

1205.1. If a resonator with DEF in the field has 0 or less DEF, the resonator is put into its owner’s graveyard by rule process.

1205.2. If an ordered J-ruler with DEF in the field has 0 or less DEF, the J-ruler is put into its owner’s graveyard and put the Order card into its owner’s ruler area, ruler side up by rule process.

1205.3. If a Contracted J-ruler with DEF in the field has 0 or less DEF, the J-ruler is flipped back to its Contract side and placed into its owner’s graveyard, the ruler under contract is turned face up in the recovered state. Any counters on the Contract J-ruler will be moved back onto the named ruler.

1205.4. If a transcended J-ruler with DEF in the field has 0 or less DEF, the J-ruler with no ruler side on top of the stack and any J-ruler with no ruler side below that J-ruler in that stack are put outside the game face up, and its owner unreveals them. The J/ruler on top of the stack is put into its owner’s ruler area ruler side up by rule process. Put an astral counter on it. It is now referred to as a ruler with “Astral” condition. Then, expel each other card stacked below that ruler.

1205.5. If a non-ordered, non-Contracted, non-Transcended J-ruler with DEF in the field has 0 or less DEF, the ruler is put into its owner’s ruler area ruler side up by rule

process. Put an astral counter on it. It is now referred to as a ruler with “Astral” condition. [Imperishable] doesn’t prevent that J-ruler from becoming astral.

1205.6. If a player controls two or more entities with [Mythic] that share a name, after resolving the [Mythic] automatic ability, that player puts all but one of them into their owner's graveyard by rule process.

1206. Rounding up life

1206.1. If a player's life is not multiple of 100, round that player’s life up to the nearest multiple of 100.

1207. Illegal Addition Handling

1207.1. If an addition that can be added to a card is in the field and is not added to any card, or it's added to an illegal card, or the addition is added to itself, the following applies by rule process:

1207.1a. If the addition has [Bestow], it is not added.

1207.1b. If the addition is not treated as a J/resonator, regalia or magic stone, it is put into its owner’s graveyard by rule process.

1208. Non-ordering Order Cards

1208.1. If an order is not ordering any card, it is returned to the ruler area as a ruler.

1300. Other Rules

1301. Loop

1301.1. During a game, it is possible to be in a situation that a player or players can repeat specific actions as many times as possible, or be forced to repeat specific actions indefinitely. This situation is called a loop, and it follows the rules below:

1301.1a. If only one player can stop the loop, they declare the number of times the loop will be performed, then do it that many times. After that, the player has to perform another action to perform the loop again.

1301.1b. If both players can stop the loop, the turn player declares the number of times the loop will be performed, and non-turn player does the same, then perform the loop the smaller number of times among them. After that, the player has to perform another action to perform the loop again.

1301.1c. If nobody can stop the loop, the game ends in a draw.

1302. Double-Sided Card

1302.1. Some of the non-ruler cards have printed information on both sides of them. These cards are called double-sided cards.

1302.1a. Most ruler cards also have printed information on both sides, but they're not considered double-sided cards under these rules.

1302.1b. If a non-double-sided card becomes a copy of another double-sided card, the former is not considered a double-sided card. In the same way, if a double-sided card becomes a copy of a non-double-sided card, the former is still considered a double-sided card.

1302.2. One type of double-sided card has a [Shift] (1117) ability on one side of its text. These cards are referred to as Shift cards. The side with the [Shift] ability is referred to as the 'past side', and the other side is referred to as the 'future side'.

1302.2a. A Shift card is past (or future) side up 'physically' if the card is double-sided and its printed text contains (or doesn't contain) a [Shift] ability.

1302.2b. While a Shift card is past (or future) side up physically and is in a public zone, put the card in that zone with the past (or future) side visible.

1302.2c. If something turns a Shift card past (or future) side up, flip the card past (or future) side up physically in that zone. Even if a double-faced card changes which side is physically up in a zone, it's still the same card. Any effects or counters on that card are not changed.

1302.2d. On a future side up Shift card, the card type contains the phrase '(Shift)'. This is considered a reminder, and does not have any specific rules.

Ex. If a card type is "Resonator (Shift)", it is considered a "Resonator".

1302.2e. While a Shift card is past (or future) side up physically, that card only has the information on that side. Ignore any information on the other side.

1302.2f. A Shift card in a zone is always physically past side up, except for when it's in the field or chase area, or when a player starts to play that card. You always refer to the past side's information if you refer to the card when it is not in the field or chase area.

1302.2f-1 If a Shift card moves to a zone by a non-playing, non-resolving method, the card moves to the new zone physically past side up.

1302.2f-2 If a player can see either side of a Shift card, they can see the information of both sides.

1302.3. One type of double-sided card has ‘Inverse’ as a Race/Trait on one side and is called an Inverse card. The side without ‘Inverse’ is called the hope side. The side with ‘Inverse’ is the called the despair side.

