Force of Will Comprehensive Rules ver. 9.0

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100. Overview

101. General

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

102. Number of players

102.1.   This game is played by two players.

103. How to win

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

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

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

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

103.5.   If an effect states a player wins the game, that player wins the game.

104. Golden rules of the game

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

104.2.   When an effect instructs you to do something, and part of it is impossible to do, you do any other part of the effect that you can legally do. When an effect instructs you to do something a number of times and you cannot do it fully, you still do it as many times as possible. If you would perform something zero or a negative amount of times, you don't perform it at all.

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

104.4.   If an effect prohibits doing something and another effect instructs a player to do that, the prohibiting effect takes precedence.

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

104.6.   If a value becomes a different value, if the latter is greater than the former, the value is considered increased. If the latter is lesser, the value is considered decreased. Including if the value is set to a specific number, or if a value is switched with another.

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

  104.7a.   When comparing a number and '∞', treat '∞' as the greater of the two.

  104.7b.   When comparing two '∞' with each other, treat them as equal values.

  104.7c.   If a value of '∞' would be increased or decreased, the new value is to be treated as '∞'. If a value of '∞' would be changed to a specified number, it is changed to that specified number.

  104.7d.   When instructed/requested to choose a number, the player may not choose '∞'.

105. Basic Concept

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

105.2. **Owner**: The owner of a card is the player who brings the card at the beginning of the game.

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

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

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

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

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

105.4a. Life is increased and decreased by a multiple of one hundred. If an effects instruct player to pay any amount of life, they pays it by a multiple of one hundred.

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

200. Characteristics of Cards

Ruler	Resonator	Regalia	Addition
J-Ruler	Chant	Rune	Chant/Rune
Magic Stone			(1) Type (2) Name (3) Cost (4) Text (5) Race/Trait (6) ATK (7) DEF (8) Attribute (9) Divinity (10) Art (11) Additional Information

201. Type

201.1. The group this card belongs to.

201.2. Categories of cards: "ruler", "J-ruler", "magic stone", "resonator", "chant", "addition", "regalia" or "rune".

> 201.2a. In the comprehensive rules and in card text, "resonator or J-ruler" is written as "J/resonator".

> 201.2b. In the comprehensive rules and in card text, "ruler or J-ruler" is written as "J/ruler".

201.2c. Some cards have multiple types. If a card's printed card type does not contain "/", it means it has only one type. If a card's printed card type does contain "/", it means it has multiple types each separated by the "/".

201.2c-i. "Chant/Rune" is one such example of a card with multiple types.

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

201.3a. Some magic stone cards have the general type "Special".

201.3b. Some magic stone and J/ruler cards have the general type "Basic".

201.3c. Some rune cards have the general type "Master".

201.4. Some cards have a magic stone type.

201.4a. The magic stone types are "Light Magic Stone", "Fire Magic Stone", "Water Magic Stone", "Wind Magic Stone" and "Darkness Magic Stone".

201.4b. A magic stone card with the same card name as a magic stone type has that magic stone type.

201.4c. If something refers to a magic stone type name (without any quotation symbol), it refers to cards with that magic stone type.

201.4d. Even if a card becomes or is considered/treated as a magic stone, it does not inherently have the ability to produce will unless specified.

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

202. Name

202.1. Name of the card.

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

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

202.3a. If an effect says "a card with "(word(s))" in it" or something similar, that refers a part of a name. Otherwise, it refers a card with that word(s).

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

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

203. Cost

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

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

203.3. An attribute cost is shown by the will symbols on left side of the cost. You need one will of the specified attribute for each will symbol shown on here.

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

203.5. The total cost is the number of wills needed for the attribute cost plus the number on the free cost.

203.5a. If a card doesn't have any cost, the total cost of that card is 0.

203.5b. If a card has a free cost of X, X is the value you chose when paying for the card, while the card is on the chase. When that card is anywhere else, treat the value of X as zero.

203.6. If this card has [Quickcast](1111), a lightning art is shown around the cost to represent this (right fig.).

204. Text

204.1. The abilities of this card.

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

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

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

205. Race/Trait

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

205.1a. You may treat races and traits as the same thing. When a text refers "race", it also refers "trait" and vice versa.

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

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

205.4. A race or trait itself doesn't have any specific rules, though they are referred to by some abilities and effects. If an effect refers to a race or trait without specifying what zone it's in, it refers to cards in the field or a ruler area with that race or trait.

205.5. Currently, there are 243 types of Race / Trait.

205.5a. Race / Trait has the following: Airship, Alchemist, Ancient, Ancient Magic, Ancient Ruins, Angel, Arcane Item, Archduchess, Archenemy, Artifact, Artist, Ascendant, Augur, Aura, Automaton, Avatar, Baker, Bat, Battle Arts, Beast, Bird, Bishop, Black Ones, Bomb, Bushido, Butler, Calamity Raven, Captain, Card Soldier, Castle, Cat, Catman, Charlatan, Chimera, City, Class G, Class Rep, Clerk, Clothes, Clown, Cognate, Composer, Conqueror, Count, Crowd, Cthulhu, Daimyo, Dark Commander, Dark Elf, Deathless, Deity, Demon, Demonfish, Dinosaur, Divine Beast, Divine Tree, Doll, Dolphin, Draft, Dragon, Dragon Knight, Dragonoid, Drake, Drei Stern, Dwarf, Egg, Elemental, Elf, Emperor, Ethereal, Ethereal Tree, Evil Spirit, Explorer, Fairy, Fairy Tale, Fallen Angel, Familiar, Fantasy, Fiend, Fish, Fisherman, Five Heroes, Flame Spirit, Flower, Forest, Four Sacred Beasts, Fox, Fruit, Gallian Army, Garden, Gem, General, Ghost, Ghoul, Giant, Gimmick, Goat, God, Goddess, Golem, Gorgon, Grave, Guardian, Hero, Heroic Spirit, High God, Historical, Holy Beast, House, Human, Illusion, Immortal, Imperial General, Insect, Invention, Inverse, Jellyfish, Karakuri, Killer, King, Knight, Knight of the Round Table, Lion, Little Boy, Little Girl, Little Wolf-Girl, Lycanthrope, Machine, Mage, Mage Art, Magic Crest, Magic Lifeform, Magical Beast, Mermaid, Merman, Military, Mimi Tribe, Minion, Minion of Primogenitor, Monarch, Monk, Moon, Moon Princess, Mountain, Mouse, Murderer, Musketeer, Mystery, Myth, Nameless, Nightmare, Ninja, Oni, Ooze, Oracle, Overlord, Paladin, Panda, Pawn, Phantom, Pharaoh, Philosopher, Phoenix, Pirate, Poet, Priest, Prime

Minister, Prince, Princess, Prophet, Queen, Rabbit, Raptor, Rat, Reaper, Relic, Reporter, Researcher, Residence, Resonator, Sage, Saint, Samurai, Sand, Savior, Scarecrow, Scientist, Sea Monster, Seal, Servant, Seven Kings, Seven Luminaries Demon, Seven Luminaries Mage, Shadow, Shaman, Shikigami, Singularity, Six Sages, Skeleton, Slime, Snake, Snow, Soldier, Songstress, Soul, Specter, Spirit, Spirit Magic, Squad 7, Squid, Story, Strategist, Student, Subjugator, Sword Art, Swordsman, Tank, Taoist, Tool, Tower, Traitor, Treasure Tree, Treasury Item, Treeman, Twelve Apostles, Twelve Protective Deity, Undead, Valkyrie, Valkyrur, Vampire, Vegetation, Wall, Wanderer, Warlord, Warrior, Weapon, Wererabbit, Werewolf, Whale, Wicked Spirit, Wingman, Witch, Wizard, Wolf, Yin-Yang Master, Youkai, Zombie

206. Attacking Power (ATK)

206.1. Information that J-rulers and resonators have.

206.1a. Some J-ruler don't have ATK.

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

207. Defending Power (DEF)

207.1. Information that J-rulers and resonators have.

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

207.2a. Some J-ruler don't have DEF.

208. Attribute

208.1. A part of information of this card.

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

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

208.4. If there's no attribute banner or if there is a banner with the Void icon, then that card has no attribute. If a text refers "void" as an attribute, it refers "without any attribute".
: Void

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

209. Divinity

209.1. Information that cards can have.

209.2. The number after "Divinity" is referred to when playing runes from a rune area.

210. Art

210.1. Image for the card,

210.2. Art has no rule purpose.

211. Additional Information

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

211.2. Additional Information has no rule purpose.

300. Zone

301. General

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

302. Basic

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

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

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

302.3. If a card moves from one zone to another, if it moves from the field to a ruler area, or from a ruler area to the field, it's treated as the same card and keeps its orientation. Otherwise, it's treated as a new card in a new zone. Unless otherwise specified, any effect applied in an older zone is not applied to the new card.

