

# ゲートルーラー GATE RULER

DECIDE YOUR RULES, DECIDE YOUR DESTINY

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## Rules for Deck Construction and Gameplay

These are the detailed **gameplay** and **deck construction** rules for rulers included in the Demo Deck, *Giant Mechs & Yokai...IN SPACE!* Starter Deck, *Summon the Fell Dragons!* Starter Deck, and Booster Set Vol.1 *Dawn of the Multiverse Alliance*.

### World Master α 2020

Included in the Demo Deck



#### Gameplay

Attack zones: 2, Defense zones: 1, Set zones: 3

#### ▶ Setup (Steps before starting a game.)

None  
(You start with 0 cards in hand and 0 resources.)

#### ▶ Start of Turn

(Always do this during the start phase of your turn.)

Drive 2 cards.  
(From the top of your deck, look at a number of cards listed next to the drive. You may play or set any cards from among them. To set a card, place it face down behind your ruler. Any cards that you do not play or set are sent to the graveyard at the end of your main phase.)

#### ▶ Modifiers (These are rules specific to this ruler.)

You cannot have a hand (of cards). Ignore all effects that would move or add cards to your hand.

Whenever you play a card, you can play it without paying the cost for its level.  
(You still have to pay any costs for activated abilities.)

#### Deck Construction Rules

-Deck Level Cap: 40  
(The combined total level of all cards in your deck must be 40 or less.)

-**CNT** (Counter) Cap: 16  
(The total number of cards with the **CNT** icon in your deck must be 16 or less.)

-For each faction, you may include up to 12 cards from that faction in your deck. (The faction of a card is indicated by the faction icon on the bottom left, as well as its frame.)

(You may choose to have 0 cards from a chosen faction.)

-Your deck can only contain cards which have a collector number that starts with either "MD" or "2020" (or any card that has the same name as a card that fulfills this restriction).

-The size of your deck must be exactly 50 cards.

-You may have up to 4 cards with the same name in your deck.

-You cannot include any Legendary cards in your deck.

### World Master β 2020

Included in the Demo Deck



#### Gameplay

Attack zones: 2, Defense zones: 1, Set zones: 3

#### ▶ Setup (Steps before starting a game.)

Place 3 resources cards in a ready state behind your ruler.  
Draw 2 cards from your deck.

#### ▶ Start of Turn

(Always do this during the start phase of your turn.)

Choose 2 of your resources and ready them.  
Draw 2 cards from your deck.  
(Draw only 1 card on the very first turn of the game if it's yours.)

#### ▶ Modifiers (These are rules specific to this ruler.)

Summon cap: 2  
(During your turn, you may normal summon a unit by paying a cost equal to its level. You may do this up to 2 times in a single turn.)  
(Special summons do not count towards this summon cap.)

#### Deck Construction Rules

-Deck Level Cap: None  
(You have no upper limit for the combined total level of all cards in your deck.)

-**CNT** (Counter) Cap: 16  
(The total number of cards with the **CNT** icon in your deck must be 16 or less.)

-For each faction, you may include up to 12 cards from that faction in your deck. (The faction of a card is indicated by the faction icon on the bottom left, as well as its frame.)

(You may choose to have 0 cards from a chosen faction.)

-Your deck can only contain cards which have a collector number that starts with either "MD" or "2020" (or any card that has the same name as a card that fulfills this restriction).

-The size of your deck must be exactly 50 cards.

-You may have up to 4 cards with the same name in your deck.

-You cannot include any Legendary cards in your deck.

### 1. A - Apprentice

Included in the *Giant Mechs & Yokai...IN SPACE!* Starter Deck and the Vol.1 Booster set



#### Gameplay

Attack zones: 2, Defense zones: 1, Set zones: 3

#### ▶ Setup (Steps before starting a game.)

None  
(You start with 0 cards in hand and 0 resources.)

#### ▶ Start of Turn

(Always do this during the start phase of your turn.)

Drive 2 cards.  
(From the top of your deck, look at a number of cards listed next to the drive. You may play or set any cards from among them. To set a card, place it face down behind your ruler. Any cards that you do not play or set are sent to the graveyard at the end of your main phase.)

#### ▶ Modifiers (These are rules specific to this ruler.)

You cannot have a hand (of cards). Ignore all effects that would move or add cards to your hand.

Whenever you play a card, you can play it without paying the cost for its level.  
(You still have to pay any costs for activated abilities.)

#### Deck Construction Rules

-Deck Level Cap: 50  
(The combined total level of all cards in your deck must be 50 or less.)