1302.3a. An Inverse card is hope side up ‘physically’ if the card is double sided and its printed text doesn’t contain an inverse typing. An Inverse card is despair side up ‘physically’ if the card is double sided and its printed text contains an inverse typing.

1302.3b. While an Inverse card is hope side (or despair side) side up physically and is in a public zone, put the card in the zone with the hope side (or despair side) side visible.

1302.3c. If something turns an Inverse card hope side (or despair side) side up, flip the card hope side (or despair side) physically in that zone. Even if a double-faced card changes which side is physically up in a zone, it’s still the same card. Any effects or counters on that card are not changed.

1302.3d. If an Inverse card is physically on its hope side (or despair side) side, then only that Inverse card’s sides written information is used. The other sides information is ignored.

1302.3e. If an Inverse card is in a public area other than the field, chase area, or removed zone, it is always physically hope side up. If the inverse card’s information is referred to while it is in that zone, always use the information on the hope side’s side.

1302.3e-1 If an Inverse card moves to a zone by a non-playing method, unless otherwise specified, that card moves to the new zone physically hope side up.

1302.3e-2 If a player can see either side of a double-sided Inverse card, they can see the information of both sides.

1302.4. One type of double-sided card has a Contract chant or a Contract regalia on one side and a J-ruler on the other side. These cards are referred as Contract chants or Contract regalia.

1302.4a. If a Contract chant or a Contract regalia is in a zone other than the field, it is always physically Contract chant or Contract regalia side up.

1302.4b. If a Contract chant is in the field, it is always physically J-ruler side up.

1302.4c. If a Contract chant or a Contract regalia is physically on its Contract chant side, Contract regalia side or on its J-ruler side, that card only has the information of that side. All information of the other side is ignored.

1302.4d. If a copy of a Contract chant in the chase area is resolved, the Contract process of the copy cannot be played or resolved. If a copy of a Contract regalia in the field is resolved, the Contract process of the copy cannot be played or resolved.

1302.4e. A Contract chant can only be moved to the field by playing and resolving its Contract process (putting it into the field on its J-ruler side). If it would be moved in any other way, it is not moved.

1302.4f. If a player can see either side of a double-sided Contract chant card or a Contract regalia card, they can see the information of both sides.

1302.5. One type of double-sided card has a regalia with [Fate] on one side and a sub-ruler on the other side. These cards are referred as Arcane Item regalia.

1302.5a. If an Arcane Item regalia is in an area other than the ruler area, it is always physically regalia side face up.

1302.5b. If an Arcane Item regalia is the ruler area, it is always physically sub-ruler side face up.

1302.5c. If an Arcane Item regalia is physically on its regalia side, that card only has the information of that side. All information of the other side is ignored.

1302.5d. If an Arcane Item regalia is physically on its sub-ruler side, that card only has the information of that side. All information of the other side is ignored.

1302.5e. If a player can see either side of a double-sided Arcane Item regalia, they can see the information of both sides.

1302.6. If you use double-sided cards in your deck, you need to use opaque sleeves, such that you are not able to distinguish double-sided cards from other cards.

1302.6a. If an effect removes a double-sided card from the game face down, same as if you were moving it to a hidden zone, move the card while not showing any information to any players, except for players that are allowed to see the information of the card.

1303. Tokens

1303.1. Some effects create tokens.

1303.1a. A token has information like a card. If something refers to a token's printed information, it refers to the information specified by the effect that created the token.

1303.1b. If the effect creating the token doesn't specify its type, the token type is resonator.

1303.1c. Unless otherwise specified, tokens are put into the field under the control of the player who controls the effect creating the token.

1303.1d. If an effect creates "<name> token", its name and race become <name>.

1303.2. Unless otherwise specified by rules, non-Gem/Crystal/Clue tokens and non-will coin tokens are treated as cards.

1303.2a. If you choose a card in the field, you can choose tokens. If an effect is applied to cards in the field, it's also applied to tokens.

1303.2b. If an effect is applied to tokens specifically, it is not applied to cards.

1303.3. "Erase a token from existence" means "to remove the token from that area and do not put it in any area".

1303.3a. If a token moves from a zone it currently exists into another zone, it moves to that area then ceases to exist immediately after that.

1304. Colossal Ruler

1304.1. A colossal ruler is two normal sized cards attached such that they fold to reveal a larger card (in this case, a J-ruler) when unfolded or two cards opposite each other when folded up (in this case a ruler and J-ruler).

1304.2. Colossal ruler cards have a normal sized ruler side, a 1st form J-ruler that is normal size, and a 2nd form J-ruler that is double the size of a normal card.

1304.2a. When using the ruler or 1st form J-ruler side, the colossal ruler card must be folded and placed such that the relevant side's information is viewable.

1304.2b. When using the 2nd form J-ruler you must unfold the card and place it such that the 2nd form J-ruler is face up and easily viewable.