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

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

302.6. If a card is to be moved to a zone owned by a player other than the cards owner, it is moved to the zone belonging to the owner of that card instead. Never, under any circumstance, should a card not belonging to a player be placed in zones they own.

303. Cards Orientation

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

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

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

303.2. In some zones, a card has a specified orientation of either face up or face down. A face up card is placed so that all the information on the card is visible, and a face down card is placed so that all the information on the card is hidden. A hidden card's information can be checked at anytime by a player if they know the information of the cards (because they were moved from public zone, for example).

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

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

304. Main Deck

304.1. The zone a player put his main deck in.

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

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

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

305. Magic Stone Deck

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

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

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

306. Hand

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

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

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

307. Field

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

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

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

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

    307.4a. If a card's text counts a number cards with certain information without specifying the zone they're in, it refers to cards in the field or a ruler area.

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

307.6. A card in the field is referred to as 'entity'.

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

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

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

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

308. Ruler Area

308.1. The area a player puts their ruler in.

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

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

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

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

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

309.   Graveyard

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

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

310.   Standby Area

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

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

311.   Removed Area

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

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

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

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

312.   Chase Area

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

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

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

313.   Item Area

313.1.   Will coin tokens, Gem tokens, Cards attached to your J/ruler, etc. are placed here.

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

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

314.   Extra Deck

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

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

315.   Rune Area

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

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

316.   Stranger Deck

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

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

317.   Zone Movement Restriction

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

317.2.   If a card that has 'J-ruler' as its printed card type would move to a zone other than a ruler area or field, it doesn't move.

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

317.3a.   If that card would move to a ruler area, it does not move.

317.3b.   If that card is, by some effect, treated as a magic stone or has gained the magic stone type and would move to a magic stone deck, it moves to the main deck with the same placement specifications instead. (ex. If that card would move to the top of the magic stone deck, it moves to the top of the main deck instead.) In cases that cannot be handled by this specification, the card does not move.

317.4.   If a card that has 'chant' as its printed card type would move to a magic stone deck, the field, or a ruler area , it moves to the graveyard.

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

317.5a.   If that card would move to a ruler area, it does not move.

317.5b.   If that card has, by some effect, gained one of the types 'resonator', 'addition', or 'regalia' and would move to a main deck, it moves to the magic stone deck with the same placement specifications instead. (ex. If that card would move to the bottom of the main deck, it moves to the bottom of the magic stone deck instead.) In cases that cannot be handled by this specification, the card does not move.

317.5c.   If that card has, by some effect, gained one of the types 'resonator', 'addition', 'regalia' and would move to a hand, it moves to the top of the magic stone deck instead. In cases that cannot be handled by this specification, the card does not move.

317.6.   If a card that isn't stranger card would move to a stranger deck, the resulting movement depends on the type printed on the card.

317.6a. If a card that has 'resonator', 'addition', 'chant', or 'regalia' as its printed card type would move to a stranger deck, it moves to top of the main deck instead.

317.6b. If a card that has 'magic stone' as its printed card type would move to a stranger deck, it moves to top of the magic stone deck instead.

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

318. Out of the Game

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

318.1a. If the game is not being played in a tournament, it refers to cards "in your removed area or in your collection not in your deck at the beginning of the game".

318.1b. If the game is being played in a tournament, it refers to cards "in your removed area or in your sideboard".

318.2. If you do not specify a zone and refer to card in any zone, you cannot refer to card outside the game except for a removed area.

400.   Setting Up the Game

401.   General

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

402.   Constructing a Deck

402.1.   Each player prepares their main deck, magic stone deck, extra deck, rune deck and a ruler card.

402.2.   Each player prepares exactly one ruler card.

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

    402.3a.   A main deck must contain at least forty cards and no more than a maximum of sixty cards.

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

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

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

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

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

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

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

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

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

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

    402.6a.   A rune deck must contain at least zero cards and no more than a maximum of five cards.

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

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

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

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

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

        402.7a-i.   If your ruler does not have [Stranger], you may not have cards in your stranger deck.

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

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

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

403. Setting Up the Game

403.1. Before the game, each player prepares their ruler, extra deck, and rune deck and puts each of them into their ruler area, extra deck zone, and rune area, respectively.

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

403.3. Each player sets their life to 4000.

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

403.5. Each player moves the top five cards from their main deck to their hand. Then, the player who chose to play first chooses to change any cards in their hand, then the other player does the same. Then each player moves chosen cards they wish to change to the bottom of their main deck in any order, then move that many cards from the top of their main deck to their hand. The first player must choose which cards to change first.

403.6. The first player is becomes the turn player, and begins the turn.

500. Turn Sequence

501. General

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

502. Draw Phase

502.1. "At the beginning of draw phase", "at the beginning of game", if this is the first turn of the game, and if this is the first draw phase of the turn "At the beginning of turn", trigger conditions happen.

502.2. Turn player gains priority and performs a priority sequence.

502.3. Turn player draws a card from their main deck. However, if this is the first turn of the game, the player doesn't draw a card.

502.4. Turn player gains priority and performs a priority sequence.

503. Recovery Phase

503.1. If this is the first turn for the turn player, skip the recovery phase.

503.2. "At the beginning of recovery phase" trigger conditions happen.

503.3. Turn player gains priority and performs a priority sequence.

503.4. All produced will are ceases to exist.

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

503.6. "At the end of recovery phase" trigger conditions are happened.

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

504. Main Phase

504.1. "At the beginning of main phase" trigger conditions are happened.

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

505. End Phase

505.1. "At the beginning of end phase" trigger conditions are happened.

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

505.3. "At the end of turn" trigger conditions happen.

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

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

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

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

505.5c. All produced wills cease to exist.

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

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

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

600. Priority Sequence

601. General

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

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

602. Perform Priority Sequence

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

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

602.1b. Choose and play triggered automatic abilities.

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

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

603. Play automatic abilities

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

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

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

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

604. Available Actions

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

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

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

604.1c. Play a card with [Quickcast].

604.1d. Pass.

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

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

604.2b. Initiate battle.

604.2c. Play a judgment process.

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

604.2e. Call a magic stone.

605. End of priority sequence

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

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

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

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

605.2.   If the priority sequence is has not ended, start a new priority sequence.

700. Player's Action

701. General

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

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

702. Play a Resonator, Regalia or Addition

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

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

702.3.   When a resonator, regalia, or addition card in the chase area resolves, the resonator, regalia, or addition card is put into the field under its controller's control.

703. Play a chant without [Trigger]

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

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

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

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

704. Initiate Battle

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

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

705. Play a Judgment process

705.1.   The turn player may play a judgment process if it is main timing, they have a recovered ruler with [Judgment] in their ruler area, and they haven't played a judgment process this turn.

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

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

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

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

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

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

705.3a.   If that ruler is in a ruler area, the player who performed the judgment puts their ruler into the field under their control, J-ruler side up. From that point onward, the card is a J-ruler.

705.3a-i.   If, via this Judgment process, a ruler became a J-ruler, automatic objects with the condition of "doing Judgment" are fulfilled at this time.

706.   Put a Card in the Standby Area

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

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

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

707.   Play an Activate Ability

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

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

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

708.   Play Cards with [Trigger]

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

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

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

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

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

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

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

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

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

709.   Play Cards with [Quickcast].

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

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

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

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

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

709.3c. Rune cards follow the process outlined in ⟨711.Play a Rune ⟩.

710. Call a Magic Stone

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

711. Play a Rune

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

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

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

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

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

712. Pass

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

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

712.2a. You control the card continuously from the beginning of this turn.

712.2b. It's recovered.

712.2c. You can choose an opponent or a rested J/resonator an opponent controls as an attacked object.

712.2d. No effects prohibit it from attacking.

712.2e. No voluntary action is needed to attack with it.

800. Battle

801. General

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

802. Beginning of Battle Step

802.1. "At the beginning of battle phase" trigger conditions are happened.

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

803. Declare Attack Step

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

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

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

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

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

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

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

803.5a. In this battle, if the attacking J/resonator becomes a non-J/resonator, loses its ATK or DEF, moves to a non-field zone, or changes its controller, the J/resonator stops being the attacking J/resonator.

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

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

804. Declare Block Step

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

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

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

804.4. To block, rest a J/resonator with ATK and DEF non-turn player controls other than attacked object. If they must perform any action to block, do it at this point. If they cannot, they may not block and rewind the game situation back to choosing to block or

forfeit. From this point, as long as that J/resonator is in the field, it is considered the blocking J/resonator, and the attacking J/resonator is the blocked J/resonator.

