

Gate Ruler Comprehensive Rules Ver. 1.5.0 English-1.0

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Section 1 Overview

1-1. General

1-1a. This document contains the comprehensive rules for Gate Ruler.

1-2. Number of Players

1-2a. Gate Ruler is played with two players. The rules in this document do not account for formats of the game played by any other number of players.

1-3. Basic Terms

1-3a. The term “game” in this document is defined as a specific match-up which follows the rules outlined within this document and ends in a result of a win, loss, or draw.

1-3b. The word “player” in this document is defined as one individual person who is playing the game.

1-3c. The word “card” in this document is defined as a specific game component with information written on it that is used within the game.

1-4. Winning and Losing

1-4a. When a player loses a game, they are eliminated from the game and are no longer participating in it.

1-4b. When there is only one player left in a game, they win the game. The game ends at that point.

1-4b-1. When there are no players left in the game, the game ends in a draw.

1-4c. At any point during a game, any player may declare to concede, at which point they can remove themselves from the game.

1-4c-1. Conceding cannot be overwritten by any effect. No effect can force a player to concede.

1-5. Golden Rules

1-5a. If a card's text contradicts any part of the comprehensive rules, the card always takes precedence.

1-5b. If you are instructed to do something that cannot be done, you must still carry out every part of the instruction that is currently possible but ignore the part that is not.

1-5b-1. If you are instructed to do something for a specific number of times but cannot accomplish all of it, you must still carry out the instructions for as many times as currently possible.

1-5b-2. If you are instructed to do something for a specific number of times and that number is 0 or negative, then you ignore that instruction.

1-5c. If you are instructed to do something that recreates the exact same situation as before you carried out the instruction, then it does not count as "becoming" that situation.

1-5d. When a rule or effect allows or instructs for something to happen, and another effect states that it cannot happen, the "cannot" effect takes precedence.

1-5e. During the game, if you are instructed to choose a number, you can only choose 0 or a positive integer.

1-5f. An object "is [specific property]" if it fulfills one or more of the conditions for that property. Also, an object "is not [specific property]" only if it has none of the conditions for that property.

Example: If a unit has both Earth and Beast attributes, that unit counts as having the Earth attribute, even though it also has the Beast attribute. Conversely, that unit cannot be counted as not having the Beast attribute even though it has the Earth attribute.

1-5g. If you need to refer to information or a property that doesn't currently exist, then treat it as being non-existent (or as 0 if you need a numeric value).

Example: If you need to know how many cards a player has in their hand but the player is using a ruler with no hand, then the number is 0.

Example: If you need to know the faction of a resource card, it has none.

1-5h. If both players would make some kind of decision and if the decision of one player would affect the information the other player would use to make their decision, the active player makes their decision first. If this is not the case, both players make their decisions simultaneously.

Section 2 Card Information

Ruler	Unit	Energy	Geas
Event	Field		
		<ul style="list-style-type: none"> ① Card Name ② Card Type ③ Faction ④ Attributes ⑤ Life ⑥ Level ⑦ Reminder Icons ⑧ Legendary Icon ⑨ ATK (Attack) ⑩ HP (Hit Points) ⑪ STK (Strike) ⑫ Text ⑬ Flavor Text ⑭ Illustration ⑮ Additional Information 	

2-1. General

2-1a. The cards used in this game have different kinds of information and properties.

2-1b. If something refers to a “(property) card” or just “(property)”, it is referring to a card with that property.

Example: “Unit card” means a card with the “Unit” property.

Example: “When a Zoo Brigade attacks” means “When a card with a Zoo Brigade property attacks”.

2-1b-1. When something refers to a card solely by 1 or more properties without specifying a zone it is in, it is referring specifically to cards that are in play.

Example: “Your {Dragon}”, with no zone specified, means “A card in play with the {Dragon} attribute that you control”.

2-2. Card Name

2-2a. This is the specific name of a card, which acts as a unique identifier for the card.

2-2b. The card name is referred to for deck construction rules (5-2c-1b).

2-2c. If an effect refers to a ""(name)"" with double quotations, it can refer to "a card with a card name that exactly matches (name)" or "a card which includes (name) within its card name", depending on the context.

Example: If a card text refers to a ""Joe of the Kamaitachi"", it is referring to any card with "Joe of the Kamaitachi" in its name. Thus, both <Joe of the Kamaitachi> and <Joe of the Kamaitachi in New York> are both valid in this case.

2-2d. If an effect refers to a "«(name)»" using double angle quotation marks, it can only refer to "a card with a card name that exactly matches (name)".

Example: If a card text refers to a "«Joe of the Kamaitachi»", then it can only refer to <Joe of the Kamaitachi>, not <Joe of the Kamaitachi in New York>.

2-3. Card Type

2-3a. Type is a specific category to which a card belongs to.

2-3b. The list of card types is as follows: Ruler, **Geas**, Unit, Event, Field, and Resource.

2-4. Faction

2-4a. Faction is another specific category to which a card belongs to.

2-4b. The existing factions currently in the game are listed below. There are some cards that can be treated as belonging to a different faction from what is printed on the card.

1.  Volnar
2.  ATLAS
3.  Yomajin Front
4.  Wonderverse
5.  Exvader

2-4c. This is referred to by deck construction rules, as well as by some cards, abilities, and effects.

2-5. Attributes

2-5a. These are specific properties that a card has, representing certain traits or characteristics.

2-5b. This is referred to by some cards, abilities, and effects.

2-5c. If an effect instructs you to choose an attribute, it needs to be an attribute that exists on at least 1 card from all cards currently published for Gate Ruler.

2-5d. If an effect refers to something with "{(name)}" using curly brackets, then it is referring to "a (card) that has (name) as one of its attributes".

- 2-5d-1. When referring to multiple attributes, it will be templated as “{(attribute 1) or (attribute 2)}. This is referring to any “(card) that has either (attribute 1), (attribute 2), or both among its attributes”.

2-6. Life

- 2-6a. This value on a ruler card represents a player’s endurance.
- 2-6b. When a player has an amount of damage equal to or greater than this value and they cannot heal, they lose the game (12-2a-1).
- 2-6c. During the game, if something refers to the current life of a ruler, it is referring to the number equal to that ruler’s life minus the number of cards in the damage zone of that ruler’s controller.
- 2-6c-1. If something refers to the current life of a player, it refers to the current life of the ruler they control.

2-7. Level

- 2-7a-1. The level is a value indicating how powerful a card is.
- 2-7a-2. A card’s level is referred to when you pay the cost to play that card.

2-8. Reminder Icons

- 2-8a-1. These icons indicate if this card has any Overdrive (OD) (16-2), Touchdown (TD) (16-3), and/or Counter (CNT) (16-4) abilities.

2-9. Legendary Icon

- 2-9a-1. This icon shows that a card is particularly powerful.
- 2-9a-2. A card with this icon is called a “legendary card”, and it is referred to by deck construction rules (5-2c-1d).

2-10. ATK (Attack)

- 2-10a-1. This value indicates the strength of a ruler or unit when attacking another unit.
- 2-10a-2. When a ruler or a unit attacks and deals damage to another unit, it deals damage equal to its ATK.

2-11. HP (Hit Points)

- 2-11a-1. This value indicates the endurance of a unit.
- 2-11a-2. When a unit is dealt damage, its current damage (3-6g) is increased by that value. Damage never decreases HP.
- 2-11a-3. If a unit’s current damage is equal to or greater than its HP, or if its HP is at 0 or less, it is destroyed (15-12).

2-12. STK (Strike)

- 2-12a. This value indicates the strength of a ruler or unit when attacking another ruler.
- 2-12b. When a ruler or a unit attacks and deals damage to another ruler, it deals damage equal to its STK.

2-13. Text

- 2-13a. This explains any abilities or effects a card may have.

2-13b. If text is divided into different parts by a rectangular border with a different background color, or just 1 or more '■' icons, each part is treated as a separate ability or effect.

2-13c. The Counter (CNT) ability (16-4) of a card is written within its own rectangular border with a different background color.

2-13d. Some card texts may include italicized texts in between parentheses. These are called "reminder texts" and they help explain an ability or provide certain details about how it works. They are not considered to be part of the actual text.

2-14. Flavor Text

2-14a. This text provides information on the card's background and/or story within the world of Gate Ruler.

2-14b. Nothing in the game refers to the flavor text of a card, so it has no impact on the game.

2-15. Illustration

2-15a. This image depicts a character or concept that the card represents.

2-15b. Nothing in the game refers to the illustration of a card, so it has no impact on the game.

2-16. Additional Information

2-16a. This part of the card shows the card's collect number, rarity, legal descriptions, name of the artist who made the illustration, etc.

2-16b. Nothing in the game refers to the additional information of a card, so it has no impact on the game.

2-16b-1. The only exception is that there are rulers that refer to the additional information of a card during deck construction.

2-17. Card Classification

2-17a. Depending on the information on it, a card may belong to one of the categories below.

2-17b. If the card type of a card is a unit or field, or is an event card with standard action for its timing, it is classified as a "standard action card".

2-17c. If a card can be placed in a set zone, it is classified as a card that "can be set". This category includes:

-Any event card that does not have **Forced Reveal**

-Any card which has been specified that it can be set by some kind of effect

Section 3 Zones

3-1. General

3-1a. Zones are spaces where you place cards and/or abilities.

3-2. Basics

3-2a. During the game, you put cards in zones. Each player has their own corresponding zones, with the exception of the gate, which is shared between players.

3-2a-1. Cards count as being “in play” while they are in one of the several specific zones. Each of these zones belong to either one of the players.

3-2b. Each card in a zone is either “revealed” or “hidden” to one or both players.

3-2b-1. You may check the information on any card that is revealed to you at any time.

3-2b-2. You cannot check the information on any cards that are hidden from you.

3-2b-3. Regardless of whether the cards in a zone are revealed or hidden to you, you may count the total number of cards in that zone at any time.

3-2b-4. Any card in a zone which is not revealed to one or both players cannot be guaranteed to have or not have any specific information or property.

3-2b-5. When choosing a card in a zone that is not revealed to one or both players, if the card to be chosen is required to have some specific property or properties, then the player choosing the card must reveal it to all players to prove that it has the required property or properties.

3-2b-5a. When choosing a card that “can be set” (2-17c) in a zone that is not revealed to the other player, if there is no other required property for the chosen card, after choosing that card, it does not need to be revealed if it will be placed in a set zone.

3-2c. For some zones, the specific order of the cards placed there are relevant to the game.

3-2c-1. In a zone where the order of the cards matters, each of the cards in that zone should be arranged in the specified order, basically stacking those cards on top of each other.

3-2c-2. In a zone where the order of the cards matters, you cannot change the order of the cards in that zone unless a rule or effect instructs you to.

3-2d. If a card moves from a zone in play to another zone in play, it's treated as the same card.

3-2d-1. The card's ready/exhausted state is preserved if possible.

3-2e. If a card moves to any zone that is not in play and hence 3-2d does not apply, that card is treated as being a new card within the zone it moved to. Effects applied to that card in the previous zone are not carried over to a new card, unless specified otherwise.

- 3-2e-1. As a card gets moved from one zone to another zone, if the effect that moved the card is clearly following the same card into the new zone, that effect can still refer to that same card even in the new zone.
- 3-2e-2. If more than one card moves from one zone to another zone simultaneously and the order of the cards are relevant in the new zone, the owner of the new zone decides the order of the moved cards. If the cards in the new zone are not revealed to a player, they may not know the order of the moved cards.
- 3-2f. If one or more cards are moved to a zone but the owner of the zone is not specified, they will be moved to the corresponding zone belonging to the owner of the cards. Likewise, if a card, ability, or effect refers to a zone without specifying its owner, it is referring to the zone belonging to its owner. This does not apply when a card, ability, or effect is referring to a zone in order to define what cards can be chosen.
- 3-2g. Some rulers modify the number of certain zones for their owner, or eliminate certain zones entirely.
- 3-2g-1. If a card would move to a non-existent zone, it does not move and remains in its current zone.
- 3-2h. If you would do something to two or more cards because you were instructed by something that specifies “up to” a certain number of cards, you must choose the number first before choosing the cards and resolving it.
- 3-2i. If a card would be moved to a zone where the card cannot move to, the card does not move and remains where it is.
- 3-2j. When something would affect a card or cards in a zone with a certain property but does not specify a number of cards, all cards in that zone with the matching property are affected.
Example: “Put this card’s charges into your graveyard” doesn’t specify the number of cards, so you must put all of the charges under the card in question into your graveyard.
- 3-2j-1. When checking if a particular action has been completed or not, the action must have been actually carried out with 1 or more cards to count as being completed. (1-5b-2).
Example: If an ability has “Put this card’s charges into your graveyard” as a cost, and the card currently has no charges, you cannot play the ability because you cannot complete the actual payment.
- 3-2k. If a card would move from a hand or set zone to a zone that is neither **a hand, set zone, or the top of a deck, and** the destination zone **is not revealed to one or more players**, then that card must first be revealed to all players before being moved.
- 3-2l. If an effect specifies multiple zones, then the zones will be listed as “(zone 1) or (zone 2)” or “(zone 1), (zone 2),...or (zone 3)”, with each zone separated by either an “or” or “, ”.
Example: If it says “your graveyard or damage zone” on a card, then it means “either your graveyard or damage zone”.
- 3-2l-1. If such a card text would choose or be resolved on 1 single card, then unless specified otherwise, the chosen or affected card is selected from among the cards in 1 of the listed zones. (You do not choose or resolve this text on 1 card from each of the listed zones.)

- 3-2l-2. If such a card text would choose or be resolved on multiple cards, then unless specified otherwise, the chosen or affected cards can be selected from any valid cards in the listed zones in any combination. (For example, if choosing 2 cards from 2 zones, you may choose 2 cards from the first zone, 2 cards from the second zone, or 1 card from each zone for a total of 2.)

3-3. Placement States

3-3a. Some zones specify states of placement, either as 'ready' or 'exhausted'. Ready cards should be placed upright (shorter edge facing towards you) and exhausted cards should be placed sideways (longer edge facing towards you).

- 3-3a-1. When you put 1 or more cards into a zone with ready/exhausted placement states, you put them in a ready state.

- 3-3a-2. A card is either ready or exhausted, not both. When a card becomes ready, it is no longer exhausted, and vice versa.

3-3b. Some zones specify states of placement, either as 'face up' or 'face down'. Face up cards should be placed with the information on the card clearly visible, and face down cards should be placed with the information on the card hidden.

- 3-3b-1. When putting one or more cards into a zone, unless instructed otherwise, you put them face up if the card or cards are to be revealed to all players, and face down if they are supposed to be hidden to one or more players.

- 3-3b-2. A card is either face up or face down, not both. When a card becomes face up, it is no longer face down, and vice versa.

- 3-3b-3. You can check the information on a face down card if that zone is treated as being revealed to you.

3-4. Deck Zone

3-4a. This is the zone where you put your deck.

- 3-4a-1. If rules or effects refer to a "deck", they refer to the cards in the deck zone.

3-4b. The deck zone is hidden for all players, and the order of cards in this zone is relevant. The order of the cards is managed by stacking them on top of each other.

3-4c. If you would move two or more cards from your deck zone to another zone, unless instructed otherwise, move the topmost card to the new zone, then repeat this process for the specified number of times.

3-5. Hand

3-5a. This is the zone where you keep the cards you draw.

3-5b. The hand is revealed to its owner and hidden to the other player. The order of cards in this zone is not relevant.

3-5c. You may have any number of cards in your hand.

3-6. In Play

3-6a. "In play" describes all zones where you deploy units, events, and or fields.

3-6b. Cards in ruler zones, attack zones, defense zones, set zones and field zones are considered to be in play.

3-6b-1. Whether cards are revealed or hidden to a player, whether the card order is relevant, and whether a zone has placement states are determined by the rules for each specific zone.

3-6b-2. When referring to zones in play, zones that belong to you may be referred to as “your play area”. Likewise, zones that belong to your opponent may be referred to as “your opponent’s play area”.

3-6c. When something refers to a card or cards with a property that doesn’t specify what zone the card is in, it is referring to a card or cards in play that have the matching property.

Example: If an effect refers to a “unit”, it refers to a card in play that has “unit” as its card type.

3-6d. Each player’s attack zones and defense zones are considered to be in the “front row”.

3-6e. A “column” is a group of zones in play with a common owner that are aligned in a single column.

3-6e-1. The defense zone and the ruler zone are in the same column and it is referred to as the “center column”.

3-6e-2. Each attack zone is in its own, separate column, which is also separate from the column that the defense zone is in.

3-6e-3. Zones in the same column are considered to be in front of or behind each other.

3-6e-3a. For the center column, the defense zone is considered to be in front of the ruler zone.

3-6e-3b. If a ruler or unit is in front of any other unit and/or ruler in the same column, it is considered to be the “frontmost” unit or ruler.