1304.2b-1 The orientation (recovered or rested) of a 2nd form J-ruler is based on the J-ruler itself, not the shape of the two cards forming its image. A recovered 2nd form J-ruler is facing such that its information and

picture are facing vertically. Likewise, a rested 2nd form J-ruler is facing such that its information is facing horizontally.

1304.3. While a Colossal Ruler card is a ruler, it must be folded and displayed with its ruler information face up and viewable.

1304.4. When the Judgment process of a ruler that is part of a Colossal Ruler card is used and subsequently resolved, that ruler becomes its 1st form J-ruler side. When it becomes its 1st form J-ruler side, it should be flipped to the 1st J-ruler form to reflect this properly.

1304.4a. If a 1st form J-ruler is destroyed it is treated exactly the same as a non-Colossal Ruler card J-ruler destruction, including the "Astral" condition (1010.1a).

1304.5. If the 1st form J-ruler of a Colossal Ruler card has a [Judgment] ability, it may use it in the same way a ruler would (705).

1304.5a. When the Judgment process of a 1st form J-ruler is used and subsequently resolved, that J-ruler becomes its 2nd form J-ruler side. When it becomes its 2nd form J-ruler side, it should be opened to the 2nd J-ruler form to reflect this properly.

1304.5a-1 A Judgment process of a 1st form J-ruler to change into a 2nd form J-ruler triggers automatic objects with the condition of "doing Judgment" at the same time the Judgment process of a ruler changing to a J-ruler would.

1304.5b. If, by the [Judgment] ability of a 1st form J-ruler, a Judgment process is played and during the resolution of that Judgment process that 1st form J-ruler is absent (destroyed before resolution, or other such situation) that Judgment process still resolves, but does nothing. (This includes not triggering automatic objects with the condition of "doing Judgment".)

1304.5c. If a 2nd form J-ruler is destroyed treat it the same as if the 1st form J-ruler had been destroyed. It returns to its ruler side in the ruler area and gains the "Astral" condition.

1304.6. Regardless of whether a Colossal Ruler card is in its ruler, 1st form J-ruler, or 2nd form J-ruler, it is still the same card. Any effect that applies to the card as a whole applies to the Colossal Ruler card, regardless of what side is currently being used. Even if a Colossal Ruler card's side would change (Ex: from ruler to 1st form J-ruler via Judgment) its orientation remains the same.

1305. Stranger Card

1305.1. Some cards have (Stranger) behind the card type. They are called stranger cards.

1305.1a. In text and rules, it may be called a Stranger [Card Type].

Ex. A card with 'Resonator (Stranger)' is called a stranger resonator.

1305.2. Before the game starts, Stranger cards cannot be contained in the deck or an EX Deck, but are contained in the Stranger deck. In the course of a game, certain spells/effects may move Stranger cards into the deck. In such cases, you need to use sleeves such that you aren't able to distinguish Stranger cards from other cards.

1305.3. If you do not specify whether a rule or text is a Stranger card and you refer to a card type that a Stranger card has, the Stranger card is also referenced.

1306. Two Face Ruler

1306.1. Some ruler cards have two ruler sides. They are called two face rulers.

1306.2. Two face ruler starts the game by selecting any ruler side.

1307. Alternative Cards

1307.1. Alternative cards have two card faces on a single card. The back of an alternative card is the normal Force of Will card back.

1307.2. Although alternative cards have two playable halves, each alternative card is only one card. For example, a player who has drawn or discarded an alternative card has drawn or discarded one card, not two.

1307.3. A player chooses which half of an alternative card they are playing before putting it onto the chase.

1307.3a. Only the chosen half is evaluated to see if it can be played. Only that half is considered to be put onto the chase.

1307.3b. While on the chase, only the card text of the half being played exist. The other half's card text is treated as though they didn't exist.

1307.3c. An effect may create a copy of an alternative card and allow a player to play the copy. That copy retains the card text of the two halves separated into the same two halves as the original card.

1307.4. Some alternative cards have one half consisting of resonator, regalia or addition type. When this half in the chase area resolves, the resonator, regalia or addition is put into the field under its controller's control.

1307.4a. In the field, the characteristics of an alternative card is only the characteristics of the half consisting of the resonator, regalia or addition type. The attributes of an alternative card in the field is determined by the attribute costs of the half consisting of the resonator, regalia or addition type.

1307.4b. In the field, the total cost of an alternative card is only the total cost of the half consisting of the resonator, regalia or addition type.

1307.4c. In the field, the ATK/DEF of a resonator half is the ATK/DEF stated in the bottom right ATK/DEF box.

1307.5. In every zone except the chase and the field, the characteristics of an alternative card are those of its two halves combined.

1307.5a. Each alternative card has two names. If an effect instructs a player to choose a card name and the player wants to choose an alternative card's name, the player must choose one of those names and not both. An object has the chosen name if one of its names is the chosen name.