-**CNT** (Counter) Cap: 16  
(The total number of cards with the **CNT** icon in your deck must be 16 or less.)

-Choose 2 factions. You may have any number of cards from each of those factions in your deck.  
(The faction of a card is indicated by the faction icon on the bottom left, as well as its frame.)  
(You may choose to have 0 cards from a chosen faction.)

-The size of your deck must be exactly 50 cards.

-You may have up to 4 cards with the same name in your deck.

-You may have up to 1 Legendary card with the same name in your deck.

-You may have up to 2 different Legendary cards in your deck.

### 8. H - Highlander

Included in the Vol.1 Booster set



#### Gameplay

Attack zones: 2, Defense zones: 1, Set zones: 3

#### ▶ Setup (Steps before starting a game.)

None  
(You start with 0 cards in hand and 0 resources.)

#### ▶ Start of Turn

(Always do this during the start phase of your turn.)

Drive 2 cards.  
(From the top of your deck, look at a number of cards listed next to the drive. You may play or set any cards from among them. To set a card, place it face down behind your ruler. Any cards that you do not play or set are sent to the graveyard at the end of your main phase.)

#### ▶ Modifiers (These are rules specific to this ruler.)

You cannot have a hand (of cards). Ignore all effects that would move or add cards to your hand.

Whenever you play a card, you can play it without paying the cost for its level.  
(You still have to pay any costs for activated abilities.)

#### Deck Construction Rules

-Deck Level Cap: 50  
(The combined total level of all cards in your deck must be 50 or less.)

-**CNT** (Counter) Cap: 16  
(The total number of cards with the **CNT** icon in your deck must be 16 or less.)

-Choose 3 factions. You may have any number of cards from each of those factions in your deck.  
(The faction of a card is indicated by the faction icon on the bottom left, as well as its frame.)  
(You may choose to have 0 cards from a chosen faction.)

-The size of your deck must be exactly 50 cards.

-You may only have up to 1 card with the same name in your deck.

-You may have up to 1 Legendary card with the same name in your deck.

-You may have up to 2 different Legendary cards in your deck.

### 11. K - Knight

Included in the *Summon the Fell Dragons!* Starter Deck and the Vol.1 Booster set



#### Gameplay

Attack zones: 2, Defense zones: 1, Set zones: 3

#### ▶ Setup (Steps before starting a game.)

Place 3 resources cards in a ready state behind your ruler.  
Draw 2 cards from your deck.

#### ▶ Start of Turn

(Always do this during the start phase of your turn.)

Choose 2 of your resources and ready them.  
Draw 2 cards from your deck.  
(Draw only 1 card on the very first turn of the game if it's yours.)

#### ▶ Modifiers (These are rules specific to this ruler.)

Summon cap: 2  
(During your turn, you may normal summon a unit by paying a cost equal to its level. You may do this up to 2 times in a single turn.)  
(Special summons do not count towards this summon cap.)

#### Deck Construction Rules

-Deck Level Cap: None  
(You have no upper limit for the combined total level of all cards in your deck.)

-**CNT** (Counter) Cap: 16  
(The total number of cards with the **CNT** icon in your deck must be 16 or less.)

-Choose 2 factions. You may have any number of cards from each of those factions in your deck.  
(The faction of a card is indicated by the faction icon on the bottom left, as well as its frame.)  
(You may choose to have 0 cards from a chosen faction.)

-The size of your deck must be exactly 50 cards.

-You may have up to 4 cards with the same name in your deck.

-You may have up to 1 Legendary card with the same name in your deck.

-You may have up to 2 different Legendary cards in your deck.



# GATE RULER

ゲートルーラー

DEcide YOUR RULES, DEcide YOUR DESTINY

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## Playmat & Rules Guide

Gate Ruler is a competitive card game between 2 players. Each player takes on the role of a "gate ruler", choosing a ruler card that will dictate how they construct their deck and how they play the game itself. Then the players engage in a head-on battle, trying to defeat their opponent through strategic use of various units, events, and other cards.

### CARD TYPES & CARD COMPONENTS

#### FACTION ICON

Every unit card, event card, and field card belongs to one of five different factions, indicated in the lower left corner by one of these icons.



#### RULER CARD

Represents the player



#### UNIT CARD

An ally that can be summoned to fight alongside the ruler



#### EVENT CARD

Can be used for various effects to gain an advantage



#### FIELD CARD

Has lingering effects while it remains in play



#### RESOURCE CARD

Used to pay costs for cards and abilities (Do not put them in your deck!)



