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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.

Section 2 Card Information

Ruler



Unit



Resource



Event



Field

- 1 Card 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 Text
- 13 Flavor Text
- 14 Illustration



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 Dragon card in play 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.

2-3. Type

- 2-3a. Type is a specific category to which a card belongs to.
- 2-3b. The list of types is as follows: Ruler, Unit, Event, Field, and Resource.

2-4. Faction

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

- 2-4b. 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.
- 2-6. 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. The level is a value indicating how powerful a card is.
 - 2-7b. A card's level is referred to when you pay the cost to play that card.
- 2-8. Reminder Icons
 - 2-8a. 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. This icon shows that a card is particularly powerful.
 - 2-9b. 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. This value indicates the strength of a ruler or unit when attacking another unit.
 - 2-10b. When a ruler or a unit attacks and deals damage to another unit, it deals damage equal to its ATK.
- 2-11. HP (Hit Point)
 - 2-11a. This value indicates the endurance of a unit.
 - 2-11b. When a unit is dealt damage, its current damage (3-6g) is increased by that value. Damage never decreases HP.
 - 2-11c. If a unit's current damage is equal or greater than its HP, or if a unit's HP is at 0 or less, that unit is destroyed (12-4a).
- 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 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.
- 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 card 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.

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.
- 3-2c. 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. If a card moves to any zone that is not in play, it 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.
 - 3-2d-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.
 - 3-2d-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.
- 3-2e. 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.
- 3-2f. Some rulers modify the number of certain zones for their owner, or eliminate certain zones entirely.
 - 3-2f-1. If a card would move to a non-existent zone, it does not move and remains in its current zone.
- 3-2g. 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.
- 3-2h. 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.

3-2i. 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.

3-2i-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.

3-3. 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.
 - 3-6c. 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 unit destruction (12-4a-1).
- 3-7. Ruler Zone
 - 3-7a. This is the zone where you put your ruler
 - 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. You can only have a ruler card in your ruler zone.
- 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. Each attack zone is revealed to all players, and it has ready/exhausted placement states.
- 3-8c. You can only have unit cards 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. Each defense zone is revealed to all players, and it has ready/exhausted placement states.
- 3-9c. You can only have unit cards 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.
- 3-10d. 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. Cards you can put into your set zone are called “settable” cards, and they include following:
- Event cards without [Forced Reveal] (16-15).
 - Cards that have been specified as settable through an effect.
- 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. Each damage zone is revealed to all players, and the order of its cards is not relevant.

3-13c. 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. Each charge zone is revealed to all players, and the order of its cards is not relevant.

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

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

3-14c-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 (12-6a).

3-14c-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.

3-14c-4. If something refers to "(a player's) charge", it refers to a charge linked to a card controlled by that player.

3-14d. 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:

3-14d-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.

3-14d-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 Propertie

- 4-3a. Each player is assigned a numeric value called “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 unlimited.
 - 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.
- 4-4. 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. Controllor
 - 4-5a. The controllor 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 controllor 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 controllor is the player who played it or put it there.
 - 4-5c. The controllor of an ability is the controllor of the card with that ability, or if the ability is in the gate, then its controllor is the player who played that ability.
 - 4-5d. The controllor of an effect is the controllor 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.
 - 5-2c. A deck is a set of non-ruler cards.
 - 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.
 - 5-2c-1c. 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.
 - 5-2c-1d. 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-1e. 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-1f. 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.
 - 5-3b. 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 becomes the number defined by their ruler, and the other player’s summon cap becomes unlimited. Each player’s number of summoning 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.
- 6-2g. 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.
- 7-6. 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.

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 that the attacking card is allowed to attack, 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" respectively.

8-4e-1. During this attack sub phase, the attacking card is considered to be in the state of "attacking" the frontmost (3-6e) card in the column that the attack is being performed against. Likewise, that frontmost card which is being attacked is considered to be in the state of "being attacked".