3-6f. A ruler in play is assigned a numeric value called “current ruler damage”.

3-6f-1. At the start of the game, a ruler’s current ruler damage is 0.

3-6f-2. The current ruler damage is referred to when resolving for ruler damage application process (13-5).

3-6g. A unit in play is assigned a numeric value called “current damage”.

3-6g-1. The current damage for a unit that just entered play is 0.

3-6g-2. The current damage is referred to when resolving for the unit destruction game action (15-12).

3-7. Ruler Zone

3-7a. This is the zone where you put your ruler **and geas**.

3-7a-1. Each player has one ruler zone.

3-7a-2. If something refers to a “card”, it does not refer to a ruler card in a ruler zone.

3-7b. The ruler zone is revealed to all players, and it has ready/exhausted placement states.

3-7c. Only a ruler card or geas card can be in your ruler zone.

3-7d. During the game, a geas card is ignored and does not count as a card.

3-7e. A ruler card never leaves play.

3-7e-1. If you are instructed to move a ruler card for any reason other than to Gear Up (16-24), that movement is ignored.

3-8. Attack Zone

3-8a. This is a zone where you can put a unit, which can then attack.

3-8a-1. The number of your attack zones you have is specified by the ruler you are using.

3-8b. All face up cards in an attack zone are revealed to all players. Any face down cards in an attack zone are revealed to their controller, and hidden to any other player.

3-8c. An attack zone has ready/exhausted placement states.

3-8d. You can only have cards that are treated as units in an attack zone.

3-9. Defense Zone

3-9a. This is a zone where you can put a unit to defend your ruler.

3-9a-1. The number of your defense zones you have is specified by the ruler you are using.

3-9b. All face up cards in a defense zone are revealed to all players. Any face down cards in a defense zone are revealed to their controller, and hidden to any other player.

3-9c. Any unit placed in a defense zone is placed in an exhausted state, unless something specifically dictates that the card can be in a ready state even when in a defense zone.

3-9d. You can only have cards that are treated as units in a defense zone.

3-10. Set Zone

3-10a. This is a zone where you can put event cards.

3-10a-1. The number of set zones you have is specified by the ruler you are using.

3-10a-2. If you have two or more set zones, you may not move cards you put into one of them over to another unless instructed by a rule or effect.

3-10b. Each set zone is revealed to its owner but hidden to the other player. The order of the cards in a set zone is not relevant.

3-10c. Only cards that are settable (specifically allowed to be set) can be set in a set zone.

3-10c-1. Settable cards include the following:

- Event cards without [Forced Reveal] (16-15).

- Cards that have been specified as settable through an effect.

3-10d. When a hidden card in a set zone would be moved to a zone that is not another set zone, the card is revealed to all players before it is moved.

3-10e. If a rule or effect refers to a “set card”, it is referring to a card in a set zone.

3-10f. A card in a set zone cannot gain any charges.

3-11. Field Zone

3-11a. This is a zone where you can put field cards.

3-11a-1. Each player has one field zone.

3-11b. Each field zone is revealed to all players, and the order of the cards in it is not relevant

3-11c. You can have only field cards in your field zone.

3-12. Drive Zone

3-12a. This is the zone where you put cards sent there by processing a drive (10-2).

3-12b. While a drive is being resolved, the cards affected by the drive are moved to this zone, and then moved to other zones after the drive has been resolved.

3-12c. Each drive zone is revealed to its owner but hidden to the other player. The order of the cards in a drive zone is not relevant.

3-13. Damage Zone

3-13a. This is the zone where you place cards as a result of damage dealt to your ruler.

3-13b. A card in a damage zone is in either a face up or face down state.

3-13b-1. When a card would be placed in a damage zone, it is placed face up unless otherwise specified.

3-13c. A card in a damage zone is revealed to all players if it is face up. If it is face down, then it is only revealed to the player that the damage zone belongs to, and it is hidden for any other player. The order of cards in the damage zone is not relevant.

3-13c-1. A face down card in a damage zone has none of the information or properties that it would have otherwise, and if an effect would give them some property or characteristic, it does not.

3-13c-2. If a face down card in a damage zone would be played, it does not get played.

3-13d. If the number of cards in your damage zone is equal to or more than your ruler's life, you lose the game (12-2a-1).

3-14. Charge Zone

3-14a. This is the zone where you put cards as "charges".

3-14b. A card in a charge zone is in either a face up or face down state.

3-14b-1. When a card would be placed in a charge zone, it is placed face up unless otherwise specified.

3-14c. A card in a charge zone is revealed to all players if it is face up. If it is face down, then it is hidden to all players. The order of cards in the charge zone is not relevant.

3-14d. Normally, a card in this zone is linked to another card in play.

3-14d-1. A "charge" of a card refers to a separate card in the charge zone which is linked to the first card.

3-14d-2. If there are one or more cards in this zone that are not linked to another card in play, you must put those cards into your graveyard as a rules effect (12-4a).

3-14d-3. To indicate which specific card in play they are linked to, normally the card or cards in a charge zone are stacked underneath the card they are linked to.

3-14d-4. If something refers to “(a player’s) charge”, it refers to a charge linked to a card controlled by that player.

3-14d-4a. When adding an opponent’s card as a charge to one of your own cards, change the controller of the opponent’s card to you.

3-14e. If card A in a charge zone is linked to card B, and then card B moves to another zone, if the resulting movement is not from one zone in play to another zone in play, card A’s link to card B becomes severed, with some exceptions:

3-14e-1. Exception 1: A charge linked to a card in your drive zone is still linked to the same card as it moves to the gate when you play it.

3-14e-2. Exception 2: A charge linked to a card in the gate is still linked to the same card as it enters play after it gets resolved.

3-15. Graveyard

3-15a. This the zone where you put cards after use, or if they have been destroyed.

3-15b. Each graveyard is revealed to all players, and the order of its cards is not relevant.

3-16. Resource Zone

3-16a. This is the zone where you put your resource cards

3-16b. Each attack zone is revealed to all players, and it has ready/exhausted placement states.

3-17. Removal Zone

3-17a. This is the zone where you put any cards that have been removed from the game

3-17b. Each removal zone is revealed to all players, and the order of its cards is not relevant.

3-18. Gate

3-18a. This is the zone where you put cards and abilities you play

3-18b. Each game has only one gate, which is shared by all players. It is revealed to all players, and the order of its cards and abilities is relevant.

3-19. Counter Zone

3-19a. This is the zone where you put a card to resolve any damage dealt to your ruler.

3-19b. Each counter zone is revealed to all players, and the order of its cards is not relevant.

Section 4 Player Properties

4-1. General

4-1a. During the game, a player is treated as having various properties about themselves and their relationship with the cards

4-2. Referring to a Player

4-2a. During the game, if a card, ability, or effect refers to “you” or “your”, it refers to the controller of the card, ability, or effect.

4-2b. During the game, if a card, ability, or effect refers to “them” or “their”, it is referring to the player who was last mentioned in the same instruction. Also, if a card, ability or effect refers to an “opponent”, it is referring to the player who is opposed to the player who was last mentioned in the same instruction.

4-2b-1. If these words are used without a prior mention of a specific player to base them on, then which player they are referring to is determined from the perspective of the player that has control of the card, ability, or effect.

Example: If a card says “Choose an opponent’s card” with no mention of a specific player beforehand, it is referring to the opponent of the player who is controlling that card.

4-2c. If “you” or “opponent” is referred to as an object being dealt damage, it is referring to the ruler controlled by that player.

4-2d. During the game, if a card, ability, or effect refers to an “allied” object, it is referring to an object that you are the controller of (4-5a). If a card, ability, or effect refers to an “enemy” object, it is referring to an object that your opponent is the controller of

4-3. Player-Specific Properties

4-3a. Each player is assigned a numeric value called a “summon cap” and another one called “number of summons”.

4-3a-1. The summon cap is the maximum number of normal summons a player can do during their turn.

4-3a-1a. During their own turn, a player’s summon cap is specified by their ruler.

4-3a-1b. Otherwise, a player’s summon cap is infinite.

4-3a-2. At the start of a player’s turn, their number of summoning is set to 0.

4-3a-3. See 15-17 for details of how the summon cap, the number of summoning, and normal summons work.

4-3b. Each player is assigned a numeric value called a “set cap” and another one called “number of times set”.

4-3b-1. The set cap is the maximum number of times a player can set a card during their turn through rule 7-5.

4-3b-1a. If your ruler has no set cap specified, then your set cap is infinite.

4-3b-1b. During your turn, your set cap is set to the value specified by your ruler.

4-3b-1c. During another player’s turn, your set cap becomes infinite.

4-3b-2. At the start of each player’s turn, that player’s “number of times set” becomes 0.

4-4. Owner

4-4a. The owner of a card refers to the player who has brought that card into this game.

4-4a-1. The owner of a card never changes during the game

4-4b. At the end of the game, each player retrieves all the cards they own.

4-5. Controller

4-5a. The controller of a card, ability, or effect refers to the player who has played that card, ability, or effect. Generally, they make all of the decisions that come up as they resolve the card, ability, or effect in question

4-5a-1. The controller of a card, ability, or effect may change during the game.

4-5b. At the start of the game, a card is controlled by its owner. While a card is in the gate, its controller is the player who played it or put it there.

4-5c. The controller of an ability is the controller of the card with that ability, or if the ability is in the gate, then its controller is the player who played that ability.

4-5d. The controller of an effect is the controller of the ability or card that generated the effect.

Section 5 Game Preparations

5-1. General

5-1a. Before starting a game, each player needs to have a deck constructed for use during the game. They must then follow the steps for preparing to play the game.

5-2. Deck Construction

5-2a. Each player needs to provide their own ruler and their own deck of cards..

5-2b. You must have exactly one ruler card.

5-2b-1. You may have 1 geas card that targets the ruler you chose for 5-2b.

5-2b-2. If you are using a geas card, then add/change your ruler's rules, text, and/or life/attack/strike values according to the instructions of your geas.

5-2c. A deck is a **collection of cards that are neither a ruler card nor a geas card.**

5-2c-1. Each deck needs to follow the deck construction rules defined by their ruler chosen at 5-2b.

5-2c-1a. Deck size: the number of cards in the deck. It needs to be exactly equal to this value.

5-2c-1b. Maximum factions: the maximum number of factions in the deck. You cannot have more factions in your deck than this number.

5.2.c.1.b.1 Depending on the ruler, there may be different restrictions on the number of factions based on card types, such as "maximum factions for unit cards" or "maximum factions for non-unit cards".

5-2c-1c. Attribute requirement: any restrictions that limit what cards can be included in a deck based on if they have 1 or more specific attributes.

- 5.2.c.1.c.1 Depending on the ruler, there may be separate restrictions on the attributes required on the cards included in the deck for different card types, such as a “unit attribute requirement” (attribute requirement for all unit cards) or a “non-unit attribute requirement” (attribute requirement for all non-unit cards).
- 5-2c-1d. Maximum copies of a card: the maximum number of cards with the same exact name that can be put into the deck. For each card with a unique name, you cannot have more cards with the same name in your deck than this value.
 - 5.2.c.1.d.1 If a card dictates that “You may have up to (number) copies of this card in your deck” or something similar, then that supersedes the restrictions of the ruler for maximum copies of a card.
- 5-2c-1e. Legendary card cap: the maximum number of Legendary cards (2-9b) that can be put in the deck. The total number of legendary cards in your deck cannot exceed this value.
- 5-2c-1f. Deck level cap: the maximum value of the combined total level (2-7) of all cards in the deck. The combined total level of all cards in your deck cannot exceed this value.
- 5-2c-1g. Counter (CNT) Cap: the maximum number of the cards with a CNT (counter) ability (16-4) that can be in the deck. Total number of cards with a counter ability in your deck cannot exceed this value.
- 5-2c-2. No matter which ruler you choose, you can only put in one copy of a legendary card with a particular name in your deck. There cannot be 2 or more legendary cards with the exact same name in a single deck.
- 5-2d. Even if something modifies the deck construction rules during a game, that does not render any deck currently being used within the game as illegal

5-3. Game Preparation

- 5-3a. Before starting the game, each player puts their ruler into their ruler zone and their deck into their deck zone, then shuffling it.
 - 5-3a-1. If you are using a geas, reveal it to all players and then put it underneath your ruler.
- 5-3b. Each player carries out the “Setup” actions as defined by their ruler.
- 5-3c. Randomly choose one player to play first. Start the game with that player as the active player.

Section 6 How to Play

6-1. General

6-1a. The game progresses by each player taking turns alternately and repeating that process until the game ends. During your turn, you progress through each of the phases in the exact sequence listed below:

6-2. Start Phase

6-2a. The active player's summon cap **and set cap** becomes the number defined by their ruler, and the other player's summon cap **and set cap** becomes infinite. Each player's number of summoning **and number of times set** becomes 0.

6-2b. If this is the very first turn of the game, "at the start of the game" trigger condition is met, then proceed to the gate process (9-2).

6-2c. The active player readies each of their cards in their ruler and attack zones.

6-2d. "At the start of the turn" trigger condition is met.

6-2e. Proceed to the gate process.

6-2f. The active player carries out any "Start of Turn" actions defined by their ruler.

6-2f-1. If your ruler instructs you to draw cards, draw one less card if you are the first active player and this is your first turn.

6-2f-2. Any "Start of Turn" actions specified by a ruler do not count as playing an ability, so they are performed without adding anything to the gate.

6-2g. Proceed to the gate process.

6-3. Main Phase

6-3a. "At the start of the main phase" trigger condition is met.

6-3b. Proceed to the gate process.

6-3c. Put all cards in the active player's drive zone into the graveyards of the cards' owners. Remove any abilities still in the active player's drive zone.

6-3c-1. Any automatic abilities triggered as a result of 6-3.c are played at the start of the attack phase.

6-4. Attack Phase

6-4a. The active player attacks with their ruler and units. For details, please see Section 8.

6-5. End Phase

6-5a. "At the end of the turn" trigger condition is met

6-5a-1. If an automatic ability that has an "at the end of turn" trigger condition has already been triggered during this phase, it doesn't trigger again for the rest of this phase.

6-5b. Proceed to the gate process.

6-5c. Do the following in this order.

6-5c-1. The current damage of every unit becomes 0.

- 6-5c-2. End and remove any ongoing effects that were specified to last until the end of this turn.
- 6-5d. If there are any rules effects or triggered automatic abilities that still need to be resolved, and/or if there are any automatic abilities with a “at the end of the turn” trigger condition that haven’t been triggered yet for this turn, go back to the start of this End Phase subsection (6-5).
- 6-5e. The current active player becomes inactive, and the current inactive player becomes the new active player. End this end phase and start a new turn.

Section 7 Main Phase Actions

7-1. General

- 7-1a. The active player can do the following actions if they are in the main phase and there is nothing in the gate.
 - 7-1a-1. Other actions not listed here, like instant action cards or abilities, can be played when the condition listed for them is met or a player has priority during the gate process (9-3e-2, 9-3e-3).
- 7-1b. For an active player to play a card, if no particular zone is specified by the card or by other cards, abilities, or effects, then they can only play the card if it is in their hand or their drive zone.
 - 7-1b-1. A card in your drive zone can be played only if there are no Overdrive (OD) abilities linked to that card in your drive zone.

7-2. Reveal a Card in the Drive Zone

- 7-2a. The active player can reveal a face down card that is in their drive zone by turning it face up.
 - 7-2a-1. Only unit cards, field cards, or event cards with the timing listed as “standard action” can be revealed in this way.
 - 7-2a-2. If the revealed card has an Overdrive (OD) ability (16-2), the Overdrive ability is added as an imaginary card to the drive zone of the player who revealed the card. This ability (and its imaginary card) is linked to the card that was originally revealed.
 - 7-2a-2a. As long as this specific Overdrive ability is in the drive zone, you cannot play the revealed card from the drive zone that it is linked to.
- 7-2b. Revealing a card in the drive zone does not involve the gate and is resolved immediately.

7-3. Play a Unit Card

- 7-3a. The active player can play a unit card that is in their hand or revealed in their drive zone as a normal summon.
 - 7-3a-1. See 15-17 for details on normal summoning.

7-4. Play a Field Card

7-4a. The active player can play a field card that is in their hand or revealed in their drive zone by following the standard rules for playing a card (14-3).

7-5. Set a Settable Card

7-5a. The active player can put a settable card that is in their hand or face down in their drive zone into one of their set zones.

7-5a-1. An event card is settable so as long as it does not have **Forced Reveal** (16-15).

7-5a-2. A non-event card can be settable if specified by abilities or effects.

7-5b. Setting a settable card does not involve the gate and is resolved immediately.

7-5c. After setting a card, reduce your remaining set cap by 1, and increase your number of times set by 1.

7-5d. If your ruler specifies a value for your set cap and your remaining set cap is 0, you cannot set any more cards through rule 7-5.