1307.5b. The total cost of an alternative card is the combined total costs of its two halves. An alternative card's attributes and total cost are determined from its combined total cost.

1307.5c. An alternative card has each card type specified on either of its halves and each ability in the text box of each half.

1308. Solo Mode Cards

1308.1. Solo Mode cards have two text boxes in their card text area: one text box at the top and one text box at the bottom, with a vertical rectangle at the left of the bottom text box with the words "Solo Mode" inside.

1308.1a. The words “Solo Mode” in the vertical rectangle are part of the frame of the card and have no rules, they serve to identify which card is considered a "Solo Mode" card.

1308.2. A player cannot choose to voluntarily ignore the abilities of any existing text box of a Solo Mode card they control.

1308.2a. If a player controls two or more non-Arcana J/rulers, or controls a ruler with [Revolution Order], or controls an ordered J-ruler, their Solo Mode is disabled (only the abilities of the text box at the top of the card text area of Solo Mode cards they control will exist).

1308.2b. If a player controls exactly one ruler without [Revolution Order] and no J-rulers, or controls exactly one non-ordered J-ruler and no rulers, or controls exactly one Arcana J/ruler and exactly one J/ruler, their Solo Mode is engaged (both the abilities of the text box at the top of the card text area and the text box at the bottom of the card text area of Solo Mode cards they control will exist).

1308.3. A player's Solo Mode is engaged depending only on how many J/rulers and what type of J/rulers that player controls, regardless of how many J/rulers and what type of J/rulers any other players in the game controls.

1400. Old Rules and Wordings

1401. General

1401.1. This section contains the rules and wordings used on cards in the Reiya cluster and before ("old cards") and how they are treated in the current rules.

1402. Referring card name

1402.1. (Rules for Japanese cards only).

1403. Race/Trait

1403.1. (Rules for Japanese cards only) .

1404. Name of Zones

1404.1. If an old card refers to "magic stones area", it refers to "field".

1404.2. If an old card refers to "chant-standby area", it refers to "standby area".

1405. Type "Spell: Chant"

1405.1. Treat the type "spell" on old cards as "chant". It doesn't have any subtypes.

1405.2. Ignore the “chant” subtypes on all cards.

1405.2a. If an old card refers to "spell: chant", it refers to "chant".

1405.3. Treat old cards with the "chant-instant" subtype as cards with [Quickcast].

1405.3a. If an old card refers to "spell: chant-instant", it refers to "chant with [Quickcast]".

1405.4. Treat old cards with the "chant-standby" subtype as cards with [Trigger].

1405.4a. If an old card refers to "spell: chant-standby", it refers to "chant with [Trigger]".

1406. Addition with subtypes

1406.1. All of the old addition cards have subtypes.

1406.1a. Old additions have the subtypes "field", "resonator", "ruler", "J-ruler", "J/resonator" or "J/ruler". If something refers to an old addition with "resonator" subtype, it doesn't refer to additions with "J/resonator" and vice versa. The same rule is applied for the subtypes "Ruler" and "J/ruler", "J-ruler" and "J/resonator" or "J/ruler".

1406.2. Most additions need a target as you play them.

1406.2a. If the card is not an [Addition: Field], it needs a target when it is played. The target must be a card in the field and have type X, X is specified with [Addition: X].

1406.2b. When an addition card in the chase area resolves, if the card targets another card and the target is still legal, it comes into the field under the control of the one who controlled it when it was played to the chase and added to the targeted card. If the target is not legal, put the addition into its owner's graveyard.

1406.3. If an effect moves a non-[Addition: Field] addition with a subtype from a non-chase area to the field, It comes into the field added on a card it can legally be added to. "Card it can legally be added to" means a card in the field that has the type that is specified in the subtype of the addition, and no effects prevent the addition from being added. If there is no such card, the addition stays in the zone it’s currently in.

1406.4. A rule process is applied to additions with subtypes other than [Addition: Field].

1407. Spells

1407.1. If an old card refers to a "summon spell", it refers to a "resonator spell".

1407.2. If an old card refers to a "normal spell", it refers to a "non-resonator spell".

1408. [J-Activate]

1408.1. Treat "[J-activate]" on old cards as "[Judgment]".

1409. Ability Icon

1409.1. Ignore "[Activate]" and "[Continuous]" on old cards.

1410. Battle Phase

1410.1. If an old card refers to the "battle phase", it refers to "battle".

1410.1a. If an effect triggers "at the beginning of battle phase" or "at the end of battle phase", read it as "at the beginning of the battle" or "at the end of the battle"

1411. Automatic Abilities

1411.1. Automatic abilities on old cards written as "When <condition>, <effect>", "Whenever <condition>, <effect>" or "At <condition>, <effect>", treat them as "<When/Whenever/At> <condition> >>> <effect>".

1411.1a. Treat [Trigger] abilities with the text "<condition>: <effect>" as "<condition> >>> <effect>".