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

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

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

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

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

805.   First Strike Battle Resolution Step

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

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

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

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

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

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

806.   Normal Battle Resolution Step

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

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

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

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

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

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

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

807.   End of Battle Step

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

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

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

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

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

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

900. Cards and Abilities

901. Ability and Effect

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

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

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

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

901.1d. Some abilities have ability names. An ability name is shown as <(name)>. If two abilities have the same ability name, they are treated as the same ability. Also, if something refers to an ability name, it refers an ability with that ability name.

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

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

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

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

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

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

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

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

902. Active Ability

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

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

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

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

903. Play Cards and Abilities

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

903.2. Cards and abilities are played as below:

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

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

903.2c.   If the card being played has an [Awakening] (1109), choose whether or not to awaken that card or not.

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

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

903.2e.   If a card or ability has the text "choose (number)", the player chooses that number of options in that text. Options not chosen are treated as if they didn't exist.

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

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

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

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

903.2g.   If the card or ability needs targets, the controller chooses legal ones. If they cannot choose a legal target, they cannot play the card or ability.

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

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

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

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

903.2h-i.   Assigning things to multiple targets is included in this stipulation. If such an event occurs where a player assigns something other than damage, it must be assigned in positive values that are multiples of 1. If such an event occurs where a player assigns damage to multiple resonators it must be assigned in positive values that are multiples of 100.

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

903.2i.   If that card or ability requires any sort of action to be played, handle those actions in the order detailed below;

903.2i-i.   If there are any effects altering the quality, apply them first.

903.2i-ii.   If there are any effects that allow one to "play without paying its cost", if you play a card, remove paying the card's cost (203). If you play an activate ability, remove the cost shown before the ":" of the ability.

903.2i-iii.   Apply any effects increasing the quantity.

903.2i-iv.   Apply any effects decreasing the quantity. To do this, the player who plays it chooses which part they decrease.

903.2i-v.   Things to play are fixed. After this, even if some effects would alter this, the quality and quantity are not changed.

903.2j.   Do the things required to play the card or ability. If they cannot do any part of them, they cannot play the card or ability. If any part of them is replaced by a replacement effect, it is still treated as if they did it.

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

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

903.3.   Cards and abilities are resolved as below:

903.3a.   If the card or ability requires you to choose target, check the target at this point. If it's not legal, all effects involving it are not applied. Even if all the targets of the card or ability are illegal, the other effects not related to the targets is still resolved.

903.3b.   If it's a card, perform the action depending of the type of card it is. If it's an ability, apply the effect of the ability, then remove it from chase area.

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

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

904.   Continuous Ability

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

904.2.   If a continuous ability on a card refers to the attribute, race, trait, ATK, or DEF of cards without any condition, the ability is called a "base ability" and applied in any zone.

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

905.   Activate Ability

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

905.2.   Activated abilities are played as below:

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

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

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

906.   Automatic Abilities

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

906.9a. A status automatic object is only triggered when it's not already triggered and the status is fulfilled.

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

907. Will Abilities and Produced Will

907.1. Activate abilities that need no target and produce wills are will abilities. Automatic abilities that trigger by playing a will ability, need no target, and produce wills are will abilities. Spells that produce wills are not will abilities.

907.2. A player can play will abilities while they have priority or when they need to pay wills.

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

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

907.5. Wills with an attribute are attribute will, specified by a will symbol.
⚡:one light, 🔥:one fire, 💧:one water, 🌀:one wind, ⚫:one darkness
①:one will without attribution (same for the other numbers)

907.6. Some wills have a specific characteristic.

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

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

907.6c. A characteristic is not an attribute.

908. One Time Effect

908.1. One time effects are performed when they resolve.

909. Continuous Effect

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

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

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

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

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

909.1e. Apply all continuous effects that change non-value information except those that fall under 909.1c and 909.1d at this time.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

910. Replacement Effect

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

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

910.2a.   If there're more than one replacement effects for dealing damage and at least one of them doesn't contains prevention effect, the controller of the effect dealing that damage choose one of them that contains no damage prevention effects and apply it. If there're more than one replacement effects for dealing damage and all of them contain prevention effect, the player of the controller of the card that would be dealt that damage choose one of them and apply it.

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

911.   Last Known Information

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

912.   Source

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

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

1000. Action by Rules

1001. General

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

1002. Add

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

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

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

1003. Pay Will

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

1003.2. The will one must pay is specified by will symbols or free will symbol.
🔆:one light, 🔥:one fire, 💧:one water, 🍃:one wind, ⚫:one darkness
1:one any will (same for the other numbers or a X or Y value.)

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

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

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

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

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

1004. Remove from the Game

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

1005. Reveal

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

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

1006. Summon

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

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

1007. Deal/Remove Damage

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

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

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

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

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

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

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

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

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

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

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

1008. Chase

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

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

1009. Draw

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

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

1010. Destroy

1010.1. To destroy a card in the field, put the card into its owner's graveyard, as long as it's not a J-ruler. To destroy J-ruler cards, put it into its owner's ruler area, ruler side up.

1010.1a. As a J-ruler is destroyed and put it into the ruler area, put an astral counter on it. For the rest of the game, the ruler loses its [Judgment] ability.

1010.1a-i.   Rulers that have lost their [Judgment] abilities because they were destroyed, are referred to as rulers with the "Astral" condition.

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

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

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

1011. Banish

1011.1. To banish a card, put the card into its owner's graveyard.

1011.2. A player may not banish cards they don't control.

1012. Cancel

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

1013. Rest/Recover

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

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

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

1014. Choose/Search

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

1014.2. If a player chooses or searches a card in a hidden zone, they can look at all the information of cards in that zone. Then, if all the players can see all the information of those cards, choose cards as they would choose from a public zone. If no player can know the information of those cards and the player chooses a card with specific information, it is not guaranteed that there are cards with that specific information. They can choose not to find it even if there are some.

1015. Trigger

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

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

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

1016. Call

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

1017. Copy/Become a Copy

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

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

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

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

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

- If the object is a double-sided card, which side is being played.
- [Awakening] abilities being used.
- Whether the [Torrent] condition is met.
- Whether the [Legend] condition is met.

- Whether the [Null] condition is met.
- "Choose (number)" options selected.
- Uncertain values represented by X or Y.
- Targets.
- What will be applied to what in the event of multiple targets (in cases where there are varying effects or when allotting damage).
- The cost used to pay for the card.

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

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

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

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

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

1018. Prevent

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

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

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

1019. Discard

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

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

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

1020. Become/Gain

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

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

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

1021. Shuffle

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

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

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

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

1022. Put/Move a counter

1022.1. If an effect asks you "to put a <name> counter" on a card, put a counter with that name on the card.

1022.1a. Use a small object that doesn't disturb the game flow as a counter.

1022.1b. Unless otherwise specified, counters with the same name are treated as the same kind counter, regardless of how the counters are put onto the card.

1022.2. If a card has a counter with a name "<modifier A>/<modifier B>", the card gains [<modifier A>/<modifier B>] as long as the card is a J/resonator. This is a continuous effect.

1022.3. If a card moves from the field or ruler area to an area that is not the field or a ruler area, remove all counters on the card.

1022.4. If an effect asks you "to move" a counter, remove the counter from the card it moves from, then put that same named counter on the card it moves to.

1022.5. If something refers to "a (card)'s counter", it refers to "a counter on that card".

1022.6. If a card has text that specifies it entering the field with a certain number of counters on it, add that number with any other rule or effect adding counters of the same name. Then that card enters the field with that total number of counters of that name.

1023. Force

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

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

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

1024. Heal

1024.1. If a card says "If a ruler is astral, heal it" it means the following things. Remove any astral counters on the ruler. A healed ruler loses its "Astral" condition and regains use of its [Judgment] abilities until it is destroyed and gains the "Astral" condition again.

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

1025. Extra Turn

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

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

1026. Release the (Seal)

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

1027. Gain A Gem

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

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

1028. The Weather Is (Weather Type)

1028.1. If an effect states 'The weather is (weather type)', that player's weather changes to that specified (weather type).

    1028.1a. If a player does not have a 'The weather is (weather type)'effect, then they do not have any weather.

        1028.1a-i.   A player without (weather type) gains that (weather type) by way of an effect that states 'The weather is (weather type)'.

    1028.1b. If multiple effects would give a player (weather type)s, the weather is the (weather type) of the last effect to do so.