7-6. Play a Standard Action Event Card Directly

7-6a. The active player can play an event card with the timing listed as “standard action” that is in their hand or revealed in their drive zone by following the standard rules for playing a card (14-3).

7-6a-1. This counts as playing the card, so the card is not placed in any set zone.

7-7. Play a Standard Action Activated Ability

7-7a. The active player can play an activated ability of a card they control by following the standard rules for playing an ability (14-3).

7-8. Play a Standard Action Event Card in a Set Zone

7-8a. The active player can play an event card with the timing listed as “standard action” that is in one of their set zones by following the standard rules for playing a card (14-3).

7-9. Resolve an Overdrive Ability in the Drive Zone

7-9a. The active player can play an Overdrive (OD) ability in their drive zone by following the standard rules for playing an ability (14-3), or they can remove it without playing it.

7-9b. Removing an Overdrive ability from the drive zone in this way does not involve the gate and is resolved immediately.

7-10. Rearrange Units

7-10a. The active player can rearrange the placement of units in play that they control.

7-10b. From among their attack and/or defense zones, the active player chooses two of them and performs the following.

7-10b-1. If only one of the zones has a unit in it, move that unit to the other zone.

7-10b-2. If both zones have a unit in them, exchange the units between the two zones.

7-10b-3. If a unit is moved from an attack zone to a defense zone or vice versa, this may change its ready/exhausted state (15-3a-2).

7-10c. Rearranging units in this way does not involve the gate and is resolved immediately.

7-11. Playing Gear Up

7-11a. The active player can play 1 **Gear Up** ability that they control and fulfill the conditions for by following the rules for gear up (14-18).

Section 8 Attack Phase

8-1. General

8-1a. During the attack phase, the active player can attack an opponent's unit or ruler by using one of the active player's own units and/or ruler.

8-2. Attack Sub Phase

8-2a. During the attack phase, the attack sub phase is repeated for however many times the active player wants to attack and controls something capable of attacking.

8-2a-1. The attack sub phase is the sequence of up to 5 steps, starting with an "attack start step" and ending with an "attack end step".

8-2a-2. If you are the first active player and this is your first turn, you can do the attack sub phase only once. Otherwise, you can repeat it as many times as your circumstances allow.

8-3. Attack Start Step

8-3a. "At the start of attack" trigger conditions are met. If this is the first "attack start step" of the turn, "at the start of the attack phase" trigger condition is met.

8-3b. Proceed to the gate process (9-2).

8-4. Attack Declaration Step

8-4a. "At the start of the attack declaration step" trigger condition is met.

8-4b. Proceed to the gate process.

8-4c. The active player chooses something for each of the following or chooses to end the attack:

- As the attacking card, the active player chooses their ready ruler or one unit they control that is in one of their attack zones and is not currently prohibited from attacking.
- As the target of the attack, an opponent's ruler or unit, which the attacking card is not prevented from attacking, or a column (3-6e) without units.

8-4c-1. Unless specified otherwise, the attack target must be either a card in the frontmost of a column or column that is empty of any units.

8-4c-2. If there are no appropriate as attacking cards or attack targets, or if the active player chooses to stop attacking, then do the following:

8-4c-2a. "At the end of the attack phase" trigger condition is met.

8-4c-2b. Proceed to the gate process.

8-4c-2c. End this attack sub phase and the current attack phase.

8-4d. Exhaust the attacking card. If there are additional actions that are necessary to make the attack possible, then do them now.

8-4d-1. If the active player cannot do all of the necessary actions to make the attack possible, they cannot choose to do this attack.

8-4e. For the rest of this attack sub phase, the attacking card is called the “attacking ruler” or “attacking unit” based on its card type.

8-4e-1. During this attack sub phase, the attacking card is considered to be in the state of “attacking” the **frontmost card in the column that is being attacked**. Likewise, the **frontmost card in the column being attacked** is considered to be in the state of “being attacked”.

8-4e-2. If the “attacking” card moves to a zone outside of the play area of the current active player, it is no longer considered to be “attacking”.

8-4f. At this point, “when (attacking card) attacks” and/or “when attacking (attack target)” and/or “when (a specific target) is attacked” trigger conditions are met. **Likewise, “when (target) would be dealt damage” trigger conditions are also met.**

8-4g. Proceed to the system process (Section 11).

8-4h. At this point, abilities that trigger “as (attacking card) attacks” are placed directly into the gate.

8-4h-1. This does not count as playing the ability, it is placed directly into the gate.

8-4i. Proceed to the gate process (9-2).

8-5. Intercept Step

8-5a. At this point, if the unit being attacked has Intercept (16-7), then do this step.

8-5a-1. If the card being attacked does not have Intercept, then skip this step and go to the damage step directly. Likewise, if the attacking card is a ruler or the attacking unit is no longer present, also skip this step and go to the damage step directly.

8-5b. The trigger condition for Intercept is now met.

8-5c. Proceed to the gate process.

8-6. Damage Step

8-6a. If there is no **card that is attacking and/or being attacked** at this point, then go directly to the attack end step.

8-6b. “At the start of the damage step” trigger condition is met.

8-6c. Proceed to the gate process.

8-6d. The attacking card deals damage to the card being attacked.

8-6d-1. If the card being attacked is a ruler, the attacking unit deals damage equal to its STK to the ruler being attacked.

8-6d-2. If the card being attacked is a unit, the attacking unit deals damage equal to its ATK to the unit being attacked.

8-6d-3. If an ability or an effect refers to “combat damage”, it refers to this damage.

- 8-6e. Proceed to the gate process.
- 8-6f. "At the end of the damage step" trigger condition is met.
- 8-6g. Proceed to the gate process.

8-7. End of attack Step

- 8-7a. "At the end of (the) combat" trigger condition is met.
- 8-7b. Proceed to the gate process.
- 8-7c. As a final step, do the following actions:
 - 8-7c-1. End all ongoing effects that are specified to last for the duration of this combat or until the end of this combat.
 - 8-7c-2. At this point, if any rule effects or abilities have been triggered, proceed to the gate process, and then go back to 8-7b. Otherwise, finish this attack end step.

Section 9 Gate Process

9-1. General

- 9-1a. During the game, cards and abilities go to the gate, and then they get resolved after each player gets an opportunity to respond. In this section, we explain this process in detail.

9-2. Gate Process

- 9-2a. The gate process is performed by carrying out the following steps
- 9-2b. Perform the gate addition process.
- 9-2c. Perform the gate resolution process.
- 9-2d. Unless the gate process is ended in 9-4b, go back to 9-2b.

9-3. Gate Addition Process

- 9-3a. The gate addition process is performed by carrying out the following steps:
- 9-3b. The active player gains priority.
- 9-3c. Perform the system process (Section 11).
- 9-3d. At this point, if the topmost object of the gate is a drive process (10-3d) or a ruler damage application process (13-5b), immediately end the gate addition process.
- 9-3e. The player with priority performs any of the actions listed below. These are called gate actions.
 - 9-3e-1. Give up the priority.
 - 9-3e-2. Play a card in a set zone that the player with priority controls. This card can only be played if its timing is not listed as "standard action" and if it is not considered to be an automatic ability (14-4b).
 - 9-3e-3. Play an activated ability that is specified as an "instant action" on a card you control (14-8).
 - 9-3e-4. Play a card or an ability that can be played "as an instant action".

- 9-3e-5. If the player with priority is the active player, they can do any of the following if they are currently in the main phase and the gate is empty:
 - 9-3e-5a. Reveal a card in their drive zone (7-2).
 - 9-3e-5b. Play one of their unit cards (7-3).
 - 9-3e-5c. Play one of their field cards (7-4).
 - 9-3e-5d. Set one of their settable cards (7-5).
 - 9-3e-5e. Play an event card with the timing listed as “standard action” without setting it (7-6).
 - 9-3e-5f. Play an activated ability that is specified as an “standard action” (7-7).
 - 9-3e-5g. Play an event card with the timing listed as “standard action” that is currently in a set zone they control (7-8).
 - 9-3e-5h. Resolve an Overdrive (OD) ability in their drive zone (7-9).
 - 9-3e-5i. Rearrange the units that they control (7-10).
- 9-3f. If the player with priority performs an action other than giving up the priority (9-3e-1), that player keeps the priority, then return to 9-3c.
- 9-3g. If the player with priority gives it up, perform one of the following:
 - 9-3g-1. During this gate addition process, if both players have given up the priority consecutively instead of playing any cards or abilities, immediately end this gate addition process.
 - 9-3g-2. Otherwise, the other player gains the priority, and then return to 9-3c.

9-4. Gate Resolution Process

- 9-4a. The gate resolution process is performed by carrying out the following steps:
- 9-4b. If the gate is empty, end the gate resolution process, then end the entire gate process.
- 9-4c. Resolve the topmost card, ability or process in the gate.
- 9-4d. Perform the system process (Section 11).
- 9-4e. At this point, if the gate is empty, end the gate resolution process.
- 9-4f. If no new cards, abilities or processes were added to the gate after 9-4c, return to 9-4c. Otherwise, end the gate resolution process.

Section 10 Drive Process

10-1. General

- 10-1a. The drive process is a process that moves a card to a drive zone and then plays it.
- 10-1b. The drive process works differently based on whether it is being performed during the main phase of the player attempting it, or during any other phase.
- 10-1c. For rules regarding how to play an Overdrive (OD) ability, please see 14-5.

10-2. Standard Drive Process During Your Turn

- 10-2a. If you, as the active player, perform an action to “drive” either during your start phase or main phase, move the cards specified by the “drive” action to your drive zone face down.

10-3. Non-standard Drive Process

10-3a. If a player is instructed to perform an action to “drive” in any other timing than described in 10-2, do the following:

10-3a-1. The instructed player moves the card(s) specified by the “drive” action to their drive zone face down. Then, choose all cards that are not standard action cards (2-17b) but can be set (2-17c), and then choose any number of cards that are standard action cards but can also be set. Take the remaining cards that were not chosen and reveal them to all players.

10-3b. If the revealed card has an Overdrive ability, they add the Overdrive ability as an imaginary card to their drive zone.

10-3b-1. Each Overdrive ability put into a drive zone is linked to the card that originally had the ability.

10-3c. Add a drive resolution process to the gate for these cards and abilities that were put into the drive zone through the sequence described in 10-3a-1.

10-3c-1. This drive resolution process is controlled by the player who is performing the drive process which added this drive resolution process to the gate.

10-4. Drive Resolution Process

10-4a. When resolving the drive resolution process in the gate, perform the following:

10-4b. If there are no cards or abilities related to this drive resolution process in any drive zone, then remove this drive resolution process from the gate.

10-4c. The player who is controlling the drive resolution process chooses one of the following:

- A card in their drive zone that has no Overdrive abilities currently linked to it in either their drive zone or gate.
- An Overdrive ability in their drive zone that they control.

10-4d. That player then performs one of the following with what they chose in the process above.

-If it is a unit card, that player may normal summon it.

-If it is a standard action card (2-17b) that is not a unit card, that player may play it.

-If it is a card that can be set (2-17c), that player can set it.

-If it is an Overdrive ability, that player may play it.

-If it is a card that can be geared up into, and any conditions for the gear up are fulfilled, then that player may gear up into that card by following the steps for gear up (14-18).

10-4d-1. If the card or ability has a cost to play it, the player must pay the required cost as they play it. This includes exhausting a number of resources equal to the level of the card when playing it. (14-3b-6a).

10-4d-2. If the player plays a unit card in this way, it counts as a normal summon. The player must pay the unit's cost, and it is counted for their summon cap (15-17a-2).

10-4e. If the player chose a card or an Overdrive ability but did not set it or play it, then put it into its owner's graveyard if it is a card, or remove it if it is an Overdrive ability. Then repeat this drive resolution process from 10-4b.

Section 11 System Process

11-1. General

11-1a. During the game, while performing the gate process or any other process as instructed by the rules, there is a specific timing for applying rules effects and playing automatic abilities. The process that is carried out during those times is referred to as the "system process".

11-2. System Process Details

11-2a. When instructed to carry out the system process, do the following:

11-2a-1. Apply any rules effects. Repeat this until you have no rules effects left to apply.

11-2a-2. Play any **Forced Reveal cards**, triggered automatic abilities and/or events cards revealed when their conditions became fulfilled (14-5a, 14-10c).

11-2a-2a. If there are multiple instances of the above, then starting with the active player, they are played in any order of their controller's choice.

11-2a-3. At this point, if you have any rules effects left to apply or any **Forced Reveal cards** and automatic abilities left to play, restart the system process from the beginning.

Section 12 Rules Effects

12-1. General

12-1a. A rules effect is an action dictated by the rules under specific circumstances.

12-1b. If there are several rules effects that must be performed, do them all simultaneously.

12-1b-1. When trying to resolve a Player Defeat rules effect and a Ruler Damage rules effect simultaneously, execute them in the order of Ruler Damage rules effect first, then followed by the Player Defeat rules effect.

12-1b-2. When trying to resolve an Overlapping Cards rules effect and an Exceeding In-Play Level Cap rules effect simultaneously, execute them in the order of Overlapping Cards rules effect first, then followed by the Exceeding In-Play Level Cap rules effect.

12-2. Player Defeat Rules Effect

12-2a. Each player has defeat conditions, which can result in a player becoming defeated if they fulfill at least one of them.

12-2a-1. A player has fulfilled a defeat condition if they have a number of cards in their damage zone equal to or greater than their life.

12-2a-2. A player has fulfilled a defeat condition if they have no cards in their deck zone.

12-2b. During the game, a player's defeat process may be added to the gate.

12-2b-1. A defeat process is always linked to one or more players.

12-2c. If a player fulfills one or more defeat conditions and they have no defeat process linked to them in the gate already, add a defeat process linked to this player into the gate as a rules effect.

12-2c-1. If both players fulfill one or more defeat conditions, put a defeat process linked with both of them into the gate.

12-2d. When resolving a defeat process, perform the following:

12-2d-1. If the player linked to this defeat process still fulfills one or more defeat conditions, they lose the game.

12-3. Ruler Damage Rules Effect

12-3a. If the current ruler damage of a ruler is one or more, perform the ruler damage application process (13-5).

12-4. Overlapping Cards Rules Effect

12-4a. While executing rules effects, if a player has two or more cards in a single attack zone, defense zone, or set zone, then unless specifically instructed to stack those cards on top of each other, the owner of that zone chooses one card in that zone that was put there most recently. Put all other cards into their owners' graveyards.

12-5. Illegal Charge Rules Effect

12-5a. While executing rules effects, if there is a card in a charge zone that is not linked to any card in another zone, put that card in the charge zone into its owner's graveyard.

12-5a-1. If a card in play that is linked to one or more charge moves to another zone not in play, but it has an automatic ability that was triggered by the movement that refers to its linked charges, do not apply this rules effect and keep the charges where they are, until that automatic ability is either not played or removed from the gate after being resolved.

12-5b. While executing rules effects, if a card in a charge zone is linked to two or more cards in other zones, the owner of the charge zone chooses one of the cards most recently linked to that card in the charge zone. The other cards that were not chosen are no longer linked to that one card in the charge zone.

12-6. Exceeding In-Play Level Cap Rules Effect

12-6a. Some rulers specify a limit to the total combined level of all allied units that its player has in play. This limit is referred to as the "in-play level cap".

12-6a-1. During this rule effect, if the total combined level of all allied units of a player is higher than their in-play level cap, perform the following.

12-6b. If an allied unit entering play has caused that unit's controller's total combined level of all of their allied units to exceed their ruler's in-play level cap, then that player must select an allied unit of level 1 or greater from

among all allied units, except the unit that entered play most recently. The selected unit is placed into its owner's graveyard.

12-6b-1. If there are multiple allied units that entered play most recently because they did so simultaneously, and their combined total level exceeds their controller's in-play level cap, then that player must select an allied unit of level 1 or greater from among them. The selected unit is placed into its owner's graveyard.

12-6c. If the total combined level of all allied units controlled by one player exceeds their ruler's in-play level cap for any other reason besides an allied unit entering play, that player must select an allied unit of level 1 or greater from among all allied units and put it into its owner's graveyard.

Section 13 Resolving Damage, Damage Prevention, and Healing

13-1. General

13-1a. When something deals damage to a ruler or a unit, carry out the sequence described in the following:

13-2. Damage Generation

13-2a. Damage includes information on the target(s) of the damage, the numerical value of the damage, the source of the damage (14-16), and other info (such as whether it is combat damage or not).

13-2b. When dealing damage, perform the following:

13-2b-1. If the target of the damage dealt is a ruler, add the value of the damage to the current ruler damage of that ruler.

13-2b-2. If the target of the damage dealt is a unit, add the value of the damage to the current damage of that unit.

13-2b-3. Any replacement effects that change the value of the damage are applied at this point.