8-4e-2. If the attacking card moves to a zone other than its controller's attack zone, it stops being an attacking card.

8-4f. At this point, "when (attacking card) attacks" and/or "when attacking (attack target)" trigger conditions are met.

8-4g. 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 unit with Intercept that is being attacked deals damage equal to its ATK to the attacking unit.

8-5c. Proceed to the gate process.

8-6. Damage Step

- 8-6a. If there is no attacking card 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 battle" 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 battle or until the end of this battle.
 - 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 you perform an action to “drive” in any other timing than described in 10-2, do the following:

- 10-3a-1. Move the cards specified by the “drive” action to their drive zone face down. Then, choose all event cards from among them with the timing not listed as “standard action”. Next, choose any number of settable cards from the remaining cards. Then, 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 linked to it.
 - An Overdrive ability in their drive zone.

- 10-4d. The player performs one of the following with the card or ability they chose.

- 10-4d-1. If it is a face down card that is settable, the player can set it. Otherwise, they can play that card or ability.

- 10-4d-1a. If the card or ability has a cost to play it, the player must pay that cost to play it. For cards, this usually means exhausting a number of resources equal to the level of the card. (14-3b-6a).

10-4d-1b. 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 towards their summon cap (15-17a-2).

10-4d-2. 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 triggered automatic abilities and/or events cards revealed when their conditions became fulfilled (14-4a, 14-9c).

11-2a-3. At this point, if you have any rules effects left to apply or 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 destruction rules effect simultaneously, execute the destruction rules effect first.

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. Destruction Rules Effect
 - 12-4a. Each unit has destruction conditions, which can result in a unit becoming destroyed if they fulfill at least one of them.
 - 12-4a-1. A unit has fulfilled a destruction condition If this unit's current damage is equal or greater than its HP.
 - 12-4a-2. A unit has fulfilled a destruction condition if its HP is 0 or less.
 - 12-4a-3. Even if a unit fulfills one or more of the above conditions, if it has a destruction process linked to it in the gate already, ignore any destruction conditions it fulfills.
 - 12-4b. A card's destruction process may be added to the gate.
 - 12-4b-1. A destruction process is always linked to one or more cards.
 - 12-4b-2. A destruction process is created either because of the rules or by an effect of a card or ability.
 - 12-4b-2a. If an effect or a cost "destroys" one or more cards, add a single destruction process to the gate. This destruction process is created by an effect and linked to each of those cards.
 - 12-4b-2b. While executing rules effects, if one or more units fulfills one or more destruction conditions, add a single destruction process to the gate. This destruction process is created by the rules of the game and linked to each of those units.
 - 12-4b-3. When a destruction process is added to the gate, "(the card) is destroyed" trigger condition is met for any cards linked to this destruction process.
 - 12-4b-3a. This condition is met regardless of whether or not the linked card(s) are going to be moved to another zone.
 - 12-4c. When you resolve a destruction process, perform the following:
 - 12-4c-1. If this is a destruction process created by the rules of the game, each of the linked units that do not fulfill 12-4a-1 and 12-4a-2 are no longer linked to this destruction process anymore.
 - 12-4c-2. Put all the cards linked to the destruction process into their owners' graveyards.
- 12-5. Overlapping Cards Rules Effect

12-5a. While executing rules effects, if a player has two or more cards in a single attack zone, defense zone, or set zone, then 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.

12-6. Illegal Charge Rules Effect

12-6a. 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.

12-6a-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.

12-6b. 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.

12-7. Illegal Damage Effect

12-7a. While executing rules effects, if any damage resolution process (13-2a) has 0 or less damage to resolve, the damage amount and the target of the damage are removed together as a pairing from the damage resolution process.

12-7a-1. If, due to the above, a damage resolution process no longer has any pairings of the damage amount and the target of the damage, remove the damage resolution process itself from the gate.