1028.2. If an effect would refer to weather without specification, it refers to the weather of the player that effect refers to.

1029. Remove from Battle

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

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

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

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

1030. Invert

1030.1. If a card is indicated to 'invert', if that card is an inverse card, then flip that card so it is despair side up.

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

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

1031. Skip

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

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

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

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

1032. Attach

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

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

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

1033. Restarting the Game

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

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

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

1034. Foresee

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

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

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

1035.2. Overlapping cards are treated as a single entity.

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

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

1036. Gain [Dragon Emblem]

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

1100. Keyword and Keyword Skill

1101. General

1101.1. Keywords are symbol icons written on cards. (Icons are denoted by a black text in a white bubble.)

1101.1a. Keywords with a name that denotes a kind of common ability with its own effects are called Keyword Skills.

1101.1b. Keywords without Keyword Skills attributed to them do not have any innate abilities. These Keywords exist for the purpose of other cards or abilities to refer to them for their own effects.

1101.1b-i. The following is a list of Keywords that are not Keyword skills.
- [Will of Hope]
- [Will of Despair]
- [Dragon Emblem](Characteristic)

1102. [Pierce]

1102.1. [Pierce] is a continuous ability. It changes how the damage in a battle is dealt.

1102.2. If attack by J/resonator with [Pierce] is blocked, as the attacking J/resonator deals damage by rules in a battle resolution step, the controller of the attacking J/resonator decide and resolve how the damage dealt in the following way.

1102.2a. DEF of a J/resonator minus damage on it is called the J/resonator's capacity.

1102.2b. The controller of an attacking J/resonator with [Pierce] first assigns damage in multiples of 100 to the blocking J/resonator equal or more than that blocking J/resonator capacity. Then, that player assigns any remaining damage from the attacking J/resonator (piercing damage) to the original attacked object.

1102.2c. Then, the attacking J/resonator deals damage to the blocking J/resonator (equal to the amount assigned to it) and deals damage to the original attacked object equal to piercing damage assigned to it.

1102.3. Having two or more [Pierce] is redundant.

1102.4. Damage dealt by [Pierce] is battle damage.

1103. [Precision]

1103.1. [Precision] is a continuous ability. It changes which cards a J/resonator can attack.

1103.2. A J/resonator with [Precision] can attack a recovered J/resonator. This is a continuous ability.

1104. [First Strike]

1104.1. [First Strike] is a continuous ability. It changes when the attacking J/resonator deals damage in a battle.

1104.2. Attacking J/resonator with [First Strike] can deal damage before any J/resonator without [First Strike]. This is a continuous ability.

1104.3. See First Strike Battle Resolution Step (805) and Normal Battle Resolution Step (806) for more details.

1105. [Explode]

1105.1. [Explode] is an automatic ability.

1105.2. "[Explode]" means "When this card deals battle damage to a resonator => If this card is a resonator, destroy this card and the resonator it deals its battle damage." .

1105.3. [Explode] does not apply to J-rulers.

1106. [Flying]

1106.1. [Flying] is a continuous ability.   It restricts which J/resonator can block the J/resonator with [Flying].

1106.2. An attack by a J/resonator with [Flying] can be blocked only by a J/resonator with [Flying]. This is a continuous ability.

1107. [Swiftness]

1107.1. [Swiftness] is a continuous ability.   It changes when the card can attack or play its abilities.

1107.2. A J/resonator with [Swiftness] can attack and use its [Activate] ability with 🏴 in its cost on the turn it's put into the field. This is a continuous ability.

1108. [Imperishable]

1108.1. [Imperishable] is a continuous ability.   It changes the rules regarding the destruction of J-rulers.

1108.2. "[Imperishable]" means "If this card is a J-ruler, as this card is destroyed and put it into the ruler area, do not put astral counter (1010.1a) on it and it doesn't lose [Judgment].". (Under normal circumstances, if a J-ruler is destroyed and put into the ruler area, put an astral counter on it. For the rest of the game, the ruler loses its [Judgment] ability.)

1109. [Awakening]

1109.1. [Awakening] is a continuous ability.   It changes how the card is played and resolved.

1109.2. "[Awakening] (Cost): (Text)" means "As you play this card, you may awaken and play this card. If you do, that card has the extra cost of (Cost), and is played to the field with the ability denoted by (Text)." (903.2c)

1109.2a. "To awaken" a card means to play the card paying its [Awakening] cost.

1109.3. Abilities gained by [Awakening] are not lost at the end of the turn.

1110. [Incarnation]

1110.1. [Incarnation] is a continuous ability.   It changes how the card is played.

1110.2. "[Incarnation] [<attribute>]" means "As you play this card, rather than paying its cost, you may banish a specific number of resonators with <attribute>" .

1110.2a. If the attribute is specified with multiple [], you must banish a resonator with that attribute for each [].

1110.2b. If the attribute is specified with [<attribute> or <attribute>], you must banish a resonator with any one of those attributes to fulfill the requirement.

1111. [Quickcast]

1111.1. [Quickcast] is a continuous ability.   It changes when the card is played.

1111.2. "[Quickcast]" means "You may play this card at any time you have priority and can perform actions while they have priority (604)." .

  1111.2a. If a card loses [Quickcast] after it is played but before it is moved to the chase area, the play becomes illegal as you cannot play the card without [Quickcast]. Rewind the situation to just before the card is played.

1112. [God's Art]

1112.1. [God's Art] is an activate ability.

1112.2. "[God's Art] <ability name> < activate ability >" means "<ability name> You can play <ability name> only once per game." .

  1112.2a. You may play more than one [God's Art] if each of them has a different name.

  1112.2b. If a [God's Art] is played and canceled, that ability is still considered played.

1113. [Trigger]

1113.1. [Trigger] is a continuous ability.   It changes when and how the card is played.

1113.2. There are two types of [Trigger].

  1113.2a. "[Trigger] <cost>: <effect>" means, as you play this card, pay <cost> as an additional cost, then perform <effect> as you resolve it.

    1113.2a-i.   If the cost is "anytime", it means "pay [0]".

  1113.2b. "[Trigger] <condition> => <effect>" means, when the <condition> is met, reveal this card to make it triggered, then perform the <effect> as you resolve it.

1113.3. See Play Cards with [Trigger] (708) for the detail of playing cards with [Trigger].

1114. [Stealth]

1114.1. [Stealth] is a continuous ability.   It changes how the card is played.

1114.2. "[Stealth] <condition>" means "While this card is in your standby area, you may play it as a triggered object (906 without paying its cost when it fulfills <condition>." .

1114.3. Different from chants with [Trigger], cards with [Stealth] can be triggered on the same turn the card is put into standby area.

1115. Remnant

1115.1. [Remnant] is a continuous ability.   It changes how the card is played.

1115.2. '[Remnant]' means 'You may play this card from your graveyard. If you played this card from your graveyard by Remnant, if this card would move from the chase area to anywhere else, remove it from the game instead.

1116. Evolution

1116.1. [Evolution] is an activate ability.

1116.2. '[Evolution] <cost>' means '<cost>: If this card has no evolution counters on it, put an Evolution counter on it'.

1117. Shift

1117.1. [Shift] is a continuous ability and an activate ability.

1117.2. '[Shift] <cost>' means 'As you play this card, if this is a double-sided card, you may choose either side of this card, and play this card with that chosen side up, paying that

side's cost.' and '<cost>: If this card is physically past side up, turn this card future side up. You can play this ability only during main timing (903.2b)." .

    1117.2a. To resolve the effect of an activated [Shift] ability, flip the card so that it is future side up. This is referred to as, "to shift". If you play a card future side up and resolve it, it is not considered "to shift" the card.

1117.3. See Double-Sided Card (1302) for the detail of double-sided cards.

1118. [Limit]

1118.1. [Limit] is a continuous ability and an automatic ability.

1118.2. "[Limit] <number>" means "This card comes into the field with <number> limit counter(s) on it." and "Whenever this card attacks or blocks => remove a limit counter from this card.".

    1118.2a. [Limit] does nothing if there are no limit counters on the card.

    1118.2b. [Limit] doesn't prohibit a card from attacking or blocking even if there are no limit counter on that card.

1119. [Energize]

1119.1. [Energize] is a continuous ability.

1119.2. "[Energize] <will symbol>" means "after deciding the first player, if you are not the first player, you start the game with a will coin token without any types in your item area with 'Banish this: Produce <will symbol>.'."

    1119.2a. The abilities of will coin tokens are active as long as they're in an item area.

    1119.2b. If there are multiple ＜will symbol＞s, when you banish the coin to produce will, choose one of the <will symbol>s listed by the ability.