13-2c. If the damage dealt as a result of the above is 1 or greater, then any "when (damage source) deals damage" and "when (damage target) is dealt damage" conditions are met.

13-3. Damage Prevention

13-3a. A damage prevention effect is a replacement effect that reduces damage (including effects that reduce the damage down to an amount less than its original value) which directly modifies the value of the damage to be applied.

13-3a-1. An effect that prevents damage dealt at a specific future time, or an ongoing effect that prevents any damage dealt, is treated as a replacement effect (14-14) that modifies the value of the damage when it gets dealt.

Example: If the timing of an event card is "when you are attacked" and the effect is "the combat damage becomes 0", treat it as a replacement effect that says "when this combat damage would be applied, instead that damage becomes 0".

Example: If an ongoing effect says "any damage dealt to you becomes 1", treat it as a replacement effect that says "when damage would be applied to you, instead that damage becomes 1".

13-3b. When you resolve a damage prevention effect for **any damage**, perform the following:

13-3c. As the target, select an appropriate card that is about to be applied damage which meets the condition(s) for the damage prevention effect.

13-3c-1. If this damage prevention effect prevents the “next” damage, the next time any damage that fits its specifications is dealt during this turn, the damage resolution effect is resolved as a replacement effect that is applied to that damage.

13-3d. Reduce the value of the damage by the amount of the damage prevention.

13-3d-1. If the effect is “this damage becomes X” or “take(s) X damage instead”, set the value of the damage to X.

13-3d-2. If the damage in question has two or more pairings of damage value and damage target, select any number of the pairings and reduce the damage for each, so that the combined total value of damage reduced is equal to the amount of damage prevention.

Example: When your opponent deals 3 damage each to two of your units with [ZAPZAPZAP!], and you resolve an effect that “prevents 1 damage”, you choose one of the two applications of 3 damage and reduce it to 2 damage.

13-3d-2a. If both players **control 1 or more targets** that would be dealt damage from a single source, the opponent of the controller of the damage source chooses which damage values will have any damage prevention effects applied to.

13-3d-2b. If the damage prevention effect is “this damage becomes 0” or “deals/is dealt 0 damage instead” for this damage, the value of damage in all pairings included within this damage is set to 0.

Example: When your opponent deals 3 damage to each of two units with [ZAPZAPZAP!], and you then resolve an effect that “this damage becomes 0” for that damage, each unit is dealt 0 damage instead.

13-3e. The rules above relating to damage prevention are all exceptions to rule 14-13d.

13-4. Damage and Healing for a Ruler

13-4a. When a damage resolution process for a ruler is resolved, add the amount of damage specified to the current ruler damage of the ruler.

13-4b. When you heal damage from your ruler, such as through effects that “heal (number) life”, move a number of cards specified by the healing from your damage zone to your graveyard.

13-4b-1. The current ruler damage of a ruler cannot be reduced by healing.

13-5. Ruler Damage Application Process

13-5a. While executing the ruler damage rules effect (12-3), if the current ruler damage for a ruler is 1 or more, perform the following:

13-5b. Add X ruler damage application processes to the gate, where X is equal to the current ruler damage of that ruler.

13-5b-1. The controller of these ruler damage application processes is the same player who controls the ruler of the current ruler damage being resolved.

13-5b-2. At this point, if the current ruler damage for the rulers of both players is 1 or more, add all of the ruler damage application processes for the active player first, then add all of the ruler damage application processes for the other player.

13-5c. The current ruler damage for all the rulers is set to 0.

13-6. Resolving a Ruler Damage Application Process

13-6a. When resolving a ruler damage application process, perform the following:

13-6b. The controller of the ruler damage application process puts the top card of their deck into their counter zone face up.

13-6c. If the card has no Counter (CNT) abilities (16-4), then put the card into the owner's damage zone and end this process.

13-6c-1. If the damage that resulted in this ruler damage application process is affected by an "ignore [CNT] for this damage" effect, treat the card as though it has no Counter abilities.

13-6d. If the card has a Counter ability, play it.

13-6d-1. Playing the Counter ability is mandatory. You cannot choose not to play it. For details about playing a Counter ability, see 14-5.

13-6d-2. If you cannot play the ability because there are no valid targets (14-3b-4), you do not play it. Just put the card into its owner's graveyard instead.

13-6d-3. Immediately after the Counter ability is removed from the gate, put this card into its owner's graveyard if it is still in the counter zone.

13-6e. Remove the ruler damage application process from the gate.

13-7. Damage and Healing for a Unit

13-7a. When a damage resolution process for a unit is resolved, add the specified amount of damage to the current damage of that unit.

13-7b. When you heal an amount of damage from a unit, such as through effects that "heal (number) HP", subtract that amount from the current damage of the unit.

13-7b-1. When instructed to heal damage that was dealt under specific conditions, refer to the information within the damage resolution process. Unless instructed to "heal any damage (that matches this condition)", the healing is applied to only one of the damage resolution processes that occurred during the current phase and fulfills the specified conditions.

Example: If one of your units is dealt 2 damage and 3 damage separately in the same phase, and then you play Just a Flesh Wound to it, you may recover 2 HP or 3 HP, depending on which damage you choose to apply it to.

13-8. Damage to Anything Else

13-8a. If any damage would be dealt to a non-ruler, non-unit object, no damage is dealt instead.

Section 14 Cards and Abilities

14-1. Ability and Effect

14-1a. An ability refers to the instructions printed on a card that cause something to happen in the game. Abilities can be either an "activated ability", an "automatic ability", or an "continuous ability".

14-1a-1. Activated abilities are abilities that are written as "(timing) [(cost)] (effect)". The controller of the card with the ability can play it at the timing they are allowed to and by performing all actions necessary to pay its cost.

14-1a-1a. Some activated abilities are written as "(timing): (effect)". These do not require any cost to play.

14-1a-2. Automatic abilities are abilities that are written as "when/whenever/at (condition), (effect)", but are not replacement effects (14-14). They are played during the next system process after the triggering condition is met.

14-1a-3. Continuous abilities are written as "(effect)". Continuous abilities apply their effect as long as the abilities are active.

14-1a-4. Some abilities have ability names. Abilities with an ability name are written as "(ability name): (ability)", where (ability name) is in between double quotation marks ("(ability name)").

14-1a-4a. **If a word or phrase is referred to within a card's text in between "<>", it is referring to any ability that includes the specified word or phrase in its name or text.**

Example: If a card has the following text: "■This is treated as being level 0 for <Hundred Yokai March>.", the effect is applied to any ability with "Hundred Yokai March" in its name, such as "Hundred Yokai March Lv1".

14-1a-5. When referring to the level of an ability, refer to the level of the card that has the ability in question written in its text.

14-1b. An effect refers to the type of process described by an ability. An effect is either an "one-time effect", an "ongoing effect" or a "replacement effect", based on how they are applied.

14-1b-1. A one-time effect is an effect that does something and then its application immediately ends afterwards.

14-1b-2. An ongoing effect is an effect that is applied for some duration, or if there is no duration specified, for the rest of the game.

14-1b-3. A replacement effect is an effect that is applied to a specific action that one would perform. Instead of performing that action, the replacement effect is carried out instead.

14-2. Active Ability

14-2a. Each ability can be played and/or apply its effect as long as it is active. Unless specified otherwise, an ability is active so as long as the card that has it is in an appropriate zone as described below:

14-2a-1. Abilities on a ruler, unit or field card are active while the card is in play.

14-2a-2. For the face down card in a set zone, only its timing is active.

14-2b. If an ability is written in such a way that it would need to be active while in a specified zone, that ability is active in that specified zone.

14-2c. If an ability A's text uses "<>" (14-1a-4a) to refer to a different ability B by either its name or text, ability A becomes active in any zone it is in while ability B is being played or resolved.

14-3. Paying Costs

14-3a. When playing a card or ability, or when resolving an ability, a player may be required to perform a specific action or actions as a "cost".

14-3b. If any of the actions required as a cost cannot be performed for any reason, then none of the actions required by the cost are performed. This ignores any replacement effects that may affect these actions.

14-3c. Even if one or more of the actions required by a cost is changed into a different action as a result of a replacement effect, it still counts towards the cost.

14-3d. If a cost requires multiple actions, then they must be carried out in the order they are listed.

14-3e. If a numerical value linked to an action required to be performed as a cost is for some reason reduced to 0 or less, when paying for this cost, that part of the action is considered to have been performed, and that part of the cost is treated as having been paid.

14-3f. When paying a cost to play a card, a player cannot use the card they are playing as part of that cost.

14-4. Playing Cards and Abilities

14-4a. Cards are played then placed in a specified zone. Activated and automatic abilities are played and then their effects are resolved.

14-4b. When paying a card or ability, perform the following:

14-4b-1. If the card is hidden to a player, reveal it to all players.

14-4b-1a. If a card in a drive zone would be played while it has an Overdrive ability linked to it either in the drive zone or gate, then that card is not played.

14-4b-2. If the card or ability has the text "choose (number) of the following", the player chooses the specified number of options from that list. Options that were not chosen are treated as if they did not exist.

14-4b-2a. If a card or ability has no overall "Timing" specified, then the "Timing" of the chosen option is applied instead. If an option with a valid play timing cannot be chosen, then this card or ability cannot be played.

- 14-4b-2b. When instructed to “play” (15-16) a card or ability by the effect of another card or ability, skip over rule 14-4b-2a..
- 14-4b-3. If the card requires you to choose something specifically for that card (other than a target), choose it now.
- 14-4b-3a. When playing a unit card, the player who controls that card chooses one of their attack zones or defense zone(s) in which a unit can be placed.
- 14-4b-4. If the card or ability says “choose (target)”, it needs one or more targets to be chosen. The controller chooses valid targets. If they cannot choose a valid target for every target that is required by the card or ability, they cannot play that card or ability.
- 14-4b-4a. If the number of targets specified is 0 or less, you choose nothing.
- 14-4b-4b. If you are choosing two or more targets, you cannot choose the same target more than once while choosing those targets.
- 14-4b-4c. When the text of a card or ability has “Then,” or “If you do,” followed by something like “Choose (X) (target(s))” or some other phrase that instructs you to choose something, you make this choice while the card or ability is resolved (9-4c). This allows you to play these cards or abilities even if you do not have valid choices (14-4b-4) for this portion of the text.
- 14-4b-4d. While a card or ability is in the gate, you cannot choose that card or ability itself as its target. If something would do that, ignore it.
- 14-4b-4e. If a target must fulfill some condition or have some specific property, only targets where that condition or property is revealed to all players can be chosen.
- 14-4b-4f. The number of targets is fixed at this point. The number of targets cannot be changed going forward, even if the circumstances and/or method to decide their number changes afterwards.
- 14-4b-5. If the effect of the card or ability being played is applied to two or more targets but the effects applied to each of them are not all equivalent, choose which effect to apply to which target.
- 14-4b-5a. This includes cases where you are instructed to “divide” the amount of something between multiple targets. In that case, you need to allocate at least 1 of the amount to each target.
- 14-4b-5b. The quantities being applied are fixed at this point. Going forward, the quantities chosen for the effect do not change, even if the circumstances and/or method to decide them changes afterwards.
- 14-4b-6. If the card or ability being played requires you to do something as a cost to play it, determine the content and the quantity of the cost at this time.
- 14-4b-6a. When you play a card, if it has a level equal to 1 or more, you need to pay resources equal to its level (15-15). When you play an ability, you need to pay the ability’s cost that is described within the square brackets ([]).
- 14-4b-6b. If you have any effects altering the content of the cost, apply them first.
- 14-4b-6c. Apply any effects increasing the quantity of the cost or the actions in its content.

14-4b-6d. Apply any effects decreasing the quantity of the cost or the actions in its content.

14-4b-6e. If an effect that says “play without paying the cost” is applied to the card or ability, remove all actions required for paying its cost.

14-4b-7. Actions required to pay the cost for playing the card or ability are fixed at this point. After this, even if some effects would alter the cost, the content and quantity required are not changed.

14-4b-8. Perform any actions required to pay the cost (14-3). If a player cannot do any of those required actions, they cannot play that card or ability. In this case, the game is reverted to its state immediately before the card or ability was played.

14-4b-8a. If there are multiple actions required to pay the cost, perform them in the order written on the cost.

14-4b-9. When a player plays a card, put that card into the gate. When a player plays an ability, put that ability into the gate as an imaginary card.

14-4b-9a. If you are playing a card in your drive zone or hand that has an ongoing effect applied to it, that effect remains applied to the card as it goes into the gate.

14-4b-10. At this point, all steps for playing a card or ability are finished, and the card or ability is considered to be played.

14-4b-11. If, for any reason, a player starts the steps to play a card or ability but cannot finish it because of something that was invalid in one or more of the steps, treat the card or ability as though it was not played at all, and the game is reverted to its state immediately before the card or ability was played.

Example: If you try to play a unit with “■This cannot be placed in a defense zone.” into a defense zone, since the unit cannot be placed into the selected zone when it gets resolved, the act of playing this unit is cancelled, and the game state is reverted to what it was before you played that unit.

14-4c. To resolve a card or ability, perform the following:

14-4c-1. If the card or ability requires you to have chosen a target(s), check the target(s) at this point. If the target(s) is no longer valid, all effects involving the invalid target(s) are not applied. Even if all chosen targets of the card or ability happen to be invalid at this point, the other effects not related to those targets are still resolved.

Example: If playing an ability that says “Choose 1 unit and deal 2 damage to it. Draw a card” and the target is no longer valid when the ability is resolved, it does not deal the 2 damage, but you still draw a card.

14-4c-2. If the thing being played is a card, perform the appropriate action based on the card’s card type.

14-4c-2a. If the card had some ongoing effect applied to it while it was in the gate and it enters play, that same effect is still applied to that card in play.

14-4c-2b. If this card is a unit card, put the card in the zone specified in 14-3b-3a.

14-4c-2c. If this card is a field card, put it into its controller’s field zone.

14-4c-2d. If this card is an event card, resolve its effect and put it into its owner's graveyard.

14-4c-3. If the thing being played is an ability, resolve the effect of the ability, then remove it from the gate.

14-4c-3a. When resolving an ability in the gate, it is always resolved even if the card that the ability was on is no longer in its original zone, or if the ability has somehow become inactive at this point.

14-5. Playing a Card in a Set Zone

14-5a. You may reveal a card in one of your set zones that has a timing that says "you can play this when (condition to be met)" when the condition(s) described in the timing has been fulfilled. This is played as if it is an automatic ability (14-9c).

14-5b. You may reveal a card in a set zone that has a timing that says "you can play it (as long as the condition is met)" as an action during a gate process while you have priority (9-3c) and so as long as the condition(s) described in its timing is fulfilled, in order to then play that card.

14-5b-1. If the timing refers to an attacking card and its effect refers to the "combat damage from this attack", this effect is referring to the damage that the attacking card would deal during its damage step (8-6d).

14-5c. While you have priority during a gate process and the conditions in 9-3e-4 are fulfilled, as an action you may reveal a card in one of your set zones that has a timing that says "standard action", in order to then play that card.

14-5d. While you have priority during a gate process, as an action you may reveal a card in one of your set zones that has a timing that says "instant action", in order to then play it.

14-5e. As you play the set card, you pay the resource equal to the level of the card (14-3b-6a) as its cost, along with any other actions required.

14-6. Playing Overdrive/Touchdown/Counter Abilities

14-6a. When you play an Overdrive (OD) (16-2), Touchdown (TD) (16-3) or Counter (CNT) (16-4) ability, do one of the following:

14-6b. If the ability instructs you to play another ability, play that ability.

14-6c. If the ability is to play the card that this ability was on, **the card itself is played instead of the ability.**

14-6c-1. When you play the card through its own Counter ability, you do not pay resources equal to its level as a cost (14-3b-6a).

14-6d. Outside of cases mentioned in 14-5b and 14-5c, play the ability itself.

14-7. Limits on the Number of Times to Play

14-7a. Some abilities have [Turn (number)] or [Game (number)] written on them. This means you can play this ability only that many times during a single turn or game, respectively.

14-7a-1. If this is written on the left side of the first colon that comes after the ability name, any ability with the same name can be played up to (number) of times within the duration specified.

14-7a-1a. If the controller of such an ability changes after it was played, then that new player may play this ability (or an ability with the same name as this ability) up to (number) of times, regardless of how many times the ability's previous controller has played it during the same duration.

14-7a-2. If this is written on the right side of the first colon coming after the ability name, or just written on an ability with no ability name, the ability itself can be played up to (number) of times in the duration specified. The playing of other abilities with the same ability name, or the exact same ability on the different cards, are not counted towards this limit.

14-7a-2a. If the controller of such an ability changes after it was played, then that new player may only play this ability up to (number) of times specified, including the number of times the ability's previous controller has played it during the same duration.

14-7b. If this would prevent you from using a specific activated ability, that specific ability cannot be played.