1411.2. If an old card has an “[Enter] <effect>” ability, it’s an automatic ability.

1411.2a. If an old card has an “[Enter] <effect>”, treat it as “[Enter] >>> (text)”.

1411.2b. If an old card’s effect references an “[Enter]” with white lettering and black background, it also references an “[Enter]” with black lettering and white background.

1411.3. If an old card has “When this card enters the field => (text)”, treat it as “[Enter] >>> (text)”.

1411.3a. Automatic abilities that trigger upon entering the field from a specific zone do not fall under this ruling.

1412. Action by Rules

1412.1. (Rules for Japanese cards only).

1412.2. "To summon" on old cards means "to put onto the top of the chase area as a spell". If a rule or an ability refers to a resonator being "summoned", it refers to a resonator being "put into the field from the chase area by resolving itself".

1412.3. (Rules for Japanese cards only).

1413. Symbol Skill

1413.1. Some old cards refer to "symbol skill".

1413.2. If an effect refers to a "symbol skill", it refers to one of the keyword abilities. If an effect refers to "symbol skills", it refers to all keyword abilities.

1414. [Target Attack]

1414.1. Treat the [Target Attack] ability on old cards as [Precision].

1414.2. When a text refers to [Precision], it also refers to [Target Attack] and vice versa.

1415. Life Break and Valhalla Rules

1415.1. If you start a game using with old cards, if both players agreed, you may use Valhalla rules, which allow the use of lifebreak. If you use Valhalla rules, the following rules are applied.

1415.1a. Players use the "lifebreak area" zones.

1415.1a-1 A lifebreak area is the zone a player puts their cards in for lifebreak. Each player has their own lifebreak area, it’s hidden and the order of the cards is managed. Any new cards put into a lifebreak area are put on top of the cards already in the lifebreak area.

1415.1a-2 Each player has a maximum lifebreak size. At the beginning of a game, each player's maximum lifebreak size is four.

1415.1b. Players use the keyword skill [Break].

1415.1b-1 The [Break] ability is an ability with a one time effect as you perform lifebreak (1415.1d).

1415.1b-2 "[Break] <effect>" means "As you put this card into your removed area by performing lifebreak, play an ability with <effect> on its text as a [Break] ability if possible.".

1415.1c. As you set up your game, each player moves the top four cards from their deck to their lifebreak area after each player has finalized their opening hand.

1415.1d. The player with priority may perform lifebreak.

1415.1d-1 The player with priority may remove the top card in their lifebreak area if the number of cards in the area is larger than [(their life-1)/1000] (rounded down).

1415.1d-2 If the removed card has a [Break] ability, that player must play the ability as long as they can play it legally.

1415.1d-3 A card removed in this way is put into its owner’s graveyard immediately if it doesn't have a [Break] ability or the ability cannot be played legally. If the [Break] ability is played, put the card into its owner's graveyard when the ability is removed from the chase area.

1415.1e. A rule process is applied to cards in a lifebreak area.

1415.1e-1 If cards in a lifebreak area contain more cards than the player's maximum lifebreak size, choose cards from the bottom in the area and put the other cards into their owner's graveyard.

1415.2. If you don't use Valhalla rules and an effect refers to cards or a number of cards in a lifebreak area, or moves a card from or to a lifebreak area, ignore that part of the effect. Also, ignore all [Break] abilities on all cards.

1416. Reading and Handling [Trigger], [Stealth], and [Ambush] cards

1416.1. [Trigger] abilities shall henceforth be read as detailed below.

1416.1a. For the purposes of simplification, the stipulations listed here apply to [Trigger] abilities as well as [Stealth] abilities and [Ambush] abilities, even though only [Trigger] is listed in the examples.

1416.2. Depending on the (Triggering condition) of such an ability as detailed here; [Trigger] (Triggering condition): (Effect), the type of the [Trigger] ability may differ.

1416.2a. If the (Triggering condition) describes a certain time or step in the game or details a specific time defined by the occurrence of a certain event then it is

to be played like an automatic ability. That point in time is when the card triggers.

Ex: "At end of turn" or "When a resonator enters your opponent's field", Prison in the Lunar Lake

1416.2b. If the (Triggering condition) indicates an event that occurred in the past or if it triggers from a current static event then it is to be played like an activate ability.

Ex: "If your life is 1000 or less." "You control three or more water magic stones", Riza, First of the Dead, Flame Trap

1416.2c. If the (Triggering condition) indicates a required action in order to play it, then it is to be played like an activate ability.

Ex: "Pay [3]", "Discard a card"

1416.3. A [Trigger] ability that is to be played like an automatic ability that contains a (play requirement) or (cost) is still considered to be played like an automatic ability. However, any (play requirement) must be met when you play that card. Likewise, any (cost) must be paid when you play that card.

Ex: "When a resonator your opponent controls attacks, pay [3]"

1416.4. A [Trigger] ability that is to be played like an activate ability as described by [Trigger] (Cost): (Effect) that also contains a (play requirement) must have any (play requirement) met when you play that card.