1120. [Barrier]

1120.1. [Barrier] is a continuous ability held by a card or player.

1120.2. If a card has "[Barrier]", it means "This card cannot be targeted by spells or abilities controlled by a player other than the controller of this card."

1120.3. If a card has "[Barrier]" <information>, it means "This card cannot be targeted by <information> spells or abilities controlled by a player other than the controller of this card."

1120.4. If a player has "[Barrier]", it means "This player cannot be targeted by spells or abilities controlled by a player other than yourself."

1120.5. If a player has "[Barrier]" <information>, it means "This player cannot be targeted by <information> spells or abilities controlled by a player other than yourself."

1121. [Bestow]

1121.1. [Bestow] is a continuous ability and an activate ability of an addition.

1121.2. "[Bestow] (cost)" means "as you play this card, you cannot target any cards." and "<cost>: Add this card to target resonator. You can play this ability only in a main timing (701.2) and this card is not bestowed to any card." .

1121.3. "To bestow to <card>" means "to add this card to <card>".

    1121.3a. If a card with [Bestow] refers to "bestowed card", it refers to "the card this card is added to".

1121.4. If an addition with [Bestow] is added to a card and the card leaves the field, the addition stays in the field not added to any card.

1122. [Mana]

1122.1. [Mana] is a continuous ability.

1122.2. What "[Mana] <number>" means is different depending on what type the card is.

1122.2a. "[Mana] <number>" on a ruler card means "you start the game with <number> mana counter(s) on this card." .

1122.2b. "[Mana] <number>" on non-ruler card means "as this card comes into the field, put <number> mana counter(s) on it." .

1123. [Bloodlust]

1123.1. [Bloodlust] is a continuous ability.

1123.2. "[Bloodlust]" means "this card must attack if able.". This is an ability that forces a J/resonator to attack (712.2).

1123.2a. This ability does not affect the order attacks are declared.

1124. [Torrent]

1124.1. [Torrent] is a continuous ability.

1124.2. "[Torrent] (Text)" means "As you play this card, if you played one or more other cards this turn, this card is played with '(Text)'."

1124.2a. [Torrent] only checks if you played a prior card that turn before playing a card with [Torrent]. It does not care if that card resolved.

1124.2b. If a card with [Torrent] is your first card played that turn all text after [Torrent] is considered to be non-existent. Any choice presented by that text cannot be performed.

1125. [Judgment]

1125.1. [Judgment] is a continuous ability held by rulers.

1125.2. '[Judgment] (Cost)' means 'If this card is a ruler in a ruler area, its controller may play its judgment process'. The (cost) is referred to when that Judgment process is played. (705)

1126. [Inheritance]

1126.1. Inheritance is an activate ability.

1126.2. '[Inheritance] (Cost): (Effect)' means 'Pay the (cost), discard this card from your hand: (Effect)'.

1126.2a. [Inheritance] abilities are only valid if the card with that ability is in your hand.

1127. [Resonance]

1127.1. Resonance is an automatic ability.

1127.2. '[Resonance] (Kind of Magic Stone) ⇒ (Effect)' means 'Whenever that (Kind of Magic Stone) enters the field under your control ⇒ (Effect)'.

1127.2a. If a card that is or would be treated as the specified (Kind of Magic Stone), it triggers this ability, even if that card is another kind of card in addition to (Kind of Magic Stone).

1127.3. If a card with [Resonance] is or is treated as the specified (Kind of Magic Stone) on its own ability, it causes its own [Resonance] ability to trigger when it enters the field.

1128. [Seal]

1128.1. Seal is a continuous ability held by cards.

1128.2. "[Seal] (Number) – (Text)" means "as long as you control a number of magic stones equal to or greater than (Number), this card has (Text)."

    1128.2a. If the card is a chant, the Seal ability means "As you play this card, if you control a number of magic stones equal to or greater than (Number), this card is played with (Text)."

    1128.2b. If the card is not a chant, the Seal ability means "as long as you control a number of magic stones equal to or greater than (Number), this card has (Text)."

1128.3. Seal abilities only count the number of cards you control that have the card type "Magic Stone". Non-magic stone cards with a magic stone sub-type (Ex: Treat this card as a Fire Magic Stone.) do not count for Seal abilities.

1128.4. If a card or ability refers to "Release the [Seal] abilities of…" it means that all cards with Seal referred to in that ability are treated as though the number of stones required for their Seal abilities are met.

1129. [Mobilize]

1129.1. Mobilize is a continuous ability.

1129.2. '[Mobilize](Cost)'means 'You must pay (cost) to attack or block with this card'. Paying the (cost) is a necessary function for the card to attack or block each time. (803.5, 804.4)

1129.3. If an effect states 'Mobilize [Specified Object(s)]', it means that [Specified Object(s)] may attack and block without paying (Cost).

1130. [Sealed Item]

1130.1. Sealed Item is a continuous ability.

1130.2. '[Icon]' 《Item Name》 (Ability)' means 'this has (ability)'.

1130.3. If a Sealed Item is expressed as '[Icon] 《Cipher》 ' it means that ability is not legal for use.

    1130.3a. If a Sealed Item is unsealed, all Sealed Items with the same 《Item name》 are unsealed. In other words, you may not choose to unseal only one part.

        1130.3a-i. If a ruler has the same 《Item name》Sealed Item on both sides, then unseal all of the Sealed Items.

    1130.3b. Sealed Items that have become legal for use have updated text images available for download from the comprehensive rules page. By downloading and affixing the appropriate text over the 《Cipher》 of the corresponding card, that ability becomes valid.

    1130.3c. Sealed Items that have become legal for use may also become valid by downloading the appropriate card text image from the official card database and affixing the appropriate text over the 《Cipher》 of the corresponding card. Current cards available for this process are listed below with their 《Cipher》 versions first;

        1130.3c-i. "Taegrus Pearlshine" (SDR1-010) – (ADK-024)

1130.3c-ii. "Taegrus Pearlshine, Lord of the Mountain" (SDR1-010 J) – (ADK-024 J)

1130.3c-iii. "Kirik Rerik" (SDR2-010) - (TSW-045)

1130.3c-iv. "Kirik Rerik, the Draconic Warrior" (SDR2-009 J) - (TSW-04 5J)

1130.3c-v. "Shaela" (SDR3-007) - (TSW-076)

1130.3c-vi. "Shaela, the Mermaid Princess" (SDR3-007 J) - (TSW- 076 J)

1130.3c-vii. "Gill" (SDR4-004) – (ADK-097)

1130.3c-viii. "Gill, the Gifted Conjurer" (SDR4-004 J) – (ADK-097 J)

1130.3c-ix. "Reiya, Fourth Daughter of the Mikage" (SDR5-009) – (ADK-140, WOM-102)

1130.3c-x. "Reiya, Fourth Daughter of the Mikage" (SDR5-009J) – (WOM-102J)

1131. [Crest]

1131.1. Crest is a continuous ability.

1131.2. '[Crest] (Attribute) – (Text)' means 'this card gains (text) as long as you control at least one Magic Crest of (Attribute).'

1132. [Grimoire]

1132.1. Grimoire is a continuous ability held by cards.

1132.2. '[Grimoire] (Number)' means 'You may begin the game with an extra deck of up to (number) story chants.

1133. [Legend]

1133.1. Legend is a continuous ability held by cards.

1133.2. '[Legend] (Number) - (Text)' means 'As long as you control a number of revealed story cards in your extra deck equal to or greater than (Number), this card has (Text).

1133.3. If the card is a chant, the Legend ability means 'As you play this card, if the amount of revealed story cards in your extra deck is greater than or equal to (Number), this card is played with (Text)'

1133.4. If the card is not a chant, the Legend ability means 'If the amount of revealed story cards in your extra deck is greater than or equal to (Number), this card gains "(Text)".'.

1134. [Null]

1134.1. Null is a continuous ability held by cards.

1134.2. '[Null] - (Text)' means, as long as there are zero cards in your hand, this card has (Text)

    1134.2a. If the card is a chant, the Null ability means 'As you play this card, if there are zero cards in your hand, this card is played with (Text)'.

    1134.2b. If the card is not a chant, the Null ability means 'As long as there are zero cards in your hand, this card has (Text)'. However, if the (Text) effects how the card would be put into play, the Null ability means 'As you play this card, if there are zero other cards in your hand, this card gains (Text)'.

1135. [Drain]

1135.1. Drain is an automatic ability.

1135.2. '[Drain]' means, 'Whenever this card deals damage ⇒ You gain that much life'.