14-7c. If this would prevent you from using an automatic ability, the ability does not trigger, and if it already has been triggered, you cannot play it.

14-7d. When a continuous ability with an optional replacement effect (14-14c-2) has [Turn (number)] or [Game (number)], if you resolved the optional replacement effect for the number of times specified by the limit, then ignore that same optional replacement effect even if it gets activated again during the specified duration. Whenever you choose not to resolve the optional replacement effect, it does not count towards this limit. If the limit for the continuous ability has not been reached yet, you may choose to resolve the optional continuous effect when presented with the option again at a later point.

14-8. Continuous Ability

14-8a. Continuous abilities apply their effects as long as their abilities are active. Unless otherwise specified, all effects applied by continuous abilities are ongoing effects.

14-8a-1. Any ability that does not require a specific catalyst (e.g. "When (something happens)", "【TD】", "Standard Action", etc.) to have their effect resolved is a continuous ability unless specifically specified otherwise. They are always treated as being active, or if they have any condition(s) specified, they are treated as being active so as long as the specified condition(s) is met. Continuous abilities with conditions specified usually start with "While", "For", and "If".

14-8b. If a continuous ability on a card defines its card type, attributes, level, ATK, HP, or STK without any conditions, the ability is referred to as a "base ability" and is applied in any zone.

14-8c. If a continuous ability says that it "may treat" some property of a card as something else, the controller of the ability chooses the actual property to treat it as only when something else specifically refers to that property.

14-8c-1. If a continuous ability “treats” some property of a card as something else, it loses the old property and only has the new one. If a continuous ability “also treats” some property of a card as something else, the new property is added to the existing ones.

14-9. Activated Ability

14-9a. An activated ability is an ability that its controller can play at any time it is allowed.

14-9b. Playing an activated ability follows the rules of playing abilities.

14-10. Automatic Ability

14-10a. An automatic ability is an ability written as “when/whenever/at (condition), (effect)” and is not a replacement effect. Automatic abilities constantly check the game situation and if its trigger condition(s) is met, it is automatically played during the system process (Section 11).

14-10b. Each automatic ability has a specific condition(s) to play it. This condition or conditions are called the triggering condition. If the triggering condition is met, the automatic ability’s trigger count increases by one. If the trigger count of an automatic ability is one or more, the ability is considered to be “triggered”.

14-10b-1. An automatic ability on a card hidden to one player can increase its trigger count by one through revealing that card to all players.

14-10b-1a. The controller of an automatic ability on a hidden card may choose to not increase the trigger count by not revealing that card when the triggering condition is met.

14-10b-1b. This revealing of the hidden card can be done only once for each occasion that its trigger condition is met.

14-10b-1c. The card revealed in this way must remain revealed until the automatic ability is played and then resolved or removed from the game, or until it has been decided that the automatic ability will not be played at this time.

14-10c. During the system process (Section 11), after all rules effects are resolved, the active player checks if they control any triggered automatic abilities. If they have any, they choose one of those abilities and play it, then decrease the trigger count for that ability by one. If the active player does not play any automatic abilities, then the inactive player checks if they control any triggered automatic abilities. If they have any, they likewise choose one of those abilities and play it, decreasing the trigger count of that ability by one.

14-10c-1. If any player played an automatic ability, repeat the system process from the beginning.

14-10d. A triggered automatic ability must be played unless it is specifically prohibited by rules or effects. You cannot choose not to play them. If a player chooses a triggered automatic ability but cannot play it for any reason, just decrease the trigger count of that ability by one.

14-10d-1. If a triggered automatic ability has a cost and its controller either refuses or is unable to pay that cost, then the ability is not played. The trigger count is then reduced by 1.

14-10e. Some automatic abilities trigger when a card moves from one zone to another. If these abilities refer to the moved card or other cards moved at the same time, they can refer to the properties or status of the card with the caveats below:

14-10e-1. If the card moves from a revealed zone to a hidden zone, or a hidden zone to a revealed zone, the ability refers to the information of the card while it is/was in the revealed zone.

14-10e-2. If the card in play moves out of play or vice versa, the ability refers to the information of the card while it is/was in play.

14-10e-3. Otherwise, the ability refers to the card when it is in its destination zone.

14-10f. Some effects generate automatic abilities that trigger at a later specified time. This generated automatic ability is called a delayed automatic ability.

14-10f-1. Unless specified otherwise, a delayed automatic ability is triggered once and once only at the time that is specified. After that, even if the exact same game situation occurs, that same ability does not trigger again.

14-10f-2. If something refers to a card with a delayed automatic ability, it refers to a card with an ability that generated that delayed automatic ability.

14-10g. Some automatic abilities check if a specific status is fulfilled during a game. This ability is called a status automatic ability.

14-10g-1. A status automatic ability is only triggered when its required status is fulfilled but has not been triggered yet.

14-10h. When a player plays their automatic ability that has been triggered, it is possible that the card that created that ability has been moved to another zone, lost the automatic ability, or the ability itself was rendered inactive. Even in these cases, the automatic ability in question is still played and resolved.

14-11. One-Time Effect

14-11a. A one-time effect is performed once when they are resolved, and then ends immediately.

14-12. Ongoing Effect

14-12a. An ongoing effect applies its effect for the duration of the specified time (or rest of the game), changing specific properties or rules for that duration.

14-12a-1. The ongoing effects of continuous abilities apply their effects as long as those abilities are active.

14-12a-2. Ongoing effects applied by non-continuous abilities have a limited duration that is specified when the ability is first applied.

14-12a-2a. If there is no duration specified, then the ongoing effect remains applied for the rest of the game.

14-12b. If a specific zone is affected by a **continuous ability** that would grant an ongoing effect to any card within it, when another card is moved to that zone, the card being moved enters the zone with that ongoing effect already applied.

14-13. Ongoing Effect Layers

- 14-13a. If multiple ongoing effects that modify properties are being applied simultaneously to a card, the effects are applied in the order below:
- 14-13a-1. The information and properties on the card itself and any base abilities (14-7b) on the card are treated as being the default basis of that card.
 - 14-13a-2. Apply all ongoing effects that add a non-numeric property to that card which it normally wouldn't have.
 - 14-13a-3. Apply all ongoing effects that **add** any card types, factions and/or attributes.
 - 14-13a-4. **Apply all ongoing effects that remove any card types, factions and/or attributes.**
 - 14-13a-5. Apply all ongoing effects that **add** any kind of ability.
 - 14-13a-6. **Apply all ongoing effects that remove any kind of ability.**
 - 14-13a-7. Apply all ongoing effects that change non-value information outside of those listed in **14-13a-3, 14-13-4, 14-13-5, and 14-13a-6.**
 - 14-13a-8. Apply all ongoing effects that add numeric properties that the card normally wouldn't have.
 - 14-13a-9. Apply all ongoing effects that would change any numeric properties to a different value.
- 14-13b. If an ongoing effect contains multiple layers of the above, apply each separately according to the order above.
- 14-13c. If two or more ongoing effects are being applied in the same priority layer from among those listed above, then apply them in the order below:
- 14-13c-1. If there is an effect A and effect B, and if applying A before B changes what or how B is applied, then you apply A after B, and B is considered dependent on A. If effect B depends on effect A and A does not depend on B, B is always applied after A.
 - 14-13c-2. If the order is still not decided after the above, apply the effect applied earlier first. If, for any reason the timing is still the same, the active player at the time decides which one gets applied first.
 - 14-13c-2a. The start time of an ongoing effect by a continuous ability is determined by the time when the ability becomes active.
 - 14-13c-2b. The start time of an ongoing effect by an activated or automatic ability is determined by the time that the ability was played and resolved.
- 14-13d. **If an event, an automatic ability, or an activated ability generates an ongoing effect that is applied to specific objects that fulfill a certain condition(s), the effect is applied only to objects that fulfill the condition(s) at the time the ability is resolved. It is not applied to any object which fulfills the condition(s) afterwards.**
- 14-13e. When a card is moved into a zone which has one or more ongoing effects that would be applied to that card, the card enters the zone with those effects already applied.

14-14. Replacement Effect

14-14a. A replacement effect is written as “when (do something), (do another thing) instead”.

14-14a-1. Some replacement effects are written “as” instead of “when”.

14-14b. If a replacement effect is applied to a specific situation, that original situation never happens and only the version where the replacement has been applied takes place.

14-14c. If two or more replacement effects are applied to the same situation, the player who caused that situation, or the controller of the card or ability which caused that situation, chooses one of the replacement effects and applies it (exception: 14-14g).

14-14c-1. If you have more than one replacement effect that is affecting the act of dealing damage, the controller of the damage-dealing effect chooses one of these replacement effects and applies it. If you have more than one replacement effect that is affecting the act of being dealt damage, the controller of the object that the damage is dealt to chooses one of those replacement effects and applies it.

14-14c-2. Some replacement effects are written as “When (do A), you may (perform X). If you do, (do B) instead” . This is an optional replacement effect, and the player who does A or the controller of the card or ability can choose to apply this replacement effect when the original action or situation (A) would happen. If they choose to apply the effect, replace A with “Perform X and do B”. If they choose not to apply the effect, A is resolved as is.

14-14c-2a. If the player cannot perform X, they cannot choose the option to apply that replacement effect.

14-14d. All replacement effects can only be applied if the action or situation that they are specified to replace actually occurs, and only once for that specific action or situation (exception: 14-14g). Players cannot choose not to replace an action or situation unless the effect specifically allows them to do so.

14-14e. A replacement effect is a kind of ongoing effect and may have a limited duration.

14-14e-1. A replacement effect referring to the “next” time an action or situation takes place has a duration of until the effect is applied and resolved or until the end of the current turn.

14-14f. Some replacement effects that change the amount of damage dealt say that they modify the “base damage”. In this case, treat the amount of damage printed in or determined by the text of an applicable card as if it is whatever value that is dictated by the replacement effect.

14-14g. Any replacement effect that changes the amount of damage dealt through any means other than modifying the “base damage” will **modify the value of the damage when it gets dealt**.

14-14g-1. The above is true for any effect that would “double the damage” or “reduce the damage”.

14-14g-2. When there are multiple instances of effects like the above, resolve them in the order of effects that multiply the damage first, followed then the effects that reduce damage.

14-14g-2a. When there are multiple instances of “double the damage” and/or “reduce the damage” effects controlled by a single player, that player resolves each one in any order of their choice.

14-14g-3. The above are exceptions to rule 14-14c and 14-14d.

14-15. Last Known Information

14-15a. If, for any reason, any information or properties of a card in a zone needs to be referred to but the card has moved to another zone, if it has not moved from a zone in play to another zone in play, refer to the information and properties of the card from when it was formerly in a zone in play. This is called the last known information.

14-15a-1. This information and properties includes the card’s controller, placement status, and anything else tied to that card.

14-16. Source

14-16a. A source of an effect is the card that generated the effect or the card with the ability that generated the effect.

14-16b. If an effect deals damage, the source of the damage is the card with the ability that generated that effect, unless specified otherwise.

14-16c. The source of the damage dealt by an event card is the event card itself.

14-16d. The source of any combat damage is either a unit or ruler that dealt that damage.

14-16e. If something refers to whether card A “destroyed” card B, it is referring to card A fulfilling one of the following conditions:

- Damage, for which card A is the source, is dealt to card B, and then while executing rules effects (Section 12) immediately afterwards, a card destruction action (15-12) is performed on card B because of that damage.
- A destroy card action (15-12), for which card A is the source of the effect that triggered it, was performed on card B and destroyed it.

14-16f. If something refers to a player moving card A to a specified zone, it is referring to card A fulfilling one of the following conditions.

- The player has paid a cost (14-3b-6) to play another card or ability which moves card A to the specified zone.
- An effect of a card or ability that the player controls which moves card A to the specified zone.

14-16f-1. If an effect of a card or ability that the player controls destroys card A and it goes to the graveyard, the player is considered to have moved card A to the graveyard.

14-17. Changing a Played Card or Ability

14-17a. Some effects change a card or ability that is currently in the gate.

14-17b. If you would replace the effect of a card or ability in the gate played by a Counter (CNT) ability (13-6d) with a different effect, perform the following:

14-17b-1. If the effect in question would change a card with a Counter ability in the gate, move that card to the owner’s counter zone. Replace its Counter ability with the new effect and treat it as if that was its Counter ability all along. Then return the card to its original position within the order of cards in the gate.

14-17b-2. If the effect in question would change an ability in the gate played by a Counter ability, remove that ability from the gate. Add the new effect as a Counter ability to the gate, and treat it as having been played by the Counter ability on the affected card. Place this replacement ability in the gate at the same position as the original Counter ability.

14-18. Gear Up

14-18a. Gearing up is an effect that allows a player under specific conditions to put a card with **Gear Up** (16-24) **on top of their ruler**.

14-18a-1. While a ruler has a card with the **Gear Up** ability placed on top of as a result of using **Gear Up**, both cards are treated as being **"Geared Up"**.

14-18b. While **geared up**, the following rules are applied.

14-18b-1. The pair of the ruler and the unit that are geared up is placed into its controller's defense zone. This pair can exist in a ready state even within a defense zone, and they can also perform attacks like any normal unit in an attack zone.

14-18b-2. The pair of cards that are geared up cannot be moved to any other attack zone, defense zone, or ruler zone, and any instructions that would do so are ignored. Likewise, no other cards can be placed into a defense zone that contains a pair of geared up cards.

14-18b-3. The pair of geared up cards are treated as being both a ruler and a unit. The pair can be chosen for any card or ability that dictates a unit or a ruler as a target, and the geared up pair can be dealt damage or any other effects as a normal unit or ruler. However, when something dictates a "card" as a target, it cannot target the geared up ruler card.

14-18b-3a. When any effect other than effect damage would be dealt to a card that is geared up, then it is applied to the unit placed on top.

14-18b-3b. If a card that is geared up would gain a charge, that charge is linked to the unit placed on top.

14-18b-3c. If a ruler stops being geared up, then any effects applied or charges linked to the unit that was on top are not carried over to the ruler.

14-18b-3d. If geared up cards stop being geared up while in a state of "attacking", the state of "attacking" is then carried over to the ruler that was formerly geared up.

14-18b-4. Use the ATK and STK of the geared up unit as the ATK and STK for the pair.

14-18b-5. If a geared up pair would be dealt combat damage, it is dealt to the unit card (the ruler takes no combat damage from this).

14-18b-5a. If the combat damage is coming from a unit or a ruler, then deal combat damage equal to the ATK value of the damage source (14-16) to the unit placed on top.

14-18b-6. If the geared up pair would be dealt damage by an effect, then the damage is processed according to the rules below:

- 14-18b-6a. If the geared up pair would be dealt damage by an effect that deals damage to units, then that damage is dealt to the unit placed on top (13-7) (the ruler takes no damage from effects that deal damage to units).
- 14-18b-6b. If the geared up pair would be dealt damage by an effect that deals damage to a ruler, then that damage is dealt to the ruler placed below (13-5) (the unit takes no damage from effects that deal damage to rulers).
- 14-18b-7. If a geared up card would leave play, then the unit card on top leaves play. The geared up state is terminated, and the ruler card underneath is returned to its owner's ruler zone.
- 14-18b-7a. When the ruler is returned to the ruler zone due to the above, its ready/exhausted state should be the same as it was before the geared up state was terminated.
- 14-18b-7b. If geared up cards in a state of "attacking" stop being geared up, then the state of "attacking" is carried over to the ruler card that was formerly geared up.
- 14-18b-8. Even while a ruler is geared up, its abilities and instructions listed on a ruler for things like **Start of Turn** and **Modifiers** should still be applied and carried out.
- Example: A <4. D - Dreadnaught> that is geared up still resolves its "■As this ruler attacks, you drive 1" ability when it attacks.
- 14-18b-9. During the start phase of the active player, they ready any geared up pair of cards as they do with normal units.
- 14-18c. Unless specified otherwise, a player can gear up with a card in their hand or drive zone.
- 14-18c-1. There are situations where you can gear up into a card in a zone other than a hand or drive zone. However, all other rules for gearing up should still be followed even for these cases.
- 14-18d. Unless specified otherwise, you can gear up during the following times:
- 14-18d-1. During your turn's main phase, when the gate is empty of any cards or abilities.
- 14-18d-2. When you drive a card at any other timing than specified in 14-18d-1.
- 14-18d-2a. The only card you can gear up into at the timing listed above is the driven card.
- 14-18d-3. When resolving the effect of a card or ability that instructs you to gear up into that card or another.
- 14-18e. You can only gear up if you have a ruler that is not in a geared up state. (You cannot gear up into another card while you are already geared up.)
- 14-18e-1. If there are any conditions specified under **Gear Requirement** (16-25), they all must be met.
- 14-18f. When resolving a gear up, performing the following steps:
- 14-18f-1. Declare that you will play the unit card in your hand/drive zone to gear up into, then place it into the gate. You do not pay any

resources for card's level, nor do you reduce your summon cap (it does not count towards your summon cap).