1416.4a. If such an ability lists no cost, treat it as if that card said "Pay [0]".

1417. Cannot be destroyed

1417.1. If an old card has a "cannot be destroyed" ability, treat it as if it had [Eternal].

1417.2. If an effect refers to a "This card cannot be destroyed" effect, it also refers to [Eternal] and vice versa.

1418. Old keywords icon

1418.1. Icons of old cards that are denoted by follows:

1418.1a. A black text in a white bubble.

1418.1b. A white text in a black bubble.

1418.1c. A white text in a red bubble.

1419. Old void card

1419.1. In old cards, if there's no attribute banner, that card has no attribute.

CR Updates:

2024/11/29 Ver. 12.3
- Call a magic stone rules updated.
- Entering the field rules updated.
- Movement restriction of Sub-ruler cards defined.
- «Will of Hope» and «Will of Despair» rules updated.
- Mulligan rules updated.
- Judgment processes rules updated.
- Revolution order processes rules updated.
- Contract processes rules updated.
- Activation cost rules defined.
- Replacement effect rules updated.
- Addable addition rules updated.
- Choose/Look & Reveal/Search rules updated.
- Copying objects rules updated.
- [Awakening], [Trigger], [Barrier], [Mobilize] and [Union Seven <New Twelve Olympian Gods>] rules updated.
- [Consensus], [Eclipse], [Ambush], [Depths], [Overgrowth] and [Fate] rules defined.
- Solo Mode rules updated.

2024/08/30 Ver. 12.2
- Golden rules of the game updated.
- Life becoming updated.
- "{Number} or more" rules defined.
- Void will and Void magic stone rules defined.
- Race/Trait list updated.
- Zone and Area rules defined.
- Clue tokens rules defined.
- Zone movement restriction rules updated.
- Rune deck ruled updated.
- Order of "as the game starts" effects rules defined.
- Turn sequence rules updated.
- Transcend process rules updated.
- Convoke process rules defined.
- Battle resolution step rules updated.
- How to play cards and abilities rules updated.
- Will abilities rules updated.
- Replacement effects rules updated.
- Look & Reveal rules defined.
- "Damage becomes {Number}" rules defined.
- "The weather is (Weather Type)" rules updated.
- Put cards into the field (Alternative cards) rules updated.
- Keyword and Keyword abilities rules updated.
- [Limit] rules updated.
- [Mana] rules updated.
- [Protect], [Multi Strike], [Investigate] and [Convoke] rules defined.
- [0/0] counters rules defined.
- Solo Mode cards rules defined.

2024/05/23 Ver. 12.1
- Golden rules of the game updated.
- Race/Trait list updated.
- Actual Costs rules defined.
- Possessive form of {word} rules defined.
- J-ruler cards with no ruler side rules defined.
- Base abilities rules defined.
- Addable addition rules defined.
- Entities becoming magic stones rules defined.
- Play a Transcend process defined.

- [Trinity] ability defined.
- [Linkage] (Zone) ability defined.
- [Untouchable] ability defined.
- Specified costs, characteristics and printed costs rules updated.
- Setting up the game rules updated.
- Hidden information rules updated.
- Zone movement rules updated.
- Replacement effects rules updated.
- Cost and/or effect rules updated.
- Leaving the chase rules updated.
- Expel rules updated.
- Stacks of cards rules updated.
- Will abilities rules updated.
- [Tales], [Villains], [Dragon Emblem] and [Limit Break] abilities updated.
- [Force] and [Exploration] rules updated.
- [Reincarnation] ability updated.

2024/01/26 Ver. 12.0
- Golden rules of the game updated
- Name rules updated
- Zone Basic rules updated
- <Treasury> EX Deck defined
- Constructing a Deck rules updated
- Setting Up the Game rules updated
- Play a Resonator, Regalia or Addition rules updated
- Add Z to how to handle uncertain values rules
- Automatic Abilities rules updated
- Continuous Abilities rules updated
- Replacement Effects rules updated
- Add rules updated
- Choose/Search rules updated
- Shuffle rules updated
- Keywords and Keyword Abilities rules updated
- [Drain] ability updated
- [Revenge] ability updated
- [Fallen] ability updated
- [Mastery] ability updated
- [Extension Rule] ability updated
- [Aid] ability defined
- Destroying rules updated
- Putting into a Graveyard rules defined
- Illegal Addition Handling rules updated
- Symbol Skill rules updated

2023/11/24 Ver. 11.9
- Race/Trait list updated
- Extension Rule Area rules updated
- Zone Movement Restriction rules updated
- Constructing a Deck rules updated
- Draw Phase rules updated
- Recovery Phase rules updated
- Play a Contract process rules updated
- Automatic Abilities rules updated
- Banish rules updated
- Put a card stacked below or on top of another card rules defined
- Gain a will coin rules defined
- Expel rules defined
- Swap rules defined