Section 13 **Damage Process, 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 and Damage Resolution Process

13-2a. If a card, effect or combat damage (8-6b) deals damage to something, add a damage resolution process to the gate.

13-2a-1. A damage resolution process has the following pieces of information: the object that the damage was dealt to, the amount of damage, the source of the damage (14-15), and certain properties about the damage (e.g. whether it is combat damage).

13-2a-2. If two or more sources deal damage simultaneously, add a separate damage resolution process for each of them. The order in which they are added is determined by the controller of those sources.

13-2a-2a. If sources controlled by different players deal damage at the same time, add the damage resolution process for the source controlled by the active player first, then add the damage resolution process for the source controlled by the other player.

13-2a-3. If a source deals damage to two or more objects simultaneously, add one single damage resolution process to the gate that contains multiple pairings of the damage amount and the target of the damage.

13-2a-4. Any effect that changes the amount of damage to be dealt is applied at this point.

13-2a-5. Even if an effect would deal a variable amount of damage, or some effect would modify the amount of damage dealt, the actual amount of damage to be dealt is locked in once the damage resolution process is added to the gate. The damage recorded by the damage resolution process cannot be changed afterwards, even if the conditions and methods for determining the amount of damage may have changed since the damage resolution process was added to the gate.

13-2b. When you resolve a damage resolution process, perform the following:

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

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

13-2b-3. If the current damage or current ruler damage has been increased by 1 or more, then the “when (object) deals damage) and “when (object) is dealt damage” trigger conditions are met.

13-3. Damage Prevention

13-3a. A damage prevention effect is an effect that reduces damage (including effects that reduce the damage down to a specific amount) which directly modifies the value of the damage contained in a damage resolution process in the gate.

13-3a-1. An effect that prevents damage dealt at a specific future time or an ongoing effect that prevents any damage dealt later is treated as a delayed automatic ability (14-9f), which is triggered when the appropriate damage resolution process is added to the gate.

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 delayed automatic ability that says “when a damage resolution process for this combat damage is added to the gate, the damage from that process becomes 0”.

Example: If an ongoing effect says “the damage dealt to you becomes 1”, treat it as a delayed automatic ability that says “when a damage resolution process for dealing damage to you is added to the gate, the damage from that process becomes 1”.

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

13-3c. Choose an appropriate damage resolution process that meets the condition(s) for the damage prevention effect.

13-3c-1. If this damage prevention effect prevents the “next” damage, it prevents the topmost appropriate damage resolution process on the gate.

13-3d. Reduce the amount of damage in the damage resolution process 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 amount of the damage to X.

13-3d-2. If the damage resolution process has two or more pairings of damage amount and target of damage, choose any number of the pairings and reduce the damage for each so that the combined total amount 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” for that damage, you choose one of the two applications of 3 damage and reduce it to 2 damage.

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

13-3d-2b. If the damage prevention effect is “this damage becomes 0” or “take(s) 0 damage instead” for this damage, the amount of damage in all pairings within this damage resolution process 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.

13-4. 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 a "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 (14-13). 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)").
- 14-1b. 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.
- 14-3. Playing Cards and Abilities
 - 14-3a. Cards are played then placed in a specified zone. Activated and automatic abilities are played and then their effects are resolved.
 - 14-3b. When paying a card or ability, perform the following:
 - 14-3b-1. 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.
 - 14-3b-1a. If the card is hidden to a player, reveal it to all players.
 - 14-3b-1b. 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.
 - 14-3b-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.
 - 14-3b-3. If the card requires you to choose something specifically for that card (other than a target), choose it now.
 - 14-3b-3a. If you are playing a unit card, choose one of your attack zones or defense zone(s).