14-18f-2. When the gate is all resolved and you still fulfill all conditions listed under the **Gear Requirement**, move your ruler to your defense zone.

14-18f-2a. At this point, maintain the ready/exhausted state that your ruler had before moving it.

14-18f-2b. When the gear up gets resolved in the gate, if you no longer fulfill all of the conditions listed under **Gear Requirement** at that point, then you cannot gear up. That unit card remains in whatever zone it originally was in (usually your hand or drive zone), and nothing else relating to gearing up into it is resolved.

14-18f-2c. If a card already exists in your defense zone, then place that card into your graveyard as according to the Overlapping Card Rules Effect (12-4).

14-18f-3. Place the unit card that you played to gear up into on top of your ruler to complete the process.

14-18f-3a. This unit's ready/exhausted state should be the same as your ruler's.

14-19. Face Down Units

14-19a. An effect may cause a unit to be placed face down into an attack zone or defense zone.

14-19b. The hidden side of a face down unit in play is revealed to its controller and hidden from other players.

14-19c. A face down unit can attack and be moved like any normal unit, but all of the information on the hidden side of the card, such as card name, card type, level, ATK, HP, STK, faction, attributes, and abilities, are not referenced. Instead, the card has whatever information dictated by the effect that placed it into play face down.

14-19d. When instructed to put a unit into play from any zone outside of play, it enters play with all of its information on the hidden side ignored.

Example: When putting a unit into play face down, you may not perform any actions for **Summon Requirement** or **Discount**, and any "when this enters play" abilities and other similar abilities cannot be played. Also, because the card type of the card is ignored, unless specified otherwise, it is possible to put a card with a non-unit card type into play as a face down unit.

14-19e. When a face down unit is flipped face up, all of its now revealed information (card name, level, faction, attributes, abilities, etc.) is immediately applied to it.

14-19e-1. When the face down unit is flipped face up, if its face up side is a card that cannot be treated as a unit, then that card is put into its owner's graveyard immediately upon being revealed.

14-19f. When a face down unit is flipped up, it is not treated as the unit entering play.

Example: You do not have to fulfill the **Summon Requirement** of a formerly face down unit that was flipped face up, but you also cannot play any "when this enters play" abilities and the like either.

14-20. Can be Played from (Zone)

14-20a. If a text says something like “this card/ability can also be played from (zone)”, its controller has the option of playing that card while it is in the specified zone.

14-20a-1. This type of text does not change the play timing of the card or ability, nor does playing the card/ability from the zone specified by the text count as playing it through an effect. Such text only indicates that the controlling player has the option of playing that card or ability from the specified zone, with the same play timing as dictated by the card or ability when playing it normally.

Section 15 Game Actions

15-1. General

15-1a. There are certain special actions that a player performs when instructed to by abilities and effects. These are called “game actions”, and they are defined in this section.

15-2. + (number) / - (number)

15-2a. “Gain + (number) (property)” or “gain - (number) (property)” means changing the value of the property as specified.

Example: “The unit gains +2 ATK” means the unit’s ATK is increased by 2.

15-2b. “Add + (number) to the base damage” means add that number to the printed damage on a card (14-14f).

15-2c. When instructed to “increase your summon cap by X”, increase the summon cap of the target ruler from its current value by X for the rest of the turn.

15-2c-1. If the summon cap is infinite, then the summon cap does not increase or decrease.

15-2c-2. If the summon cap was being increased by a continuous ability, reduce the summon cap by the same amount if that continuous ability is no longer applied.

15-2c-2a. When this occurs and the summon cap would become less than 0, it becomes 0.

15-3. Put/Add/Move/Leave

15-3a. “Put/add/move/ a card” into a zone means moving the card into the specified zone.

15-3a-1. If the specified zone does not exist (such as due to the rules of a particular ruler), the card does not move from its current zone.

15-3a-2. The card moved to an attack zone from a defense zone is put there in a ready state.

15-3b. Putting or moving a unit into “a zone” means moving it to either an attack zone or a defense zone.

15-3b-1. When instructed to move a unit already in play to “a zone”, if the instructions do not specify the controller of the destination zone, then move the unit to an attack zone or defense zone belonging to its controller.

15-3c. To “enter” a zone means putting the card into the specified zone from anywhere outside of it. “Leave from” a zone means taking the card from the specified zone and putting it anywhere outside of it.

15-3c-1. The phrases “enters play” and “leaves play” work in the same manner as the above.

15-3d. When a card enters play after being played, that card is treated as being played from the zone it was prior to being played.

Example 1: A unit that enters play after being normal summoned from a hand is treated as “having entered play from a hand”.

Example 2: A unit that enters play after being played from a damage zone through [Schrödinger's Cat] is treated as “having entered play from a damage zone”.

15-4. To Set

15-4a. “To set” a card means put a card into one of your set zones face down **and increase your number of times set this turn by 1.**

15-4b. A “set card” refers to a face down card in a set zone.

15-5. Look/Show/Reveal

15-5a. If a player is instructed to “look” at a card that is hidden for them, then while carrying out those instructions, treat that card as if it was revealed to that player. Likewise, if instructed to “show” a player a card that was hidden from them, then while carrying out those instructions, treat that card as if it was revealed to that player.

15-5b. To “reveal” a card means treating the card as if it was revealed to all the players while the instructions are being carried out.

15-6. Choose (In a Deck/Hand)

15-6a. “Choose (number) (specific conditions or properties of the card) in (player’s) deck” means that the specified player must look through all the cards of their deck and choose a number of cards as instructed that fulfill the required conditions or properties listed. They then put those cards aside from the rest of their deck. That player then shuffles the rest of their deck.

15-6a-1. When choosing 1 or more cards from the entire deck, once the card or cards are chosen, the rest of the deck is shuffled.

15-6a-2. When choosing cards in your deck, if the instructions specify the number of cards but no conditions or properties, you must choose exactly that number of cards.

15-6a-3. If any condition or properties are specified in addition to the number of cards, then there is no guarantee that you will find the requisite number of cards that match them within your deck. You may choose not to find the cards with the specified conditions or properties, even if they might physically exist within your deck at the time.

15-6a-4. When choosing 1 or more cards from a deck, if there is any specific condition the chosen card(s) must fulfill aside from the total number of cards to be chosen, then the chosen card(s) must be revealed to all players.

15-6b. When instructed to “choose” a card in a player’s deck or hand, this does not count as choosing a target (14-3b-4). The cards are chosen only when the effect actually gets resolved.

15-7. Ready/Exhaust

15-7a. To “ready” a card means to rotate the card to the ready state.

15-7b. To “exhaust” a card means to rotate the card to the exhausted state.

15-7c. Changing the ready/exhausted state of a card to the same placement status as it was before does nothing (1-5c).

15-8. Draw

15-8a. “Draw a card” means moving the top card of a player’s deck to their hand.

15-8b. “Draw (number) cards” means repeatedly drawing a card for the number of times specified.

15-9. Discard

15-9a. “Discard” a card means putting a card in a player’s hand into their graveyard.

15-10. Divide

15-10a. If an ability instructs you to divide a number among multiple objects, when **choosing the targets for** this ability, you assign values to each of the targets, so that the total combined value equals the specified number (14-3b-5a).

15-10a-1. “Deal (number) damage, divided as you choose among (the targets)” and “Divide (number) among (the targets)” both mean “Divide (number) between all of the targets as you wish and deal some part of that total to each target as damage”.

15-11. Swap

15-11a. To “swap” card A and card B means put card A into the zone where card B was, and put card B into the zone where card A was simultaneously.

15-11b. If any of the cards cannot be moved to the other zone, they cannot be swapped.

15-12. Destroy

15-12a. When instructed to “destroy” a card in play, that means placing that card into its owner’s graveyard.

15-12b. Each unit has several destruction conditions.

15-12b-1. A unit has fulfilled a destruction condition if this unit’s current damage is equal or greater than its HP.

15-12b-2. A unit has fulfilled a destruction condition if its HP is 0 or less.

15-12b-3. A unit that has fulfilled a destruction condition is placed into its owner’s graveyard.

15-12c. The above is performed any time an instruction to “destroy” 1 or more cards is carried out, or when any cards have fulfilled a destruction condition.

15-12d. If this game action is replaced by a different action because of a replacement effect, it is still considered to have been performed.

15-13. Remove

15-13a. "Remove (card) from the game" means to move the specified card to its owner's removal zone.

15-14. Add as a Charge/Put Underneath/Put on Top of

15-14a. "Add (card A) underneath (card B) as a charge" or "Put (card A) on the bottom (of card B)" means moving card A to the charge zone of card B's controller. While there, card A is linked to card B.

15-14a-1. If card A cannot be linked to card B for whatever reason, the action which would move card A to the charge zone is ignored.

15-14b. "Put (card A) on top (of card B)" means putting card A into the zone card B is in, and if this is done, then moving card B into the charge zone of card A's controller. While there, card B and all cards linked to card B are now linked to card A.

15-14b-1. If card B has a ready/exhausted placement state, card A is put into the zone with the same ready/exhausted state as card B.

15-14b-2. If card B was an attacking card, then card A comes into play attacking the same column as card B.

15-14b-3. Card A and B are different cards. All current damage and effects applied to card B are not carried over to card A. A card or an ability that was targeting card B does not target card A.

15-14c. After putting card A on top of/underneath card B, if an effect refers to the card "on top", it refers to the card currently in the zone which card B existed at the time before putting card A on top or under it.

15-15. Pay Resources

15-15a. "Pay (number) resources" means "exhaust (number) ready resources you control".

15-15b. If a card or ability can be played "only by paying with resources", if it costs 1 or more resources, it can only be played by paying the cost with actual resources (14-3b-6a).

15-15b-1. If an effect allows you to play a card without paying a resource cost equal to its level, you cannot play cards with an effect that says "can only be played by paying with resources".

15-16. Use/Play

Play

15-16a. To "play" a card or ability means putting it into the gate and following the standard rules for playing it (14-3).

15-16a-1. Unless you are specifically instructed that you do not need to pay the cost, you must pay the entire cost of a card or ability to play it.

15-16a-2. "Instead pay a cost of (number) to play" means you are playing the card or ability by paying the specified number of resources instead of paying its normal cost (14-3b-6).

15-16b. To "use" an ability means playing the ability.

15-17. Normal summon

15-17a. To “normal summon a unit” means playing a unit card through normal card playing rules.

15-17a-1. When a normal summon is done as a main phase action (7-2), the active player may play a unit card from their hand or drive zone.

15-17a-2. A normal summoning requires and counts for a specified amount of the summon cap of the player attempting it, increasing the number of normal summons done by that player during this turn by an equal amount.

15-17a-2a. Unless specified otherwise, a normal summon requires and counts for 1 of that player’s summon cap, counting as 1 normal summon done for that turn.

15-17a-3. A player cannot normal summon if doing so would reduce their remaining summon cap to less than 0.

15-17a-3a. If a player’s summon cap is unlimited, they do not reduce their remaining summon cap when normal summoning a unit.

15-17a-3b. Doing a normal summon “without it counting for/towards your summon cap” does not change the current amount of your remaining summon cap.

15-17a-3c. Normal summoning a unit with instructions that specify “without it counting for/towards your summon cap” can be done even if your remaining summon cap is at 0.

15-17a-4. After adding the unit being normal summoned to the gate, that player reduces their remaining summon cap for this turn by the amount that the unit being normal summoned counts towards their summon cap.

15-17a-5. When an effect of a card or ability would normal summon a unit, if it requires you to count this normal summon for your summon cap, and if that would then put your remaining summon cap at less than 0, then you cannot play that card or ability.

15-17b. A “normal summoned unit” means “a unit that was put into play by resolving the card in the gate after it was played through a normal summon”.

15-18. Special Summon

15-18a. To “special summon a unit” means “put the unit card directly into your attack or defense zone”.

15-18a-1. With a special summon, the unit is put into play directly from its previous zone without going through the gate.

15-18b. “Special summon (a specific unit) from your deck” means “Choose 1 copy of the specified unit card from your deck (15-6) and special summon it”.

15-18c. If a unit is put into play through any means that did not involve resolving itself in the gate, the unit is treated as having been put into play by a special summon.

15-19. Drive

15-19a. “Drive (a specific card)” means resolve the drive process (10-2) with that specified card.

15-19b. To “drive” without any card specified means drive the top of your deck.

15-19c. To “drive (number)” without any cards specified means drive the specified number of cards from the top of your deck.

15-20. Deal/Is Dealt Damage

15-20a. To “deal damage” to a ruler or a unit, **increase the amount of damage that ruler or unit currently has accumulated by the value of the damage (Section 13).**

15-20b. Damage “is dealt” to a unit or ruler if something “deals damage” to that unit or ruler.

15-20c. Damage dealt according to the rules of the damage step of an attack sub phase (8-2), or any other damage defined as combat damage by the rules, is referred to as “combat damage”. Any other damage is referred to as “effect damage”.

15-20d. **Whenever an opponent performs an attack (8-4f) or whenever a card or ability is played that would deal damage to your ruler or any allied unit, then the “when (target) would be dealt damage” and “when (target) is about to be dealt damage” trigger conditions are met.**

15-20e. **When a card or ability that would deal damage is played, cards and abilities with play timings such as “Timing: You can play this when (target) would be dealt damage” can be played as if they were automatic abilities.**

15-20e-1. **You can also play cards and abilities with this sort of play timing as if they were written as “Timing: Instant Action” for the duration starting with the gate resolution process immediately after attacking (8-4i) and ending with the get resolution process immediately before damage is dealt (8-6c).**

15-20e-2. **For the duration described in rule 15-20e-1, these same cards and abilities can also be played as if they were automatic abilities.**

15-20e-3. **When these cards or abilities refer to “the/this damage”, that means the damage which comes from a source which fulfills the trigger conditions specified by the card or ability.**

15-20e-3a. **When such a card or ability is played during the application of rules 8-4i through 8-6c, “the/this damage” refers to the combat damage of the current attack.**

15-20e-3b. **When such a card or ability is played as an automatic ability, if there are multiple sources of damage that fulfill its specified conditions, then the card or ability’s controller selects one of them to refer to for “the/this damage”.**

15-21. Healing

15-21a. When instructed to “heal” an amount of damage for a unit (usually written as “heal (number) HP”), subtract that amount from the unit’s current damage (3-6g).

15-21b. When instructed to “heal” an amount of damage for a player (usually written as “heal (number) life”), that player chooses a number of cards in their damage zone equal to that number and puts them into their graveyard (13-7b).

15-21b-1. When instructed to “heal” an amount of damage for a ruler, heal that amount of damage for the player that controls that ruler.

15-21c. Healing damage is not a replacement effect. You cannot heal damage that has not been dealt yet, and you cannot heal the current ruler damage of a ruler.

15-21d. If written simply as “heal (amount)”, that means that the specified player heals damage equal to the specified (amount).

15-22. Reduction

15-22a. When you “reduce” an amount of damage, the number of damage dealt to its target is decreased.

15-22a-1. See 13-3 for details on damage prevention (including reduction).

15-23. Gain Control/Controls

15-23a. When a player “gains control of” or “controls” a card, they put that card from its current zone to that player’s attack zone or defense zone if the card is a unit, or put that card into their field zone if it is a field. **This player then becomes the controller of that card and any charges linked to it.**

15-23a-1. When placing an opponent’s unit into one of your attack zones, that unit is placed there in a ready state.

15-23b. If the card enters play from a zone that is not in play, it is treated as a special summon (15-18c).

15-23b-1. If a player gains control of a card that exists in a zone not in play and for some reason is unable to put it into play, then that card is placed into its owner’s graveyard.

15-24. End the Turn

15-24a. To “end the turn”, perform the following:

15-24b. The trigger count for all automatic abilities is set to 0.

15-24c. For each card and ability currently in the gate, put it into its owner’s graveyard if it is a card and remove it if it is an ability.

15-24c-1. It is possible to remove a card or an ability that is currently being resolved.

15-24c-2. If the card that was being resolved has any unresolved effects left, they are not resolved.

15-24c-3. The current gate process ends.

15-24d. Put all cards in each player’s drive zone into their owners’ graveyards, and also remove all Overdrive abilities from each player’s drive zone.

15-24e. Put any cards in each player’s Counter zone into their owners’ graveyards.

15-24f. If the current ruler damage of a ruler is more than 0, it is set to 0.

15-24g. End the current phase and step.

15-24g-1. If this occurs during an attack phase, all ongoing effects applied for the duration of a combat or until the end of a combat will end immediately.

15-24h. Go to the beginning of the end phase (6-5a).

15-24h-1. If any rules effect or triggered ability has been activated and needs to be resolved, it is resolved during this end phase.