#### TERMINOLOGY

Here is a list of terms for the components that make up each card type.

- 1 Name
- 2 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 Card Text
- 13 Flavor Text
- 14 Illustration
- 15 Collector Info

### GLOSSARY

Here are explanations of some common keywords and terms used in the game.

#### Charge

A card placed under another card in play. These are used as costs for **Charge Shield** and some other abilities. When a card with 1 or more charges leaves play, every charge is placed in its owner's graveyard.

#### Defender

At the end of your attack phase, if you have an open defense zone, you may move this unit to that zone.

#### Double Attack

After this unit attacks for the first time in a turn, it readies itself (turning upright) and may attack again.

#### Forced Reveal

When this card enters your hand or if you drive it, you must reveal it and play the card. Cards with **Forced Reveal** cannot be set.

#### Gain Control

Move your opponent's unit to your attack zone or defense zone. While it remains in play or an effect says otherwise, you may treat it as if it were your unit.

#### Game 1

Once you use this ability, you cannot use any ability with the same name for rest of the game.

#### Heal X Life

Choose X cards in your damage zone and put them into your graveyard.

#### Intercept

When this unit is attacked, before taking combat damage, deal damage equal to this unit's ATK to the attacking unit.

#### Retaliate

After this unit is attacked by an enemy unit but doesn't get destroyed, it deals damage equal to this unit's ATK to the attacking unit.

#### Special Summon

This is the act of putting a unit into play through a card effect. Special summons do not count towards your summon cap.

#### Turn 1

Once you use this ability, you cannot use any ability with the same name for rest of the current turn.

### HOW TO PLAY

#### What is a "drive"?

**Drive** is an effect triggered by certain card abilities and the **Start of Turn** instructions of some rulers. When doing a drive, take the top card of your deck and look at it (do not reveal it to your opponent!). You may play that card (or set it, if it says that it can be set). If you don't play or set the cards you drive, then they go to your graveyard at the end of the main phase. Also, if a card you drive has an **OD (Overdrive)** ability, you may use that ability by revealing the card to your opponent.

#### GOAL OF THE GAME

There are 2 paths to victory.

- Place a number of cards in your opponent's damage zone equal to or greater than their life total.
  - How much total life a player has is listed on their ruler card.
- Your opponent has 0 cards left in their deck.
  - A player who has run out of all cards in their deck will immediately lose the game.

#### GAME SETUP

- Place your ruler card in your ruler zone.
- Shuffle your deck and place it in your deck slot.
 

Example shown below
- Follow the instructions written in your ruler card's **Setup**.
- Randomly determine which player is going first.



#### I. START PHASE

If your ruler and/or any of your units are **exhausted** (turned sideways), **ready** them by turning them upright.



-Exhausted (sideways)      -Ready (upright)

Follow the instructions written in your ruler card's **Start of Turn**.

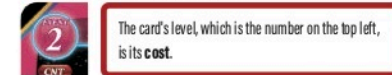
Example: 1A - Apprentice

Start of Turn: Drive 2 cards

#### II. MAIN PHASE

##### Playing cards & Standard Action abilities

During this phase, you can play unit cards and field cards, placing them into their appropriate zones. If a card costs 1 or more, then you can only play it by exhausting an equal number of your resources. (When placing a unit into a zone that already has a unit, send the pre-existing unit to its owner's graveyard.)



##### Setting event cards

You may **set** event cards by placing them face down into your set zones. There is no cost for setting a card.

##### Moving units

You can freely move your units between your attack zones and defense zone.

Attack zone → Defense zone Exhaust the unit

Defense zone → Attack zone Ready the unit

#### III. ATTACK PHASE

(During the very first turn of the game, that player can only attack once, either with their ruler or a unit.)

##### Attacking units

- You can exhaust your ruler or one of your units to attack an enemy unit, dealing damage to it equal to the attacker's ATK.
- If the total damage dealt to a unit during this turn is equal to or exceeds its HP value, then that unit is destroyed.
- If a unit survives taking damage, it still retains all the damage dealt to it until the current turn's end phase.
- A unit being attacked does not deal combat damage back to its attacker.



##### Attacking a ruler

- You can exhaust your ruler or one of your units to attack your opponent's ruler, dealing damage to them equal to the attacker's STK.
- When a ruler takes damage from an attack, their player reveals a number of cards equal to the STK of the attacker. Those cards are then placed in the player's damage zone. If a revealed card has **CNT**, then that player uses its ability, afterwards placing that card in the graveyard (the card should be sent to the graveyard even if the ability doesn't get resolved).