- Chaining ability updated
- Reincarnation ability defined
- Solarisation ability defined
- Belligerence ability defined

2023/9/8 Ver. 11.8
- Race/Trait list updated
- Restarting the Game rules updated
- Play a Contract process rules updated
- Active Ability rules updated
- Resonance ability updated
- Chaining ability defined

2023/5/26 Ver. 11.7.1
- Banish rules updated
- Upgrade Armament sub-ruler rules updated
- Fusion ability updated
- Extension Rule ability defined
- Stranger Card rules updated

2023/5/26 Ver. 11.7
- Race/Trait list updated
- Sub ruler and its rules defined
- Extension rule and its rules defined
- EX Deck rules defined
- Extension Rule Area rules defined
- Setting Up the Game rules updated
- Constructing a Deck rules updated
- Contract rules updated
- Upgrade Armament sub-ruler rules defined
- Remnant ability updated
- Bane ability updated
- Tag ability updated
- Upgrading ability defined

2023/2/24 Ver. 11.6
- Race/Trait list updated
- Owner of a token rules defined
- Choose options rules updated
- Double the damage rules defined
- Keywords rules updated
- Keyword list updated
- Limit Break ability defined

2022/11/18 Ver. 11.5
- Race/Trait list updated
- EX Area rules defined
- <Shinobi> EX Area rules defined
- <Possession> EX Area rules defined
- Recovery Phase rules updated
- Activate Ability updated
- Expand EX Area rules defined
- Fusion ability defined

2022/8/19 Ver. 11.4
- Contract Process rules defined
- Race/Trait list updated
- Priority sequences rules updated

- Banish rules updated
- Constructing a Deck rules updated
- Destroy rules updated
- Copy/Become a copy rules updated
- General of Keyword and Keyword Skill updated
- Energize ability updated
- Mastery ability defined
- Partner ability defined
- Replacement Effect updated
- Put into the field rules updated
- Bane ability updated
- Revolution ability updated
- Double-Side Card rules updated

2022/5/17 Ver. 11.3
- Out of the game rules updated
- Put a card into the field rules updated
- Play cards and abilities rules updated
- Race/Trait list updated
- Source rules updated
- Put a counter rules updated
- Copy rules updated
- Invert rules updated
- Extra turn rules updated
- Put into the field process defined
- Dragon Power rules updated
- Barrier ability updated
- Union Seven <Machine> ability defined
- Union Seven <New Twelve Olympian Gods> ability defined
- Miscellaneous

2022/2/14 Ver. 11.2
- Overview rules updated
- Constructing a Deck rules updated
- Play Cards and Abilities rules updated
- Force Command ability updated
- Force Resonance ability updated

2022/1/23 Ver. 11.1
- Put an order card into ruler area as a ruler rule defined

2021/12/13 Ver. 11.0.1
- Card images item added
- Construct a deck rules update
- Order card rules updated
- Miscellaneous

2021/11/13 Ver. 11.0
- Order card rules defined
- Order process ruled defined
- Destroy ruled updated
- New keywords defined
- Revolution Order ability defined
- Revolution ability defined
- Force Command ability defined
- Force Resonance ability defined
- Typo/error corrections

2021/9/17 Ver. 10.3.3
- Fallen ability updated
- Copy rules updated
- Miscellaneous

2021/9/1 Ver. 10.3.2
- Play cards and abilities rules updated
- Shuffle rules updated
- Make a J-ruler astral rules defined
- First Strike ability updated
- Awaking ability updated
- Limit Break ability defined
- Fallen ability defined
- Miscellaneous

2021/7/12 Ver. 10.3.1
- Discard rules updated
- Guidance ability defined
- Miscellaneous

2021/5/26 Ver. 10.3
- Race/Trait list updated
- Rules about Judgement updated
- Will ability rules updated
- Continuous ability rules updated
- Copy rules updated
- Put a counter rules updated
- Stranger Card rules updated

2021/2/22 Ver. 10.2
- Card oracle rule defined
- Rules of races separated updated
- Setting Up the Game rules updated
- Race/Trait list updated
- Play Cards and Abilities rules updated
- Exploration rules defined
- [Tag] ability defined

2020/11/4 Ver. 10.1.2
- Double process fixed

2020/10/25 Ver. 10.1.1
- Revenge ability defined

2020/10/21 Ver. 10.1
- Race/Trait list updated
- “Legal target” rule defined
- Double process defined
- Alternative card rules defined

2020/08/21 Ver. 10.0
- Comprehensive rule renewal

2020/05/25 Ver. 9.3
- Keywords rules updated
- New keywords defined
- Two side ruler rules defined
- Illegal addition handling rules updated

- Miscellaneous

2020/04/30 Ver. 9.2
- Energize ability updated
- Dive ability defined

2020/02/27 Ver. 9.1
- Zone movement of stranger card restriction rules deleted
- Race/Trait list updated
- [Drain] ability updated
- Error corrections