- 14-3b-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.
- 14-3b-4a. If the number of targets specified is 0 or less, you choose nothing.
- 14-3b-4b. If you are choosing two or more targets, you cannot choose the same target more than once while choosing those targets.
- 14-3b-4c. While a card or ability is in the game, you cannot choose that card or ability itself as its target. If something would do that, ignore it.
- 14-3b-4d. 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.
- 14-3b-4e. 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.
- 14-3b-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.
- 14-3b-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.
- 14-3b-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.
- 14-3b-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.
- 14-3b-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 activated ability, you need to pay the cost described in between the square brackets ([]).
- 14-3b-6b. If you have any effects altering the content of the cost, apply them first.
- 14-3b-6c. Apply any effects increasing the quantity of the cost or the actions in its content.
- 14-3b-6d. Apply any effects decreasing the quantity of the cost or the actions in its content.
- 14-3b-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.
- 14-3b-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.
- 14-3b-8. Perform any actions required to pay the cost. If a player cannot do any part of those actions, they cannot play that card or ability. If any part of the actions is replaced by a replacement effect, it is still treated as if that part was performed.

- 14-3b-8a. If there are multiple actions required to pay the cost, perform them in the order written on the cost.
- 14-3b-9. At this point, all steps for playing a card or ability are finished, and the card or ability is considered to be played.
- 14-3b-10. 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 rewind the circumstances of the game back to the point just before the player attempted to play it.
- 14-3c. To resolve a card or ability, perform the following:
- 14-3c-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.
- 14-3c-2. If the thing being played is a card, perform the appropriate action based on what type of card it is.
- 14-3c-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.
- 14-3c-2b. If this card is a unit card, put the card in the zone specified in 14-3b-3a.
- 14-3c-2c. If this card is a field card, put it into its controller’s field zone.
- 14-3c-2d. If this card is an event card, resolve its effect and put it into its owner’s graveyard.
- 14-3c-3. If the thing being played is an ability, resolve the effect of the ability, then remove it from the gate.
- 14-3c-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.
- 14-4. Playing a Card in a Set Zone
- 14-4a. 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).
- 14-4b. 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.
- 14-4b-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 (8-6b).
- 14-4c. 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.

- 14-4d. 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.
- 14-4e. 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.
- 14-5. Playing Overdrive/Touchdown/Counter Abilities
- 14-5a. When you play an Overdrive (OD) (16-2), Touchdown (TD) (16-3) or Counter (CNT) (16-4) ability, do one of the following:
- 14-5b. If the ability instructs you to play another ability, play that ability.
- 14-5c. If the ability is to play the card that this ability was on, play that card.
- 14-5c-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).
- 14-5d. Outside of cases mentioned in 14-5b and 14-5c, play the ability itself.
- 14-6. Limits on the Number of Times to Play
- 14-6a. 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.
- 14-6a-1. If this is written on the left side of the 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.
- 14-6a-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.
- 14-6a-2. If this is written on the right side of the 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.
- 14-6a-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.
- 14-6b. If this would prevent you from using a specific activated ability, that specific ability cannot be played.
- 14-6c. 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.
- 14-7. Continuous Ability
- 14-7a. Continuous abilities apply their effects as long as their abilities are active. All effects applied by continuous abilities are ongoing effects.
- 14-7b. If a continuous ability on a card defines its 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.

14-7c. 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 when something else specifically refers to that property.

14-7c-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.

14-8. Activated Ability

14-8a. An activated ability is an ability that its controller can play at any time it is allowed.

14-8b. Playing an activated ability follows the rules of playing abilities.

14-9. Automatic Ability

14-9a. 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).

14-9b. 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”.

14-9b-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.

14-9b-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.

14-9b-1b. This revealing of the hidden card can be done only once for each occasion that its trigger condition is met.

14-9b-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.

14-9c. 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.

14-9c-1. If any player played an automatic ability, repeat the system process from the beginning.

14-9d. 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.