1136. [Divinity]

1136.1. Divinity is a continuous ability held by cards. It defines what cards can be played.

1136.2. "[Divinity](number)" means "If this card is a J/ruler, you may play runes from your rune area as long as the total divinity doesn't exceed (number). This ability cannot be removed.".

1136.3. A J/ruler with [Divinity] holds a (number) value. When referring to a J/ruler's divinity, refer to this number.

1136.4. For more details on playing runes, please refer to ⟨711.Play a Rune⟩.

1137. [Rune]

1137.1. Rune is a continuous ability held by cards.

1137.2. '[Rune] (condition) - (text)' means 'If the revealed runes in your rune area meet the (condition), this card gains (text).'.

1137.2a. If (condition) depicts will symbols, the rune ability means "If there is a rune of the matching attribute for each of the will symbols depicted on (condition), this card gains (text).".
: One light rune, : One fire rune, : One water rune, : One wind rune, : One darkness rune

Ex. The ability "[Rune][W][W]" meet its condition when two or more light runes are revealed from your rune area.

1137.2b. If (condition) depicts (number), the rune ability means "If there are more than (number) runes revealed in your rune area, this card gains (text).".

1138. [Bane]

1138.1. Bane is an automatic ability held by cards.

1138.2. '[Bane]' means 'When this card deals damage to a J/resonator ⇒ Destroy that J/resonator.'.

1139. [Eternal]

1139.1. Eternal is a continuous ability held by cards.

1139.2. '[Eternal]' means 'This card cannot be destroyed.'.

1140. [Enter]

1140.1. Enter is an automatic ability held by cards.

1140.2. '[Enter] ⇒ (text)' means 'When this card enters the field ⇒ Perform the effect.'.

1141. [Faith]

1141.1. Faith is a continuous ability held by cards.

1141.2. '[Faith] - (text)' means 'If your ruler is astral condition, this card gains (text).'.

1142. [Stranger]

1142.1. Stranger is a continuous ability held by cards.

1142.2. '[Stranger](Number)' meins 'You may begin the game with a stranger deck of (number) stranger cards.'

1143. **[Mythic]**

1143.1. Mythic is an automatic ability held by cards.

1143.1a. Mythic is a status automatic object.

1143.2. '[Mythic]' means 'If you control two or more entities with [Mythic] that share a name $\Rightarrow$ banish all but one of them.'

1200. Rule Process

1201. General

1201.1. During a game, if some specific situation is happening, actions by rules are performed. This is called rule process. When performing a rule process, perform it in its listed order, as below.

1202. Losing the Game

1202.1. If a player's life are 0 or less, the player loses the game by rule process.

1202.2. After the most recent rule process, if a player needed to draw cards from his main deck and there were less cards in it than the number need to draw in his or her draw phase, the player lose the game by rule process.

1203. Counters

1203.1. If a card in the field or a ruler area has both [+100/+100] and [-100/-100] counters on it. Remove one of each at the same time until there is only one kind of the two counters remaining. (They cancel each other out.)

1203.2. If the number of [+100/+100] and [-100/-100] counters on a single card in the field or ruler area are equal, remove all [+100/+100] and [-100/-100] counters from that card.

1204. Destroying

1204.1. If a J/resonator with DEF in the field suffers damage equal to or more than its DEF, the J/resonator is destroyed by rule process.

1204.2. If a J/resonator with DEF in the field has 0 or less DEF, the J/resonator is destroyed by rule process.

1205. Rounding up life

1205.1. If a player's life are not multiple of 100, round that player's life up to the nearest multiple of 100.

1206. Illegal Addition Handling

1206.1. If, by some method, an addition would be added to itself, it is not added by rule process.

1300. Other Rules

1301. Loop

1301.1. During a game, it is possible to be in a situation that a player or players can repeat specific actions as many times as possible, or be forced to repeat specific actions indefinitely. This situation is called a loop, and it follows the rules below:

1301.1a. If only one player can stop the loop, they declare the number of times the loop will be performed, then do it that many times. After that, the player has to perform another action to perform the loop again.

1301.1b. If both players can stop the loop, the turn player declares the number of times the loop will be performed, and non-turn player does the same, then perform the loop the smaller number of times among them. After that, the player has to perform another action to perform the loop again.

1301.1c. If nobody can stop the loop, the game ends in a draw.

1302. Double-Sided Card

1302.1. Some of the non-ruler cards have printed information on both sides of them. These cards are called double-sided cards.

1302.1a. Most ruler cards also have printed information on both sides, but they're not considered double-sided cards under these rules.

1302.1b. If a non-double-sided card becomes a copy of another double-sided card, the former is not considered a double-sided card. In the same way, if a double-sided card becomes a copy of a non-double-sided card, the former is still considered a double-sided card.

1302.2. One type of double-sided card has a [Shift] (1117) ability on one side of its text. These cards are referred to as Shift cards. The side with the [Shift] ability is referred to as the 'past side', and the other side is referred to as the 'future side'.

1302.2a. A Shift card is past (or future) side up 'physically' if the card is double-sided and its printed text contains (or doesn't contain) a [Shift] ability.

1302.2b. While a Shift card is past (or future) side up physically and is in a public zone, put the card in that zone with the past (or future) side visible.

1302.2c. If something turns a Shift card past (or future) side up, flip the card past (or future) side up physically in that zone. Even if a double-faced card changes which side is physically up in a zone, it's still the same card. Any effects or counters on that card are not changed.

1302.2d. On a future side up Shift card, the card type contains the phrase '(Shift)'. This is considered a reminder, and does not have any specific rules.

Ex. If a card type is "Resonator (Shift)", it is considered a "Resonator".

1302.2e. While a Shift card is past (or future) side up physically, that card only has the information on that side. Ignore any information on the other side.

1302.2f. A Shift card in a zone is always physically past side up, except for when it's in the field or chase area, or when a player starts to play that card. You always refer to the past side's information if you refer to the card when it is not in the field or chase area.

1302.2f-i.   If a Shift card moves to a zone by a non-playing, non-resolving method, the card moves to the new zone physically past side up.

1302.2f-ii.   If a player can see either side of a Shift card, they can see the information of both sides.

1302.3. One type of double-sided card has 'Inverse' as a Race/Trait on one side and is called an Inverse card. The side without 'Inverse' is called the hope side. The side with 'Inverse' is the called the despair side.

    1302.3a. An Inverse card is hope side up 'physically' if the card is double sided and its printed text doesn't contain an inverse typing. An Inverse card is despair side up 'physically' if the card is double sided and its printed text contains an inverse typing.

    1302.3b. While an Inverse card is hope side (or despair side) side up physically and is in a public zone, put the card in the zone with the hope side (or despair side) side visible.

    1302.3c. If something turns an Inverse card hope side (or despair side) side up, flip the card hope side (or despair side) physically in that zone. Even if a double-faced card changes which side is physically up in a zone, it's still the same card. Any effects or counters on that card are not changed.

    1302.3d. If an Inverse card is physically on its hope side (or despair side) side, then only that Inverse card's sides written information is used. The other sides information is ignored.

    1302.3e. If an Inverse card is in a public area other than the field, chase area, or removed zone, it is always physically hope side up. If the inverse card's information is referred to while it is in that zone, always use the information on the hope side's side.

        1302.3e-i.   If an Inverse card moves to a zone by a non-playing method, unless otherwise specified, that card moves to the new zone physically hope side up.

        1302.3e-ii.   If a player can see either side of a double-sided Inverse card, they can see the information of both sides.

1302.4. If a card becomes a copy of a double-sided card, it becomes the original information of the physically face up side of the double-sided card, without any continuous effects on it. It doesn't copy any information of the other side, regardless of whether the card is double-sided or not.

1302.5. If you use double-sided cards in your deck, you need to use opaque sleeves, such that you are not able to distinguish double-sided cards from other cards.

    1302.5a. If an effect removes a double-sided card from the game face down, same as if you were moving it to a hidden zone, move the card while not showing any information to any players, except for players that are allowed to see the information of the card.

1303. Tokens

1303.1. Some effects create tokens.

    1303.1a. A token has information like a card. If something refers to a token's printed information, it refers to the information specified by the effect that created the token.

    1303.1b. If the effect creating the token doesn't specify its type, the token type is resonator.

    1303.1c. Unless otherwise specified, tokens are put into the field under the control of the player who controls the effect creating the token.

    1303.1d. If an effect creates "<name> token", its name and race become <name>.

1303.2. Unless otherwise specified by rules, tokens are treated as cards.

1303.2a. If you choose a card in the field, you can choose tokens. If an effect is applied to cards in the field, it's also applied to tokens.

1303.2b. If an effect is applied to tokens specifically, it's not applied to cards.