#### IV. END PHASE

Remove all of the damage accumulated by surviving units.

End and remove all effects that say "until the end of turn".

End the turn, then the opposing player starts their turn.

By alternating turns, each player repeats steps I - IV until a winner is determined.

### THE GATE SYSTEM

#### What is the "gate system"?

In Gate Ruler, it's possible to respond to the use of a card or ability with **Instant Action** abilities. Instant Actions can be declared one after another. Once each player has finished declaring all the cards and abilities they want to play in response, the declared cards and abilities are resolved in the **reverse order of declaration**.

#### Example 1

Player A declares the use of "Volatile Space Mimic" (#1) against Player B's "Cosmic Explorer Ed" to destroy it. But in response, Player B declares the use of "Desperate Resistance" (#2) as an Instant Action. In this case, the order of resolution will be: "Desperate Resistance" #2 → "Volatile Space Mimic" #1. In this case, "Desperate Resistance" is resolved first, granting +3 HP to "Cosmic Explorer Ed" until the end of turn. Now it can shrug off the 1 damage from the "Volatile Space Mimic" when it resolves next, allowing "Cosmic Explorer Ed" to remain in play.



#### Example 2

In response to Player A attacking with a unit that has 2 ATK, Player B declares the use of "Desperate Resistance" (#1) to protect their "Cosmic Explorer Ed". In response, Player A declares the use of "Volatile Space Mimic" (#2) against "Cosmic Explorer Ed". In this case, the order of resolution will be: "Volatile Space Mimic" #1 → "Desperate Resistance" #2. In this scenario, "Cosmic Explorer Ed" will be destroyed by the "Volatile Space Mimic" before "Desperate Resistance" has a chance to resolve.



For more information, please visit the official Gate Ruler website!





# DAMAGE ZONE

- ▶ This is where you place cards to represent the damage dealt to your ruler.
- ▶ From the top of your deck, reveal a number of cards equal to the STK of the attacker. Place the revealed cards here.



When you're attacked, take damage equal to this number.

- ▶ When the total number of cards placed here is equal to or greater than the life total of your ruler, you lose!



This number on your ruler card is your life total.

## CNT (Counter)

- ▶ Before a card is placed here, if the card has **CNT** on it, resolve its **CNT (Counter)** ability, which is listed next to the **CNT** icon within the card's text.

- ▶ After a card's **CNT** ability is used, put that card into your graveyard. It's not counted as damage. (A card with **CNT** goes to the graveyard even if its **CNT** ability doesn't get resolved.)



Keep an eye out for this icon!

## Drive

- ▶ When instructed to **drive**, take the top card of your deck and look at it. You may play that card (or set it if it says it can be set). Only the player who was instructed to drive may look at that card. If you drive a card but do not use it, put it into your graveyard at the end of the main phase.

## OD (Overdrive)

- ▶ Some units have an ability marked with this icon. These **OD (Overdrive)** abilities can be used when you drive that unit by revealing it to your opponent.



Keep an eye out for this icon!

# ATTACK ZONE

- ▶ You may summon 1 **unit** here. A unit placed in this zone can be exhausted (*turned sideways*) during your attack phase to perform an attack, either against an enemy unit or your opponent's ruler. (During the very first turn of the game, that player can only attack once, either with their ruler or a unit.)

## Attacking a Unit

- ▶ Deal damage to the enemy unit equal to the ATK of the attacker. If the total damage dealt to the enemy unit during this turn is equal to or greater than its HP, then that unit gets destroyed.

## Attacking a Ruler

- ▶ Deal damage to your opponent's ruler equal to the STK of the attacker. If the opponent accumulates damage equal to or greater than their life total, you win the game!

# DEFENSE ZONE

- ▶ You may summon 1 **unit** here. A unit placed in this zone is placed exhausted (*turned sideways*). While there's a unit in this zone, any attacks against your ruler are instead redirected to that unit.

## Damage Accumulation

- ▶ Damage is cumulative, with units retaining any damage dealt to them until the end phase of the current turn.

## TD (Touch Down)

- ▶ **TD** Some units have an ability marked with this icon. These **TD (Touch Down)** abilities are activated whenever the unit enters an attack zone or defense zone after you play it from your hand.