14-9e. 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:

- 14-9e-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.
- 14-9e-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.
- 14-9e-3. Otherwise, the ability refers to the card when it is in its destination zone.
- 14-9f. Some effects generate automatic abilities that trigger at a later specified time. This generated automatic ability is called a delayed automatic ability.
 - 14-9f-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.
 - 14-9f-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.
- 14-9g. Some automatic abilities check if a specific status is fulfilled during a game. This ability is called a status automatic ability.
 - 14-9g-1. A status automatic ability is only triggered when its required status is fulfilled but has not been triggered yet.
- 14-9h. 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.
- 14-10. One-Time Effect
 - 14-10a. A one-time effect is performed once when they are resolved, and then ends immediately.
- 14-11. Ongoing Effect
 - 14-11a. 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.
 - 14-11a-1. The ongoing effects of continuous abilities apply their effects as long as those abilities are active.
 - 14-11a-2. Ongoing effects applied by non-continuous abilities have a limited duration that is specified when the ability is first applied.
 - 14-11a-2a. If there is no duration specified, then the ongoing effect remains applied for the rest of the game.
 - 14-11b. If a specific zone is affected by something 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.
- 14-12. Ongoing Effect Layers
 - 14-12a. If multiple ongoing effects that modify properties are being applied simultaneously to a card, the effects are applied in the order below:
 - 14-12a-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.

- 14-12a-2. Apply all ongoing effects that add a non-numeric property to that card which it normally wouldn't have.
 - 14-12a-3. Apply all ongoing effects that add or remove any types, factions and/or attributes.
 - 14-12a-4. Apply all ongoing effects that add or remove any kind of ability.
 - 14-12a-5. Apply all ongoing effects that change non-value information outside of those listed in 14-12a-3 and 14-12a-4.
 - 14-12a-6. Apply all ongoing effects that add numeric properties that the card normally wouldn't have.
- 14-12b. If an ongoing effect contains multiple layers of the above, apply each separately according to the order above.
- 14-12c. 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:
- 14-12c-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.
 - 14-12c-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.
 - 14-12c-2a. The start time of an ongoing effect by a continuous ability is determined by the time when the ability becomes active.
 - 14-12c-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.
- 14-12d. If an automatic or activated ability generates an ongoing effect that is applied to specific objects that fulfill a certain condition(s), it is applied only to objects that fulfill the condition(s) at the time the ability is resolved. It is not applied to any object that fulfills the condition(s) afterwards.
- 14-12e. 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.
- 14-13. Replacement Effect
- 14-13a. A replacement effect is written as "when (do something), (do another thing) instead".
 - 14-13a-1. Some replacement effects are written "as" instead of "when".
 - 14-13b. 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.
 - 14-13c. 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.

14-13c-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 choose one of those replacement effects and applies it.

14-13c-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.

14-13c-2a. If the player cannot perform X, they cannot choose the option to apply that replacement effect.

14-13d. 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. Players cannot choose not to replace an action or situation unless the effect specifically allows them to do so.

14-13e. A replacement effect is a kind of ongoing effect and may have a limited duration.

14-13e-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.

14-13f. 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 on an applicable card as if it is whatever value that is dictated by the replacement effect.

14-13g. Any replacement effect that changes the amount of damage dealt through any means other than modifying the “base damage” will modify the amount of damage within the damage resolution process once it gets added to the gate.

14-14. Last Known Information

14-14a. 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.

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

14-15. Source

14-15a. A source of an effect is the card that generated the effect or the card with the ability that generated the effect.

14-15b. If an effect deals damage, the source of the damage is the card with the ability that generated that effect, unless specified otherwise.

14-15c. The source of the damage dealt by an event card is the event card itself.

14-15d. The source of any combat damage is either a unit or ruler that dealt that damage.

14-15e. 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 destruction process that is linked to card B is added to the gate by the rules of the game (12-4b-2b).
- A “destroy” effect, for which card A is the source, destroys card B and adds a destruction process to the gate through that effect (12-4b-2a).

14-15f. 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.

14-15f-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.

14-16. Changing a Played Card or Ability

14-16a. Some effects change a card or ability that is currently in the gate.

14-16b. 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:

14-16b-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.

14-16b-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.