1303.3. "Erase a token from existence" means "to remove the token from that area and do not put it in any area".

1303.3a. If a token moves from a zone it currently exists in to another zone, it moves to that area then ceases to exist immediately after that.

1304. Colossal Ruler

1304.1. A colossal ruler is two normal sized cards attached such that they fold to reveal a larger card (in this case, a J-ruler) when unfolded or two cards opposite each other when folded up (in this case a ruler and J-ruler).

1304.2. Colossal ruler cards have a normal sized ruler side, a 1st form J-ruler that is normal size, and a 2nd form J-ruler that is double the size of a normal card.

1304.2a. When using the ruler or 1st form J-ruler side, the colossal ruler card must be folded and placed such that the relevant side's information is viewable.

1304.2b. When using the 2nd form J-ruler you must unfold the card and place it such that the 2nd form J-ruler is face up and easily viewable.

1304.2b-i. The orientation (recovered or rested) of a 2nd form J-ruler is based on the J-ruler itself, not the shape of the two cards forming its image. A recovered 2nd form J-ruler is facing such that its information and picture are facing vertically. Likewise, a rested 2nd form J-ruler is facing such that its information is facing horizontally.

1304.3. While a Colossal Ruler card is a ruler, it must be folded and displayed with its ruler information face up and viewable.

1304.4. When the Judgment process of a ruler that is part of a Colossal Ruler card is used and subsequently resolved, that ruler becomes its 1st form J-ruler side. When it becomes its 1st form J-ruler side, it should be flipped to the 1st J-ruler form to reflect this properly.

1304.4a. If a 1st form J-ruler is destroyed it is treated exactly the same as a non-Colossal Ruler card J-ruler destruction, including the "Astral" condition (1010.1a).

1304.5. If the 1st form J-ruler of a Colossal Ruler card has a [Judgment] ability, it may use it in the same way a ruler would (705).

1304.5a. When the Judgment process of a 1st form J-ruler is used and subsequently resolved, that J-ruler becomes its 2nd form J-ruler side. When it becomes its 2nd form J-ruler side, it should be opened to the 2nd J-ruler form to reflect this properly.

1304.5a-i. A Judgment process of a 1st form J-ruler to change into a 2nd form J-ruler triggers automatic objects with the condition of "doing Judgment" at the same time the Judgment process of a ruler changing to a J-ruler would.

1304.5b. If, by the [Judgment] ability of a 1st form J-ruler, a Judgment process is played and during the resolution of that Judgment process that 1st form J-ruler is absent (destroyed before resolution, or other such situation) that Judgment process still resolves, but does nothing. (This includes not triggering automatic objects with the condition of "doing Judgment".)

1304.5c. If a 2nd form J-ruler is destroyed treat it the same as if the 1st form J-ruler had been destroyed. It returns to its ruler side in the ruler area and gains the "Astral" condition.

1304.6. Regardless of whether a Colossal Ruler card is in its ruler, 1st form J-ruler, or 2nd form J-ruler, it is still the same card. Any effect that applies to the card as a whole applies to the Colossal Ruler card, regardless of what side is currently being used. Even if a Colossal Ruler card's side would change (Ex: from ruler to 1st form J-ruler via Judgment) its orientation remains the same.

1305. Stranger Card

1305.1. Some cards have (Stranger) behind the card type. They are called stranger cards.

1305.1a. In text and rules, it may be called a Stranger [Card Type].

Ex. A card with 'Resonator (Stranger)' is called stranger resonator.

1305.2. Stranger cards cannot be contained in the main deck, but are contained in the Stranger deck.

1305.3. If you do not specify whether a rule or text is a Stranger card and you refer to a card type that a Stranger card has, the Stranger card is also referenced.

1400. Old Rules and Wordings

1401. General

1401.1. This section contains the rules and wordings used on cards in the Reiya cluster and before ("old cards") and how they are treated in the current rules.

1402. Referring card name

1402.1. (Rules for Japanese cards only).

1403. Race/Trait

1403.1. (Rules for Japanese cards only) .

1404. Name of Zones

1404.1. If an old card refers to "magic stones area", it refers to "field".

1404.2. If an old card refers to "chant-standby area", it refers to "standby area".

1405. Type "Spell: Chant"

1405.1. Treat the type "spell" on old cards as "chant". It doesn't have any subtypes.

1405.2. Ignore the "chant" subtypes on all cards.

    1405.2a. If an old card refers to "spell: chant", it refers to "chant".

1405.3. Treat old cards with the "chant-instant" subtype as cards with [Quickcast].

    1405.3a. If an old card refers to "spell: chant-instant", it refers to "chant with [Quickcast]".

1405.4. Treat old cards with the "chant-standby" subtype as cards with [Trigger].

    1405.4a. If an old card refers to "spell: chant-standby", it refers to "chant with [Trigger]".

1406. Addition with subtypes

1406.1. All of the old addition cards have subtypes.

    1406.1a. Old additions have the subtypes "field", "resonator", "ruler", "J-ruler", "J/resonator" or "J/ruler". If something refers an old addition with "resonator" subtype, it doesn't refer additions with "J/resonator" and vice versa. The same rule is applied for the subtypes "Ruler" and "J/ruler", "J-ruler" and "J/resonator" or "J/ruler".

1406.2. Most additions need a target as you play them.

    1406.2a. If the card is not an [Addition: Field], it needs a target when it is played. The target must be a card in the field and have type X, X is specified with [Addition: X].

    1406.2b. When an addition card in the chase area resolves, if the card targets another card and the target is still legal, it comes into the field under the control of the one who controlled it when it was played to the chase and added to the targeted card. If the target is not legal, put the addition into its owner's graveyard.

1406.3. If an effect moves a non-[Addition: Field] addition with a subtype from a non-chase area to the field, It comes into the field added on a card it can legally be added to. "Card it can legally be added to" means a card in the field that has the type

that is specified in the subtype of the addition, and no effects prevent the addition from being added. If there is no such card, the addition stays in the zone it's currently in.

1406.4. A rule process is applied to additions with subtypes.

1406.4a.   If an addition with a subtype other than [Addition: Field] is in the field, and is not added to any card, or it's added to an illegal card, or the addition is added to itself, the addition is put into its owner's graveyard by rule process.

1407. Spells

1407.1. If an old card refers to a "summon spell", it refers to a "resonator spell".

1407.2. If an old card refers to a "normal spell", it refers to a "non-resonator spell".

1408. [J-Activate]

1408.1. Treat "[J-activate]" on old cards as "[Judgment]".

1409. Ability Icon

1409.1. Ignore "[Activate]" and "[Continuous]" on old cards.

1410. Battle Phase

1410.1. If an old card refers to the "battle phase", it refers to "battle".

1410.1a. If an effect triggers "at the beginning of battle phase" or "at the end of battle phase", read it as "at the beginning of the battle" or "at the end of the battle"

1411. Automatic Abilities

1411.1. Automatic abilities on old cards written as "When <condition>, <effect>", "Whenever <condition>, <effect>" or "At <condition>, <effect>", treat them as "<When/Whenever/At> <condition> => <effect>".

1411.1a. Treat [Trigger] abilities with the text "<condition>: <effect>" as "<condition> => <effect>".

1411.2. If an old card has an "[Enter] <effect>" ability, it's an automatic ability.

1411.2a. If an old card has an "[Enter] <effect>", treat it as "[Enter] ⇒ (text)".

1411.2b. If an old card's effect references an "[Enter]" with white lettering and black background, it also references an "[Enter]" with black lettering and white background.

1411.3. If an old card has "When this card enters the field ⇒ (text)", treat it as "[Enter] ⇒ (text)".

1411.3a. 1411.3a. Automatic abilities that trigger upon entering the field from a specific zone do not fall under this ruling.

1412. Action by Rules

1412.1. (Rules for Japanese cards only).

1412.2. "To summon" on old cards means "to put onto the top of the chase area as a spell". If a rule or an ability refers to a resonator being "summoned", it refers to a resonator being "put into the field from the chase area by resolving itself".

1412.3. (Rules for Japanese cards only).

1413. Symbol Skill

1413.1. Some old cards refer to "symbol skill".

1413.2. If a card has [Pierce], [Precision], [First Strike], [Explode], [Flying], [Swiftness] or [Imperishable], it's considered having a symbol skill. If a card refers to "symbol skill", it refers one of the skills above.

1414. [Target Attack]

1414.1. Treat the [Target Attack] ability on old cards as [Precision].

1414.2. When a text refers to [Precision], it also refers to [Target Attack] and vice versa.

1415. Life Break and Valhalla Rules

1415.1. If you start a game using with old cards, if both players agreed, you may use Valhalla rules, which allow the use of lifebreak. If you use Valhalla rules, the following rules are applied.