# RULER

- ▶ This is where you place your **ruler card**.
- ▶ In addition to attacking with units, you can also attack with your ruler during your attack phase by exhausting it (*turning it sideways*). (During the very first turn of the game, that player can only attack once, either with their ruler or a unit.)

## Rules for Deck Construction and Gameplay

- ▶ Each ruler has different deck construction and gameplay rules. To see the detailed rules for your particular ruler, please refer to the included pamphlet or visit our website at: <https://gateruler-official.com>

## Game Setup and the Start Phase

- ▶ When starting a game, please follow the instructions listed under **Setup** and **Start of Turn** on your ruler card.

# ATTACK ZONE

- ▶ You may summon 1 **unit** here. A unit placed in this zone can be exhausted (*turned sideways*) during your attack phase to perform an attack, either against an enemy unit or your opponent's ruler. (During the very first turn of the game, that player can only attack once, either with their ruler or a unit.)

## Attacking a Unit

- ▶ Deal damage to the enemy unit equal to the ATK of the attacker. If the total damage dealt to the enemy unit during this turn is equal to or greater than its HP, then that unit gets destroyed.

## Attacking a Ruler

- ▶ Deal damage to your opponent's ruler equal to the STK of the attacker. If the opponent accumulates damage equal to or greater than their life total, you win the game!

# PHASES OF A TURN

## ▼ I. START PHASE

1. Ready your ruler and units (*rotate them so they're upright*).
2. Resolve effects that happen "at the start of your turn".

## ▼ II. MAIN PHASE

1. Play cards
2. Set cards
3. Use Standard Action abilities
4. Move units

## ▼ III. ATTACK PHASE

1. Attack with ruler
2. Attack with units

## ▼ IV. END PHASE

- ▶ Remove all damage from units. Remove any effects that say "until the end of turn".

# OPPONENT'S TURN

# FIELD ZONE

- ▶ This is where you place your **field cards**.
- ▶ There's no limit to the number of field cards that can be placed here.
- ▶ Regardless of how many there are, you should apply the effects of all field cards in this zone.



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# SET ZONE

- ▶ This is where you place event cards. The number of set zones you have is determined by your ruler.
- ▶ You may **set** (*place face down*) 1 event card in each set zone you have.
- ▶ You may play event cards when the conditions listed in their **Timing** are met. When playing an event card, flip it over and reveal it. Then pay its cost by exhausting a number of resources equal to the level of the event card.
- ▶ Once an event card is resolved, it's sent to its owner's graveyard.

# SET ZONE

## Event Card Use



# SET ZONE

## Common Timings for Events

- ▶ Standard Action ..... Can be played during your main phase. You may play them directly from your hand without placing them into a set zone first.
- ▶ Instant Action ..... If set in a set zone, can be played at any time by flipping the card face up and revealing it.
- ▶ Miscellaneous ..... If the conditions listed on the card are met, then the card can be played by flipping it face up and revealing it.

# RESOURCE ZONE

- ▶ Place a number of resource cards here as specified by your ruler. These are your **resources**.
- ▶ To play a card, pay its cost by exhausting (*turning sideways*) a number of resources equal to the level of the card being played.

## Summon Cap

- ▶ The number of times you can **normal summon** a unit (*putting it into play by paying its cost*) during your turn is dictated by your ruler.
- ▶ If your ruler does not mention a summon cap, then you have no limit to your normal summons.

# DECK SLOT

- ▶ This is where you place your deck.
- ▶ Your deck should be constructed according to the **Deck Construction Rules** of your ruler.
- ▶ Thoroughly shuffle your deck before starting a game.
- ▶ You immediately lose if you have 0 cards left in your deck!

# GRAVEYARD

- ▶ This is where you place any units that get destroyed or any event cards after they get played.



DAMAGE  
ZONE

ATTACK ZONE



DEFENSE ZONE



ATTACK ZONE



FIELD  
ZONE

RULER



PHASES OF A TURN

▼ I. START PHASE

- 1. Ready your ruler and units (*rotate them so they're upright*).
- 2. Resolve effects that happen "at the start of your turn".

▼ II. MAIN PHASE

- 1. Play cards
- 2. Set cards
- 3. Use Standard Action abilities
- 4. Move units

▼ III. ATTACK PHASE

- 1. Attack with ruler
- 2. Attack with units

▼ IV. END PHASE

- Remove all damage from units. Remove any effects that say "until the end of turn".

OPPONENT'S TURN

SET ZONE



SET ZONE



SET ZONE



DECK  
SLOT

RESOURCE  
ZONE

GRAVEYARD