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 (14-13f).

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.

15-4. To Set

15-4a. “To set” a card means put a card into one of your set zones face down.

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 (From Your Deck)

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 specified 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 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-2. 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.

- 15-6b. Although this action “chooses” cards from your deck, 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 playing 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. To “destroy” a card means adding a destruction process linked to that card (12-4b) into the game.
- 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.
- 15-14b. “Put (card A) on top (of card B)” means putting card A into the zone card B is in, 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. If a player's number of summoning is equal or greater than their summon cap, they cannot normal summon any unit that would count towards their summon cap.

15-17a-2a. If a player's summon cap is unlimited, they do not compare their number of summoning with their summon cap when normal summoning a unit.

15-17a-2b. Doing a normal summon “without it counting for the summon cap” does not compare the player’s number of summoning with their summon cap.

15-17a-3. After performing a normal summon, that player increases their number of summoning for this turn by one, unless that normal summon specifically says that it does not count for the summon cap.

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, add a damage resolution process (13-2a) linked to that ruler or unit into the gate.

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”.

15-21. 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.

15-22. 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.

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

15-24. 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 attack 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. Affected by Effects

15-27a. If a card or ruler has some kind of effect that makes them “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.

15-28. Rearrange

15-28a. To “rearrange” all of your units means rearranging units (7-10) any number of times you want.

15-29. Losing an Ability

15-29a. When a card “loses” a specific ability, if it has any other abilities, the card will lose all of them.

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.

16-2. 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.

16-3. 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" .

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

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 beginning of the damage step, if this unit is attacking a unit in the opponent's defense zone, then at the end of damage step, if this unit is still attacking the center column and the opponent's defense zone is empty, this unit deals damage to the opponent's ruler equal to its STK" .

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 the attacking unit if the unit with Intercept is attacked. Intercept is a continuous ability.

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

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

16-8. Retaliate

16-8a. Retaliate is a keyword ability that deals damage to the attacking unit if the unit with Retaliate is attacked but still remains in play at the end of the damage step. Retaliate is an automatic ability.

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

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

16-9a. Double Attack is a keyword ability that allows the unit attack twice in a turn. Double Attack is an automatic ability.

16-9a-1. “**Double Attack**” means “At the end of the battle after this unit attacks for the first time during this turn, ready this unit”.

16-9b. Even if the unit gets readied after its first attack, it is not required to perform a second attack.

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 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)” .

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. 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. You cannot perform only part of the materials process. If you cannot perform all of it, you can only choose to not do it at all.

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. You cannot perform only part of the Abyssal Concerto actions. If you cannot perform all of them, you can only choose not to do it at all.
- 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 to 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 your hand or in your drive zone, you have to play it immediately if you are currently in a gate process, otherwise play it as soon as the next gate process starts. In that case, decide the cost (14-3b-6) and check the summon cap (15-17a-1) as normal, then pay the cost as much as currently possible.
- 16-15b-1a. If the card is a unit, it is treated as a normal summon and increases your number of summoning by one.
- 16-15b-1b. Even if you cannot perform all of the required actions to play the card (including your summon cap being at the maximum), 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)”.

16-17. 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".

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.

Appendix A: Rulers

A-1 Apprentice

Life: 12 ATK: 4 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: 2

Maximum copies of a card: 4

Legendary card cap: 2

Deck level cap: 50

CNT cap: 16

Zones: Attack zone: 2, Defense zone: 1, Set zone: 3. You have no hand zone.

Setup: None.

Start of Turn: Drive 2. Summon cap is unlimited.

In-Game Ability: As you play a card, you do not spend any resources to pay for the cost of the card as determined by its level (14-3b-6a).

B-2 Berserker

Life: 12 ATK: 5 STK: 4

Deck Construction:

Deck size: 50

Maximum factions: 2

Maximum copies of a card: 4

Legendary card cap: 3

Deck level cap: 80

CNT cap: 16

Zones: Attack zone: 2, Defense zone: 1, Set zone: 1. You have no hand zone.