15-25. Negate

15-25a. To “negate” a card in the gate means moving that card to its owner’s graveyard.

15-25b. To “negate” an ability in the gate means removing that ability from the gate.

15-26. Attacking/Be Attacked

15-26a. If a condition requires a unit to be “attacking”, then that means that condition is fulfilled while the unit is an attacking unit (8-4e).

15-26b. If a unit “cannot be attacked”, it cannot be chosen as the target of the attack during an attack declaration (8-4c).

15-26b-1. After the attack declaration step, if this unit that “cannot be attacked” comes to the frontmost of a column that is being attacked by the attacking unit, it can now be attacked since that is not the result of an attack declaration.

15-27. Ignores/Not Affected by Effects/Damage

15-27a. If a card or ruler has some kind of effect that says either “(target) ignore(s) effects (with a condition/property)” or “(target is) not affected by effects (with a condition/property)”, that means the following:

15-27a-1. Any effects that the specified condition or property is true for does nothing to that card or ruler.

15-27a-2. If the above effect is effect damage, it does no damage to this card or ruler. When adding a damage resolution process into the gate, all effect damage to this card or ruler is set to 0, and when the damage resolution process would deal effect damage to this card or ruler, it deals no damage.

15-27a-3. If the above effect is a one-time effect, it does nothing to this card or ruler. Ignore any portion of the effect that would involve this card or ruler.

15-27a-4. If the above effect is an ongoing effect, it is not be applied to this card and ruler.

15-27a-5. If the above effect is a replacement effect, it cannot replace any action or situation that directly involves this card or ruler.

15-27b. Even if a unit is unaffected by effects, it can still be dealt combat damage. This includes any damage that is treated as combat damage, such as Intercept.

15-27c. If a card or ruler is subject to some kind of “ignore(s) damage” effect, the following rules are applied:

15-27c-1. If the effect says “ignore(s) damage” or “ignore(s) any damage”, then the damage amount accumulated on that card or ruler does not get increased through combat damage or effect damage.

15-27c-2. If the effect says “ignore(s) combat damage”, then the damage accumulated on that card or ruler does not get increased through combat damage.

15-27c-3. If the effect says “ignore(s) effect damage”, then the damage accumulated on that card or ruler does not get increased through effect damage.

15-27c-4. If the effect says “ignore(s) the next damage”, then the next damage dealt to this card or ruler during the current turn does not increase the amount of damage it has accumulated.

15-28. Rearrange/Place

15-28a. When instructed to “place” a unit in play into another attack zone or defense zone, take it from its current attack zone/defense zone and move it to an attack zone/defense zone.

15-28a-1. Unless specified otherwise, the zone the unit is moved into does not need to be empty. The unit can also be moved to the zone it is in currently.

15-28a-2. If the zone that the unit is moved to is an attack zone, it is put into a ready state.

15-28a-3. When rearranging or placing 1 single unit, you cannot exchange units in 2 different zones.

15-28b. When instructed to “rearrange” all of a player’s units, the instructed player performs the instructions to “place” a unit (15-28a) to all units that the target player has in play, for as many times as desired by the player carrying out the instructions.

15-29. Losing an Ability

15-29a. When a card “loses” a specific ability, if it has multiple instances of the same ability, the card will lose all of them.

15-29b. When instructed to put a card into play with it losing one or all of its abilities, then the card enters play with the specified ability or abilities lost.

15-29b-1. If a card put into play this way loses any “as this enters play” abilities or the like which are resolved before the card enters play, then the card enters play without playing and resolving those abilities.

15-30. Damage Reversal

15-30a. “**Damage Reversal**” is a game action that flips a specified number of face up cards in a damage zone face down.

15-30b. Damage reversal is written as “**DR** (amount)” or “**DR** (amount): (condition)”.

15-30b-1. If damage reversal is only written as “DR (amount)”, then this means “Flip over (amount) face up cards in your damage zone face down”.

15-30b-2. If damage reversal is written as “DR (amount): (condition)”, this means “Flip over (amount) face up cards that fulfill the specified (condition) in your damage zone face down.”

15-30b-3. If the condition of a damage reversal is written with multiple conditions as “(condition) or (condition)”, then each card to be flipped face down must fulfill at least one of the specified conditions.

15-30c. When performing a damage reversal, if there are not enough face up cards in the player’s damage zone to flip the specified amount of cards face down, then that damage reversal is not carried out at all. You cannot partially carry out a damage reversal by flipping the available face up cards face down.

15-31. Due to Forced Reveal

15-31a. When a card refers to “due to (its) **Forced Reveal**”, that means the card is referring to the state of “being played through the effect of **Forced Reveal**”.

15-31a-1. If a card with **Forced Reveal** was played by any other effect other than its **Forced Reveal**, then that does not count for “due to (its) **Forced Reveal**”.

15-31b. When a card refers to it “entering play due to (its) **Forced Reveal**”, it means that the card is referring to the state of “being played through the effect of **Forced Reveal**, getting then resolved in the gate, and then entering play as a result”.

15-32. Remains in Play

15-32a. When a player is instructed that a particular card in play “remains in play”, the card remains in its current zone. Then, perform the following:

15-32a-1. If that card is a unit, then any damage that it currently has becomes 0.

15-32a-2. If the card currently has any ongoing effect applied to it that has a duration specified and is not from a continuous ability, then the application of such effects are ended immediately.

15-33. Flip Face Up/Face Down

15-33a. If instructed to “flip (a card) face down”, it means to flip over that face up card so it becomes face down.

15-33b. If instructed to “flip (a card) face down” for a card that is already face down, then nothing happens.

15-34. Attacking Directly

15-34a. If a unit or ruler is specified to be able to “directly attack (an opponent’s ruler)”, then when that unit or ruler is attacking the center column, during the attack declaration step (8-4c), the controller of that unit can choose an opponent’s ruler as its attack target, regardless of whether there are any units in

that opponent's defense zone(s) and provided that there are no other restrictions preventing that unit or ruler from choosing that target.

15-34a-1. When attacking directly, apply rule 15-34b in place of rule 8-4e-1.

15-34b. During the attack subphase of this attack, the attacking card is treated as being in a state of "attacking" the target of its attack. Likewise, the target of its attack is treated as being in a state of "being attacked".

15-35. Has/Have Battled

15-35a. Some effects may refer to whether a card(s) "has/have battled".

15-35b. When combat damage occurs, both the card dealing the combat damage and the card receiving it are considered to "have battled".

15-35c. Even if the combat damage dealt is 0, once rule 8-6d is applied, or **Intercept** or **Retaliate** is performed, both the card dealing the combat damage and the card receiving it are considered to "have battled".

15-35d. Only rulers and units can be considered to "have battled".

15-36. Redirect

15-36a. When instructed to "redirect" something, change whatever instance of something within the game that the ability specifies to a different instance as instructed.

15-37. Cannot Play

15-37a. Things such as certain card effects, the rules of some rulers that affect gameplay, or the lack of appropriate targets may forbid you from playing a card or ability. In such a situation, if you are instructed to "play" something, any instructions that say you "cannot play" takes priority.

15-37b. When instructed to "play" something in a situation where you "cannot play" it, it will be resolved in one of the following ways depending on the exact text:

15-37b-1. If the text in question says something like "you may play (the card or ability that cannot be currently played)", then choosing to play the card or ability is not an option. Therefore, the text gets automatically resolved as if you have chosen not to.

15-37b-2. If the text in question says something like "play (the card or ability that cannot currently be played)", where you cannot voluntarily choose not to play the card or ability, you still do not play the card or ability being referred to. Then remove the initial card or ability with the instruction to "play" the unplayable card or ability from the gate, and put it into the graveyard.

15-37b-3. If the text in question allows you to select which card or ability to play from 2 or more options, you cannot select any option that would have you play a currently unplayable card or ability.

15-38. Cannot Enter Play/Cannot be Put Into Play

15-38a. During the game, if an effect says that a card “cannot enter play” or “cannot be put into play”, then the card that the effect is referring to cannot be put into play.

15-38a-1. If an effect says that something “cannot enter play” or “cannot be put into play”, then any card that fulfills the conditions for that effect cannot be played.

15-38a-2. If an effect that says something “cannot enter play” or “cannot be put into play” and an action instructs you to put something into play that fulfills the condition of that effect, this action is not performed.

15-38a-3. If a card that is played would enter play after it got resolved in the gate but an effect that says that card “cannot enter play” or “cannot be put into play”, then instead of putting that card into play, it is returned to the zone it was in before it was placed in the gate.

Section 16 Keywords and Keyword Abilities

16-1. General

16-1a. Keywords are terms in the text of a card which are in bold letters, but not surrounded by quotation marks (those are ability names).

16-1a-1. Keyword abilities are keywords which refer to specific abilities.

16-1a-2. Keywords that are not keyword abilities are not abilities. They are not affected by any effects that affect abilities, but other cards, abilities, or effects may refer to them.

16-1a-3. The “Timing:” on an event card is not a keyword.

16-1a-4. Indicators that show if an ability can only be played for a limited number of times (14-6a), such as [Turn (number)] or [Game (number)], are not keywords.

16-1a-5. If a card would gain a keyword ability that has the exact same content and text as a keyword ability it already has, it does not gain that ability.

Example: If a unit with Abyssal Summoning keyword ability was granted another Abyssal Summoning keyword ability, if the content and text of the two abilities are exactly the same, the unit does not gain the latter.

16-2. Overdrive (OD)

16-2a. An Overdrive (OD) ability is a continuous ability you can play if the card with Overdrive is put into your drive zone through the drive process (10-2).

16-2a-1. “[OD] (effect)” means “(effect). This ability is an Overdrive ability” .

16-2b. See Section 10 for rules concerning the Overdrive ability.

16-2c. When playing an Overdrive ability of a unit card in a drive zone, that ability is treated as an “ability of a unit”. This is an exception to the rule 3-6c, which specifies that the term “unit” in card text generally refers to “a unit in play”.

16-3. Touchdown (TD)

16-3a. A Touchdown (TD) ability is an automatic ability that you play when the card enters play from the gate after it gets resolved there, but only if that card had originally entered the gate after being played from your hand.

16-3a-1. “[TD] (effect)” means “When this card enters play after getting resolved in the gate, which it had entered after being played from a player’s hand, (effect)”.

16-3b. Touchdown abilities won’t trigger if the card enters play by any means other than normal summoning it from a hand.

16-4. Counter (CNT)

16-4a. A Counter (CNT) ability is a continuous ability that is played when a card with a Counter ability enters the counter zone through the ruler damage application process.

16-4a-1. “[CNT] (effect)” means “(effect). This ability is a Counter ability” .

16-4a-2. A Counter ability is a continuous ability, but sometimes its effect is played as a “Counter ability”.

16-4a-2a. In this case, this counter ability is treated as an ability with no ability type (activated, automatic, or ongoing).

16-4b. See 13-6d for rules concerning the Counter ability.

16-4b-1. When a Counter ability causes itself or some other card or ability to be played, this card or ability being played is treated as having been “played through/by a[CNT]”.

16-5. Breakthrough

16-5a. Breakthrough is a keyword ability that deals the damage to the ruler after resolving combat damage to a unit in a defense zone and that unit is no longer present in that zone. Breakthrough is an automatic ability.

16-5a-1. “Breakthrough” means “At the end of the damage step, if this unit/ruler is a unit/ruler that is attacking the central column, and if the card that this attacker battled with is no longer present in that column, and if this unit/ruler has not dealt combat damage to your opponent’s ruler with this attack, then this unit/ruler deals damage equal to its STK to your opponent’s ruler.”

16-5b. Damage dealt with Breakthrough is combat damage.

16-5c. If a unit that already has Breakthrough would gain Breakthrough again, it does not.

16-6. Defender

16-6a. Defender is a keyword ability that allows a unit in your attack zone to be moved to your defense zone if it is empty at the end of your attack phase. Defender is an automatic ability.

16-6a-1. “Defender” means “At the end of your attack phase, you may move this unit to your defense zone if it is empty” .

16-7. Intercept

16-7a. Intercept is a keyword ability that deals damage to an attacking unit if the unit or ruler being attacked has this ability. Intercept is an automatic ability.

16-7b. **“Intercept”** means “At the start of the Intercept step, if this unit or ruler is being attacked, then this card deals damage equal to its ATK to the attacking unit.”

16-7c. Damage dealt by Intercept is combat damage.

16-7d. See 8-5 for details concerning the Intercept ability.

16-8. Retaliate

16-8a. Retaliate is a keyword ability that deals damage to an attacking unit if the unit **or ruler that was attacked has this ability but was not destroyed**. Retaliate is an automatic ability.

16-8a-1. **“Retaliate”** means “At the **end** of the damage step, **if this unit is being attacked but still in play, it deals damage equal to its ATK to the attacking unit**”.

16-8b. If a unit that already has Retaliate would gain Retaliate again, it does not.

16-8c. Damage dealt with Retaliate is combat damage.

16-9. Double Attack/Triple Attack

16-9a. Double Attack, Triple Attack, and other (number) Attack are automatic abilities that allow a unit to attack multiple times during a single turn.

16-9a-1. **“Double Attack”** means “**At the end of a combat in which this unit attacked**, if it has attacked less than 2 times this turn, ready this unit”.

16-9a-2. **“Triple Attack”** means “**At the end of a combat in which this unit attacked**, if it has attacked less than 3 times this turn, ready this unit”.

16-9a-3. **“(number) Attack”** means “**At the end of a combat in which this unit attacked**, if it has attacked less than (number) times this turn, ready this unit.”

16-9b. Even if a unit with one of the abilities above makes an attack and is in a ready state after the attack ends, it is not required to make any further attacks.

16-10. Familiar

16-10a. Familiar is a keyword ability which allows a unit to add an additional attribute to itself. Familiar is an activated ability.

16-10a-1. **“Familiar”** means “Standard Action: Choose an attribute. Until the end of this turn, this card gains the chosen attribute”.

16-10b. An attribute gained by Familiar is added to the ones that the card already has.

16-11. Undying

16-11a. Undying is a keyword ability which allows a unit to be normal summoned from your graveyard. Undying is a continuous ability.

16-11a-1. **“Undying”** means “You may normal summon this card from your graveyard by paying its resource cost”.

16-11a-2. This ability does not change the timing that you are allowed to do normal summoning. It just means you can normal summon this card from your graveyard as if it was in your hand or drive zone.

16-12. Charge Shield

16-12a. Charge Shield is a keyword ability that has a replacement effect, which replaces the act of moving the unit from play to any zone outside of play. Charge Shield is a continuous ability.

16-12a-1. “[Charge Shield]” means “As this card would leave play to a zone that is not in play, you may put one of its charges into its owner’s graveyard. If you do, it remains in play (15-32) in the current zone instead”.

16-12b. If a card is kept in play by using the Charge Shield replacement effect, then do the following afterwards.

16-12b-1. If the card is a unit, its current damage is set to 0.

16-12b-2. If any ongoing effects with a limited duration are being applied to this unit, immediately end the application of those effects on this unit.

16-13. Genesis Summoning

16-13a. Genesis Summoning is a keyword on an activated ability that special summons a unit by using some units as materials.

16-13b. The Genesis Summoning ability is written as “**Genesis Summoning** - Standard Action: (materials process). If you do, you may special summon (a specific unit)” or “**Genesis Summoning** - Standard Action: Materials - This and (specifications for other units to be used as materials). You may special summon (a specific unit card).”

16-13b-1. Whether an ability counts as a Genesis Summoning or not is determined by whether the ability has the Genesis Summoning keyword as the first word for the text of the ability.

16-13b-2. For the materials process, there will be instructions provided by the ability for some kind of action to determine what specific cards can be designated as materials.

16-13b-2a. Unless specified otherwise, you must select the materials from among units in play that you control.

16-13b-2b. Unless the ability specifically mentions an exception for what happens to the materials, each unit declared as a material is placed on the bottom of its owner’s deck.

16-13b-2c. If an effect refers to the “materials” of a Genesis Summoning, it refers to the cards moving to another zone through the materials process.

16-13b-3. You may choose not to perform the materials process at all. In this case, the rest of the effect is not resolved.

16-13b-3a. The materials process is treated as an action done as a cost (14-3).

16-13b-4. If the specific unit you are instructed to special summon is a card in your deck, shuffle the rest of the deck after you choose the card (15-6a).

16-13c. A unit has “entered play through **Genesis Summoning**” if the unit is special summoned through the effect of a Genesis Summoning. A unit that is “Genesis Summoned” refers to the exact same thing.

16-13d. To “accomplish a **Genesis Summoning**” means to “put a special summoned unit into play through the effect of an ability with the **Genesis Summoning** keyword”.

16-14. Abyssal Summoning/Abyssal Concerto

16-14a. Abyssal Summoning is a keyword on an activated ability that special summons a unit with Abyssal Concerto from your graveyard.