2019/11/14 Ver. 9.0
- Stranger card rules defined
- Race/Trait list updated
- Stranger ability defined
- Mythic ability defined
- Typo/error corrections
- Miscellaneous

2019/10/06 Ver. 8.21
- Race/Trait list fixed

2019/8/23 Ver. 8.2
- Infinity symbol defined
- List of races/traits added
- Out of the game update
- Put (card) on top of a card process defined
- Gain [Dragon Emblem] process defined
- Keyword [Dragon Emblem] added
- Faith ability defined
- Miscellaneous

2019/1/11 Ver. 8.1
- Restarting the game process clarified to include resetting the rune deck.
- Clarification for obscure rule.

2018/8/15 Ver. 8.0
- Rune ruling added
- Cards with multiple typing defined
- Generic type added
- “Divinity” card information added
- Prevention of cards entering non-owner’s zones
- Rune area defined.
- Deck construction rule update
- Play a rune defined
- Timing of when X value is determined clarification
- What information gets copied if copying a card on the chase clarification
- Foresee process defined
- Divinity ability defined
- Rune ability defined
- Bane ability defined
- Eternal ability defined
- Enter ability (re)defined
- Old card ruling updated/added
- Typo/error corrections

2018/6/1 Ver. 7.3

- ”Win the game” effect process clarification.
- Item Area placement of attached cards updated.
- Game setup process unified with floor rules.
- Playing [Quickcast] with priority clarified.
- Amendment to activated abilities.
- Time Will defined.
- Skip process defined.
- Attach process defined.
- Restarting the Game process defined
- [Barrier] ruling updated.
- Reiya sealed item updated.
- Invert cards rule revision.
- Unification of wording.

2018/3/2 Ver. 7.2
- Extra deck handling defined
- Battle damage process defined
- Removing damage process defined
- How to play a copy defined
- Remove from battle process defined
- Inverting defined
- Unsealed Item usage defined
- Grimoire abilities defined
- Story abilities defined
- Null abilities defined
- Drain abilities defined
- Shift card handling further updated
- Inverse card handling defined

2017/12/1 Ver. 7.1
- Unsealed Sealed Item usage defined.
- Crest abilities defined.
- Rule process order handling further defined.
- Counter process handling defined.

2017/09/01 Ver. 7.0.1
- Reordered when players reveal their J/rulers
- Further defined [Energize] abilities with multiple attributes
- Miscellaneous

2017/08/18 Ver. 7.0
- Defined the generic typing [Basic].
- The field is now a single game space, and not separate for each player.
- Defined the term ‘Entity’.
- Defined the Item Area.
- Removed the game concept ‘play ground’.
- Change to how first and second turn player is decided.
- Amendments to play procedure.
- Defined procedure for [Gaining a Game].
- Defined procedure for [The Weather is (Weather Type)].
- Amendments to [Energize] abilities.
- Defined [Mobilize] abilities.
- Defined [Sealed Item] abilities.
- Amendments to token movement outside of the field.
- Miscellaneous

2017/06/10 Ver. 6.4

- Defined [Seal] abilities.
- Added a deck maximum of 60 cards.
- Further defined assigning unspecified packets of information to cards.
- Further defined how J-ruler abilities that refer to X interact with Ruler Judgment [X] abilities.
- Clarified when [Awakening] abilities are chosen to be awakened.
- Defined Keywords and Keyword Skills.

2017/03/03 Ver. 6.3
- Defined Colossal Ruler cards and how to handle their various processes
- Defined “Heal”
- Defined “Extra Turn”
- Defined situations in which more than one target is selected and what is applied to them can be different
- Defined what cards can be used to pay for costs that include resting a card or cards

2017/02/10 Ver. 6.2
- Further defined how to handle uncertain values of X or Y
- Defined the difference between ‘automatic’ and ‘activate’ [Trigger] and [Stealth] cards
- Refined language when discussing Judgment processes
- Further defined situation card movement actions

2016/11/30 Ver. 6.1
- Defined how to handle uncertain values of X
- Clear indication on how to handle playing a card with an automatic object without paying its cost.
- Restraints of card movement clarified.
- Dealing damage at the same time to multiple objects and that damage triggering automatic abilities clarified.
- Defined that the magic stone type and will abilities are unrelated.
- ‘Do Judgment’ timing has been clarified.
- [Judgment] has been defined as a keyword ability.
- Defined how to handle cards that have multiple effects that cause the card to enter the field with the same kind of counter.
- Defined that spells and abilities cannot target themselves.
- Definition of Inheritance abilities.
- Updated the Rules Process to handle Illegal Additions.
- Miscellaneous small fixes.

2016/9/02 Ver. 6.0
- Updated all rules along with new wording and rules.

2016/9/02 Ver 6.0a
- Added [Torrent] and clarified Continuous Ability