Setup: None.

Start of Turn: Drive 1. Summon cap is unlimited.

In-Game Ability: As you play a card, you do not spend any resources to pay for the cost of the card as determined by its level (14-3b-6a).

H-8 Highlander

Life: 12 ATK: 4 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: 3

Maximum copies of a card: 1

Legendary card cap: 2

Deck level cap: 50

CNT cap: 16

Zones: Attack zone: 2, Defense zone: 1, Set zone: 3. You have no hand zone.

Setup: None.

Start of Turn: Drive 2. Summon cap is unlimited.

In-Game Ability: As you play a card, you do not spend any resources to pay for the cost of the card as determined by its level (14-3b-6a).

K-11 Knight

Life: 11 ATK: 3 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: 2

Maximum copies of a card: 4

Legendary card cap: 2

Deck level cap: Unlimited

CNT cap: 16

Prepare 3 resource cards in addition to your deck.

Zones: Attack zone: 2, Defense zone: 1, Set zone: 3

Setup: Put 3 resource cards into your resource zone in a ready state. Draw 2 cards.

Start of Turn: Ready 2 resources you control. Draw 2 cards. Your summon cap is 2.

In-Game Ability: None.

L-12 Legion

Life: 11 ATK: 3 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: 3

Maximum copies of a card: 1

Legendary card cap: 2

Deck level cap: Unlimited

CNT cap: 16

Prepare 3 resource cards in addition to your deck.

Zones: Attack zone: 2, Defense zone: 1, Set zone: 3

Setup: Put 3 resource cards into your resource zone in a ready state. Draw 2 cards.

Start of Turn: Ready 2 resources you control. Draw 2 cards. Your summon cap is 2.

In-Game Ability: None.

W-23 Wizard

Life: 10 ATK: 2 STK: 2

Deck Construction:

Deck size: 50

Maximum factions: 2

Maximum copies of a card: 4

Legendary card cap: 2

Deck level cap: Unlimited

CNT cap: 16

Prepare 3 resource cards in addition to your deck.

Zones: Attack zone: 2, Defense zone: 1, Set zone: 3

Setup: Put 3 resource cards into your resource zone in a ready state. Draw 2 cards.

Start of Turn: Ready 2 resources you control. Draw 2 cards. Your summon cap is 2.

In-Game Ability: "Resource Channeling": At the end your turn, ready this card. During your opponent's turn, when you need to spend 1 or more resources, you may exhaust this card as though it was a resource card in your resource zone.

World Master Alpha 2020

Life: 11 ATK: 3 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: Unlimited

Maximum copies of a card: 4

Legendary card cap: 0

Deck level cap: 40

CNT cap: 16

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*).

For each faction, you may include up to 12 cards from that faction in your deck.

Zones: Attack zone: 2, Defense zone: 1, Set zone: 3. You have no hand zone.

Setup: None.

Start of Turn: Drive 2. Summon cap is unlimited.

In-Game Ability: As you play a card, you do not spend any resources to pay for the cost of the card as determined by its level (14-3b-6a).

World Master Beta 2020

Life: 9 ATK: 3 STK: 3

Deck Construction:

Deck size: 50

Maximum factions: Unlimited

Maximum copies of a card: 4

Legendary card cap: 0

Deck level cap: Unlimited

CNT cap: 16

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*).

For each faction, you may include up to 12 cards from that faction in your deck.

Prepare 3 resource cards in addition to your deck.

Zones: Attack zone: 2, Defense zone: 1, Set zone: 3

Setup: Put 3 resource cards into your resource zone in a ready state. Draw 2 cards.

Start of Turn: Ready 2 resources you control. Draw 2 cards. Your summon cap is 2.

In-Game Ability: None.

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Changes other than corrections are indicated by red font.

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- ▶ Further clarified the format of how ability names are written (14-1a-4).