16-14b. The Abyssal Summoning ability is written as “**Abyssal Summoning** - Standard Action: (preparation process) You may special summon a unit card with **Abyssal Concerto** in your graveyard by fulfilling its requirements (listed in its **Abyssal Concerto**)”.

16-14b-1. Whether an ability is an Abyssal Summoning or not is determined by whether the ability has the Abyssal Summoning keyword as the first word for the text of the ability.

16-14b-2. You may choose to perform none of the actions listed in the Abyssal Concerto. In this case, the rest of the effect is not resolved.

16-14b-2a. The actions specified by an Abyssal Concerto are treated as actions done as a cost (14-3).

16-14b-2b. If an effect refers to the “materials” of an Abyssal Summoning, it refers to the cards moving to another zone through the actions listed in the Abyssal Concerto.

16-14c. Abyssal Concerto is a keyword skill that defines the actions necessary to special summon this unit through an Abyssal Summoning. Abyssal Concerto is a continuous ability.

16-14c-1. “**Abyssal Concerto** - Requirement: (actions)” means “you must do (actions) to Abyssal Summon this unit” .

16-14c-2. Abyssal Concerto has no relevance to whether a unit with this ability can be normal summoned or not. A unit with Abyssal Concerto can be normal summoned unless a separate effect says otherwise.

16-14d. If an effect instructs you to “do an **Abyssal Summoning**”, you choose a card with Abyssal Concerto in your graveyard and perform all of the actions listed in it as a cost (14-3) to then special summon that unit.

16-14d-1. In this case, when performing the actions listed for the Abyssal Concerto, you still apply the same rules as a standard Abyssal Summoning (16-14a-2).

16-14e. A unit has “entered play through **Abyssal Summoning**” if the unit is special summoned through the effect of an Abyssal Summoning. A unit that is “Abyssal Summoned” refers to the exact same thing.

16-14f. To “accomplish an **Abyssal Summoning**” means “put a special summoned unit into play through the effect of an ability with the Abyssal Summoning keyword”.

16-15. Forced Reveal

16-15a. **Forced Reveal** is a keyword that describes a specific timing for a card to be played.

16-15b. If a card has “**Forced Reveal**”, perform the following:

16-15b-1. If the card is in a hand or in a drive zone, its controller must play it at the next System Process (Section 11). When playing it, that player decides the cost (14-3b-6) and checks their summon cap (15-17a-1) as normal, then pays the cost for the card as much as currently possible.

16-15b-1a. If the card is a unit, it is treated as a normal summon and reduces your remaining summon cap by one.

16-15b-1b. Even if you cannot perform all of the required actions to play the card (including your remaining summon cap being at 0), this card still gets played. This is an exception to rules 14-3b-8 and 15-17a-2.

16-15b-1c. If both of the players have a card with **Forced Reveal** to play, the active player plays theirs first.

16-15b-1d. If a player has two or more cards with **Forced Reveal** to play, they choose the order to play them.

16-15b-2. You cannot put a card with **Forced Reveal** into your set zone, and if something would move this card to a set zone, it does not move.

16-15b-2a. This card is not treated as a settable card.

16-16. Enhance

16-16a. Enhance is a keyword ability with a replacement effect. Enhance is a continuous ability.

16-16b. “**Enhance** (unit condition)” means “As you put this into play, you may move another unit that fulfills the specified condition into your charge zone. If you do, instead put this unit into play linked to that card moved to your charge zone (rather than entering play normally)”.

16-16b-1. When a unit enters play with a charge that is linked to it as a result of the effect of its Enhance ability, then that unit is treated as being “**Enhanced**”.

16-17. Resource

16-17a. Resource is a keyword for cards and abilities that limits how they can be played.

16-17b. If an ability has “**Resource**” written on the left side of the colon after its ability name, you need cards in your resource zone to play it.

16-17b-1. If the ability is an automatic ability, it will not trigger even when the trigger condition is met if the controller of the ability has no cards in their resource zone.

16-17c. If an event card has “**Resource**” in its text, you need cards in your resource zone to play it.

16-17d. The Resource keyword does not care if each of your resource cards are ready or exhausted. If you have any resource cards in your resource zone, you may play cards and abilities with Resource.

16-18. Concealment/Forced Concealment

16-18a. Concealment and Forced Concealment are keyword abilities that allow a non-event card to be set into your set zone and then later played from there. Both Concealment and Forced Concealment are continuous abilities.

- 16-18b. **“Concealment”** means “This card is settable”.
- 16-18c. **“Forced Concealment”** means “This card is settable. You cannot play it from non-set zones. It can enter play only if it was resolved in the gate after being played from a set zone, or if it was special summoned directly from a set zone”.
- 16-18d. Cards with Concealment or Forced Concealment can only be played or normal summoned from your set zone if an ability on the card allows you to do so, usually only under specific conditions.

16-18d-1. If the ability on the card simply says, “you can normal summon this card from your set zone”, you may normal summon it as a gate action during the main phase of your turn if the gate is empty (9-3e-5).

16-19. Dormant

- 16-19a. Dormant is a keyword ability that limits a unit or ruler’s capability to attack. Dormant is a continuous ability.
- 16-19b. **“Dormant”** means “This card cannot attack”.

16-20. Discount

- 16-20a. A **Discount** ability is a keyword used for continuous abilities with an effect that changes the cost of a card when it is played.
- 16-20b. A Discount ability is written as “**Discount:** (condition for the card being played) [(cost)] to instead (result of the discount)”. This means “If you play this card while fulfilling (condition for the card being played), you may perform (cost). If you do, then use the (result of the discount) when paying the level cost of the card (14-4b-6a).”
- 16-20b-1. Performing the cost portion of a Discount ability is optional. You can always choose not to perform the cost, in which case the result of the discount is ignored.
- 16-20b-2. Any action specified in the cost portion of a Discount ability is action performed as a cost (14-3).
- 16-20c. **“Discount:** (conditions for the discount), (result of the discount)” means “When playing this card, if (conditions for the discount) are fulfilled, then apply (result of the discount) when paying the resource cost equal to the card’s level (14-4b-6a) to play it”.

16-21. Sentinel Summoning

- 16-21a. **Sentinel Summoning** is a continuous ability with an effect that changes the timing of when a particular unit card can be played.
- 16-21b. **“Sentinel Summoning”** means “During your opponent’s turn, if this card is in your hand, you may normal summon it as an instant action.”
- 16-21c. When you play a unit through Sentinel Summoning, it counts as a normal summon, hence you must pay its cost as normal. However, you ignore your summon cap for normal summons during an opponent’s turn.

16-22. Deadly

- 16-22a. **Deadly** is an automatic ability that has an effect which destroys any unit that was dealt combat damage.

16-22b. **“Deadly”** means “When this unit deals combat damage to another unit, at the end of **the damage step**, destroy the latter.”

16-23. Summon Requirement

16-23a. A **Summon Requirement** is a continuous ability that must be resolved as a unit with this ability enters play.

16-23b. The Summon Requirement ability is written as **“Summon Requirement:** (the conditions of playing this card where the ability is applied), [(cost)]. If you don’t, (instructions)”. It means “as this card enters play due to (the conditions of playing this card where the ability is applied), you may perform (cost). If you do, put this unit into play. Otherwise, perform (instructions) instead of putting this unit into play.”

16-24. Gear Up

16-24a. **Gear Up** is an activated ability that allows a card with it to be used to gear up (14-18).

16-24b. **“Gear Up - (name)”** means “you can gear up into this card”.

16-24c. **You cannot play a Gear Up ability if you have no defense zone.**

16-25. Gear Requirement

16-25a. **Gear Requirement** is a continuous ability that dictates a specific condition or conditions that must be fulfilled as you gear up into a card with **Gear Up**.

16-25b. **“Gear Requirement: (conditions)”** means “If you would gear up into this card, you must fulfill (conditions) or cannot gear up.”

16-25c. If the **Gear Requirement** conditions becomes no longer met while a card is already geared up, then its geared up status does not get terminated.

Example: If a geared up card says **“Gear Requirement:** You have 5 or less life left.”, the card remains geared up even if your remaining life is increased to 6 or more.

16-26. Gear Ability

16-26a. A **Gear Ability** is a continuous ability that grants an additional ability to the card while it is in a geared up state.

16-26b. **“Gear Ability - (ability)”** means “while this card is in a geared up state, this card gains (ability).”

16-26b-1. Sometimes a **Gear Ability** grants multiple abilities, each one separated by a “-”.

16-27. Deploy

16-27a. **Deploy** is a continuous ability that causes a unit with this ability to not reduce its controller’s remaining summon cap when they normal summon it.

16-27b. **“Deploy”** means “As you normal summon this unit, you do not reduce your remaining summon cap, and it can be normal summoned even if your remaining summon cap is 0.”

16-28. Charge Link

16-28a. **Charge Link** is an activated ability which puts a unit with this ability underneath another unit as a charge.

16-28a-1. “**Charge Link**” means “Standard Action: You may add this as a charge underneath a unit that does not have **Charge Shield**.”

16-29. Charge Bonus

16-29a. **Charge Bonus** is a continuous ability that grants a specific ability to a unit which has a card with **Charge Bonus** among its charges.

16-29b. **Charge Bonus** is written as either “**Charge Bonus**” or “**Charge Bonus** - (condition) {{(attribute)}}”, and this means “A {{(attribute)}} unit (which meets the condition) that has a card with this ability among its charges has the following abilities:

- If this has 2 or more charges, it loses **Charge Shield**.
- An additional ability specific to the card with **Charge Bonus**.

16-29c. If a card with **Charge Bonus** is not a charge of a unit, or if the unit it's linked to as a charge does not fulfill the specified “(condition) {{(attribute)}}”, then it has no effect.

16-30. Essence Drain

16-30a. **Essence Drain** is an automatic ability which causes a unit with this ability to add any enemy unit that it destroys with an attack underneath itself as a charge.

16-30b. “**Essence Drain**” means “When this destroys an enemy unit with an attack, add the destroyed unit under this as a charge.”

Section 17 Other Rules

17-1. Loop

17-1a. 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 players must follow the rules below:

17-1a-1. 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 a different action before performing the same loop again.

17-1a-2. If both players can stop the loop, the active player declares the number of times the loop will be performed, and inactive player does the same. Then perform the loop sequence for a number of times equal to the smaller number declared. After that, both players must perform a different action before they can repeat the same loop sequence again.

17-1a-3. If nobody can stop the loop, the game ends in a draw.

Update Summary

Changes other than corrections are indicated by red font.

2021 October 29 - Ver. 1.2.0 English-1.0

- ▶ Clarified the process for when both players are required to choose a target.
- ▶ Clarified the major types of cards, and defined “standard action cards”.
- ▶ Clarified the rules regarding choosing cards in hidden zones.
- ▶ Defined the rules for revealing cards moving from a hand or set zone to another hidden zone.
- ▶ Defined “face up/face down” states for cards in the damage zone and charge zone.
- ▶ Modified the process to destroy cards.
- ▶ Modified the process involved in reducing damage and healing damage.
- ▶ Added rules for referencing ability names in “<>”.
- ▶ Separated and clarified the rules relating to the payment of costs.
- ▶ Clarified that the colon used to determine how ability limitations like **【Turn 1】** are applied is the first one after an ability name.
- ▶ Clarified the process in resolving optional replacement effects that have a use limit.
- ▶ Further clarified what counts as a continuous ability.
- ▶ Clarified that a card that enters play after being played is treated as having entered play from the zone it was in before being played.
- ▶ Modified the rules regarding normal summoning to accommodate units that require and count for more than 1 of a player’s summon cap.
- ▶ Expanded on the game actions “place” and “rearrange”, defined the game actions “damage reversal”, “(play) due to Forced Reveal”, “remains in play”, and “flip face down”.
- ▶ Modified the rules regarding Breakthrough and Double Attack, defined the keywords Discount, Sentinel Summoning, and Deadly.
- ▶ Separated the rules regarding rulers into their own file.
- ▶ Specified when “as (a card) attacks” abilities get added to the gate.
- ▶ Adjusted the rules concerning the game action of “choosing (a card in a deck/hand)”.
- ▶ Other minor miscellaneous fixes.

2021 November 22 - Ver. 1.2.2 English-1.0

- ▶ Specified that Overdrive (OD) abilities of a unit card in a drive zone count as an “ability of a unit”.

2022 May 13 - Ver. 1.3.0 English-1.0

- ▶ Changed the term “type” of a card into “card type”.
- ▶ Defined the use of “«»” to specify exact card names.
- ▶ Defined each of the factions in the game.
- ▶ Defined the use of “{}” to specify attributes.
- ▶ Modified the rules regarding selecting cards in hidden zones.
- ▶ Defined the template for specifying multiple zones.
- ▶ Added rules regarding face down units.
- ▶ Added rules for “Maximum factions for certain card types” during deck building.
- ▶ Added rules for “Attribute requirements (for certain card types)” during deck building.
- ▶ Added additional rules for modifying the “Maximum copies of a card” during deck building.
- ▶ Added rules for gear up and related items.
- ▶ Added rules for putting things into play with them losing abilities.

- ▶ Fixed a translation error regarding the loss of 1 ability leading to the loss of all instances of the same ability on the same card.
- ▶ Added rules regarding attacking directly.
- ▶ Modified the rules for **Breakthrough** to include rulers.
- ▶ Added a new template for specifying the materials for a **Genesis Summoning**.
- ▶ Defined the keywords **Summon Requirement**, **Gear Up**, **Gear Requirement**, and **Gear Ability**.
- ▶ Other minor miscellaneous fixes.

2023 February 10 - Ver. 1.5.0 English-1.0

- ▶ Added “geas” as a new card type.
- ▶ Added rules for using geas cards.
- ▶ Clarified that the ruler card never leaves the ruler zone except through **Gear Up**.
- ▶ Added rules for set cap.
- ▶ Added rules for the number of times set.
- ▶ Clarified that set cards cannot gain charges.
- ▶ Fixed rules for “attacking” and “being attacked” states.
- ▶ Added rules regarding the Exceeding In-Play Level Cap rules effect.
- ▶ Fixed and expanded rules for paying costs.
- ▶ Expanded rules regarding text referring to other abilities using “<>”.
- ▶ Changed the timing of when a played card or ability is placed in the gate.
- ▶ Expanded rules for ongoing effect layers, so that effects that remove properties and abilities occur after effects that grant properties and abilities.
- ▶ Defined the state of being “geared up”.
- ▶ Added rules regarding moving charges.
- ▶ Fixed and expanded rules for direct attacks.
- ▶ Added rules for “has battled” state.
- ▶ Added rules for “redirect”.
- ▶ Added rules for “cannot play”.
- ▶ Adjusted rules for **Double Attack/Triple Attack/(Number) Attack**.
- ▶ Fixed rules for **Breakthrough**.
- ▶ Fixed rules for **Intercept**.
- ▶ Fixed rules for **Deadly**.
- ▶ Expanded and modified rules for **Gear Up**.
- ▶ Added rules for **Deploy**.
- ▶ Added rules for **Charge Link**.
- ▶ Added rules for **Charge Bonus**.
- ▶ Added rules for **Essence Drain**.
- ▶ Added Comprehensive Rules Appendix B: Geases to Appendix A: Rulers
- ▶ Removed some duplicate rules.
- ▶ Removed all rules relating to damage resolution processes.
- ▶ Reworked the rules for dealing damage.
- ▶ Modified the rules for reducing damage.
- ▶ Defined the trigger conditions “when (target) would be dealt damage” and “when (target) is about to be dealt damage”.
- ▶ Added rules regarding “ignores damage”.
- ▶ Modified the play timing of **Forced Reveal**.
- ▶ Added rules for gaining control of a card that exists outside of play.
- ▶ Expanded rules regarding changing the controller of a card or ability.
- ▶ Expanded and modified rules for normal summoning.
- ▶ Modified the rules for putting a card on top of a deck.
- ▶ Expanded rules for ongoing effects.
- ▶ Modified rules for “divide (something) among (targets)”.

- ▶ Expanded rules for choosing cards when playing cards or abilities.
- ▶ Added rules for paying costs of automatic abilities.
- ▶ Defined a player's play area.
- ▶ Added rules for increasing the summon cap.
- ▶ Added rules for referring to the level of an ability.
- ▶ Added rules for "cannot enter play" and "cannot be put into play".
- ▶ Expanded rules for playing something with multiple options to choose from.
- ▶ Modified rules for what happens to "attacking" cards that get moved to another zone.
- ▶ Removed all rules regarding destruction rules effect and destruction resolution process, expanded rules for the destroy game action.
- ▶ Expanded rules for Start of Turn actions specified by a ruler.
- ▶ Added rules for gaining a keyword ability that a card already has.
- ▶ Modified the timing when **Retaliate** is triggered.
- ▶ Added rules for "can be played from (zone)".
- ▶ Other minor miscellaneous fixes.