1415.1a. Players use the "lifebreak area" zones.

1415.1a-i. A lifebreak area is the zone a player puts their cards in for lifebreak. Each player has their own lifebreak area, it's hidden and the order of the cards is managed. Any new cards put into a lifebreak area are put on top of the cards already in the lifebreak area.

1415.1a-ii. Each player has a maximum lifebreak size. At the beginning of a game, each player's maximum lifebreak size is four.

1415.1b. Players use the keyword skill [Break].

1415.1b-i. The [Break] ability is an ability with a one time effect as you perform lifebreak (1415.1d).

1415.1b-ii. "[Break] <effect>" means "As you put this card into your removed area by performing lifebreak, play an ability with <effect> on its text as a [Break] ability if possible." .

1415.1c. As you set up your game, each player moves the top four cards from their main deck to their lifebreak area after each player has finalized their opening hand.

1415.1d. The player with priority may perform lifebreak.

1415.1d-i. The player with priority may remove the top card in their lifebreak area if the number of cards in the area is larger than [(their life-1)/1000] (rounded down).

1415.1d-ii. If the removed card has a [Break] ability, that player must play the ability as long as they can play it legally.

1415.1d-iii. A card removed in this way is put into its owner's graveyard immediately if it doesn't have a [Break] ability or the ability cannot be played legally. If the [Break] ability is played, put the card into its owner's graveyard when the ability is removed from the chase area.

1415.1e. A rule process is applied to cards in a lifebreak area.

1415.1e-i. If cards in a lifebreak area contain more cards than the player's maximum lifebreak size, choose cards from the bottom in the area and put the other cards into their owner's graveyard.

1415.2. If you don't use Valhalla rules and an effect refers to cards or a number or cards in a lifebreak area, or moves a card from or to a lifebreak area, ignore that part of the effect. Also, ignore all [Break] abilities on all cards.

1416. Reading and Handling [Trigger] and [Stealth] cards

1416.1. [Trigger] abilities shall henceforth be read as detailed below.

1416.1a. For the purposes of simplification, the stipulations listed here apply to [Trigger] abilities as well as [Stealth] abilities, even though only [Trigger] is listed in the examples.

1416.2. Depending on the (Triggering condition) of such an ability as detailed here; [Trigger] (Triggering condition): (Effect), the type of the [Trigger] ability may differ.

1416.2a.   If the (Triggering condition) describes a certain time or step in the game or details a specific time defined by the occurrence of a certain event then it is to be played like an automatic ability. That point in time is when the card triggers. Examples: "At end of turn" or "When a resonator enters your opponent's field", Prison in the Lunar Lake

1416.2b. If the (Triggering condition) indicates an event that occurred in the past or if it triggers from a current static event then it is to be played like an activate ability. Example: "If your life is 1000 or less." "You control three or more water magic stones", Riza, First of the Dead, Flame Trap

1416.2c. If the (Triggering condition) indicates a required action in order to play it, then it is to be played like an activate ability. Example: "Pay [3]", "Discard a card"

1416.3. A [Trigger] ability that is to be played like an automatic ability that contains a (play requirement) or (cost) is still considered to be played like an automatic ability. However, any (play requirement) must be met when you play that card. Likewise, any (cost) must be paid when you play that card. Example: "When a resonator your opponent controls attacks, pay [3]"

1416.4. A [Trigger] ability that is to be played like an activate ability as described by [Trigger] (Cost): (Effect) that also contains a (play requirement) must have any (play requirement) met when you play that card.

1416.4a. If such an ability lists no cost, treat it as if that card said "Pay [0]".

1417. Cannot be destroyed

1417.1. If an old card has a "cannot be destroyed" ability, treat it as if it had [Eternal].

1417.2. If an effect refers to a "This card cannot be destroyed" effect, it also refers to [Eternal] and vice versa.

Updates:

2019/11/14 Ver. 9.0
- Stranger card rules defined
- Race/Trait list updated
- Stranger ability defined
- Mythic ability defined
- Typo/error corrections
- Miscellaneous

2019/10/06 Ver. 8.21
- Race/Trait list fixed

2019/8/23 Ver. 8.2
- Infinity symbol defined
- List of races/traits added
- Out of the game update
- Put (card) on top of a card process defined
- Gain [Dragon Emblem] process defined
- Keyword [Dragon Emblem] added
- Faith ability defined
- Miscellaneous

2019/1/11 Ver. 8.1
- Restarting the game process clarified to include resetting the rune deck.
- Clarification for obscure rule.

2018/8/15 Ver. 8.0
- Rune ruling added
- Cards with multiple typing defined
- Generic type added
- "Divinity" card information added
- Prevention of cards entering non-owner's zones
- Rune area defined.
- Deck construction rule update
- Play a rune defined
- Timing of when X value is determined clarification
- What information gets copied if copying a card on the chase clarification
- Foresee process defined
- Divinity ability defined
- Rune ability defined
- Bane ability defined
- Eternal ability defined
- Enter ability (re)defined
- Old card ruling updated/added
- Typo/error corrections

2018/6/1 Ver. 7.3
- "Win the game" effect process clarification.
- Item Area placement of attached cards updated.
- Game setup process unified with floor rules.
- Playing [Quickcast] with priority clarified.
- Amendment to activated abilities.
- Time Will defined.
- Skip process defined.
- Attach process defined.
- Restarting the Game process defined
- [Barrier] ruling updated.
- Reiya sealed item updated.
- Invert cards rule revision.
- Unification of wording.

2018/3/2 Ver. 7.2
- Extra deck handling defined
- Battle damage process defined
- Removing damage process defined
- How to play a copy defined
- Remove from battle process defined
- Inverting defined
- Unsealed Item usage defined
- Grimoire abilities defined
- Story abilities defined
- Null abilities defined
- Drain abilities defined
- Shift card handling further updated
- Inverse card handling defined

2017/12/1 Ver. 7.1
- Unsealed Sealed Item usage defined.
- Crest abilities defined.
- Rule process order handling further defined.
- Counter process handling defined.

2017/09/01 Ver. 7.0.1
- Reordered when players reveal their J/rulers
- Further defined [Energize] abilities with multiple attributes
- Miscellaneous

2017/08/18 Ver. 7.0
- Defined the generic typing [Basic].
- The field is now a single game space, and not separate for each player.
- Defined the term 'Entity'.
- Defined the Item Area.
- Removed the game concept 'play ground'.
- Change to how first and second turn player is decided.
- Amendments to play procedure.
- Defined procedure for [Gaining a Game].
- Defined procedure for [The Weather is (Weather Type)].
- Amendments to [Energize] abilities.
- Defined [Mobilize] abilities.
- Defined [Sealed Item] abilities.
- Amendments to token movement outside of the field.
- Miscellaneous

2017/06/10 Ver. 6.4
- Defined [Seal] abilities.
- Added a main deck maximum of 60 cards.
- Further defined assigning unspecified packets of information to cards.
- Further defined how J-ruler abilities that refer to X interact with Ruler Judgment [X] abilities.
- Clarified when [Awakening] abilities are chosen to be awakened.
- Defined Keywords and Keyword Skills.

2017/03/03 Ver. 6.3
- Defined Colossal Ruler cards and how to handle their various processes
- Defined "Heal"
- Defined "Extra Turn"

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- Defined situations in which more than one target is selected and what is applied to them can be different
- Defined what cards can be used to pay for costs that include resting a card or cards

2017/02/10 Ver. 6.2
- Further defined how to handle uncertain values of X or Y
- Defined the difference between 'automatic' and 'activate' [Trigger] and [Stealth] cards
- Refined language when discussing Judgment processes
- Further defined situation card movement actions

2016/11/30 Ver. 6.1
- Defined how to handle uncertain values of X
- Clear indication on how to handle playing a card with an automatic object without paying its cost.
- Restraints of card movement clarified.
- Dealing damage at the same time to multiple objects and that damage triggering automatic abilities clarified.
- Defined that the magic stone type and will abilities are unrelated.
- 'Do Judgment' timing has been clarified.
- [Judgment] has been defined as a keyword ability.
- Defined how to handle cards that have multiple effects that cause the card to enter the field with the same kind of counter.
- Defined that spells and abilities cannot target themselves.
- Definition of Inheritance abilities.
- Updated the Rules Process to handle Illegal Additions.
- Miscellaneous small fixes.

2016/9/02 Ver. 6.0
- Updated all rules along with new wording and rules.

2016/9/02 Ver 6.0a
- Added [Torrent] and clarified Continuous Ability