The Caster Chronicles Comprehensive Rules ver. 1.9

Last Update：February 17th, 2020   Effective：February 28th, 2020

100.　Game Overview

101.　Overview

101.1.　The purpose of this document is to explain in detail, the rules of The Caster Chronicles Trading Card Game.

102.　Number of Players

102.1.　This game is played with two players.

103.　Win Conditions

103.1.　During the game, a player(s) who fulfills one or more losing conditions, loses the game.

103.2.　If a player loses the game and the other player hasn't, the player that hasn't lost the game, wins the game.

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

103.4.　During a game, players may concede the game and leave from said game. In such a case, their opponent wins that game. Conceding the game cannot be replaced by any effects and no effects can force a player to concede a game.

104.　Golden Rules

104.1.　If the comprehensive rules and the text of a card or cards are contradictory, the card(s) text takes precedence.

104.2.　When an effect instructs you to do something, and part of that action is impossible to perform, you do any other part of that 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 legally possible. If you would perform something zero or a negative amount of times, you do not perform it at all.

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

104.4.　If an effect prohibits some kind of action and another effect instructs a player to do that action, they do not perform that action. The prohibiting effect takes precedence.

104.5.　If, during the course of a game, a player is instructed/requested to choose a number, they must choose an integer of 0 or greater.

　　104.5a.　When instructed/requested to choose a number, the player may not choose '∞'.

104.6.　If a value becomes a different value, and if the latter is greater than the former, the value is considered 'increased'. If the latter value is lesser than the former, the value is considered 'decreased'.

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.

105. Basic Game Terminology

105.1.   **Player:** A person who participates in the game. Each turn, the player who performs the turn is referred to as the 'turn player', and the other player is referred to as the 'non-turn player'.

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

105.3.   **Control and Controller:** During a game, all cards, abilities, and effects are controlled by a player. A player who controls cards, abilities, or effects is referred to as their 'controller'. If a card or ability refers to 'you', it refers to its controller. As long as no control changing effects have been applied, the controller of a card, ability, or effect is determined as below;

105.3a.   A card's controller is the card's owner.

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 that produced that effect.

105.4.   **Allied & Enemy:** A card's text may refer to a player, zone, type, or other game property with the additional indication of 'allied' or 'enemy'. 'Allied' refers to the controller of the card with that text. 'Enemy' refers to the opponent of the controller of the card with that text.

105.4a.   If 'allied player' is referred to, it refers to the controller of that text. If 'enemy player' is referred to, it refers to the opponent of the controller of that text.

105.4b.   If 'allied (zone)' or 'enemy (zone)' is referred to, it refers to the (zone) that belongs to that player.

105.4c.   If 'allied (type)' or 'enemy (type)' is referred to, it refers to the (type) that player controls.

200.　Card Information

①	Type
②	Card Name
③	Cost
④	Level
⑤	Card Text
⑥	Race/Trait
⑦	Attack Power
⑧	Defense Power
⑨	Element
⑩	Illustration
⑪	Additional Information
⑫	Materials
⑬	Version

201.　Type

201.1.　The category of card that this card belongs to.

201.2.　The card types are; Caster, Servant, Conjure, and Barrier.

201.2a.　Caster and deity cards do not have their card type denoted on them.

201.3.　Each card can potentially have an additional typing. A card with an additional typing will have it denoted above the card type indicator.

201.3a.　One type a servant can have is the additional type Soul Bond.

201.3b.　Soul Bond servants must start the game in the extra deck.

201.4.　If a card(s) is referred to by its type without specifying what zone it's in, it refers to a card(s) of that type in the field. If a '(Type) card(s)' is referred to in a specified zone, it refers a card(s) with that (Type) in that specified zone.

202. Card Name

202.1.   The name of this card.

202.2.   Card names are referred to when you build your deck as part of the deck construction limitations.

202.3.   Some caster cards have versions attached to their name. The card name of such cards means "Card name (Version)".

    202.3a.   For caster cards without versions attached, their card name is their card name.

202.4.   If an effect refers to a name by using ""(double quotation marks), it refers to 'a card with that name', or 'part of a name', depending on the context.

    202.4a.   If an effect says 'a card with (word(s)) in it', or something similar, it means that text refers to a part of a card name. If it does not contain this particular kind of phrase, it means that text refers to a card(s) with that card name.

203. Cost

203.1.   The information referred to when this card is played.

203.2.   When playing a card, the aether used to pay for its cost must contain at least one aether of the same element (209) as the card being played.

203.3.   If a card has no cost, its cost is 0.

203.4.   If a card has a cost of X, as long as that card is in the chase zone, X is treated as the value chosen for it when being played. While that card is in any other zone, X is treated as a value of 0.

204. Lv (Level)

204.1.   Information held by a card.

204.2.   Levels may be referred to by rules processes or effects.

205. Card Text

205.1.   The abilities held by a card.

205.2.   If a card has more than one paragraph in its text, it means each paragraph is a different ability.

205.3.   Some text may contain portions with parentheses describing an ability. This is referred to as reminder text, and is not considered part of the ability.

205.4.   Some cards have sentences with different font in their card text area. These sentences are referred to as 'flavor text', and have no rules purpose.

206. Race/Trait

206.1.   Classifying information held by a card. In the case of a servant, the information denotes race. On any non-servant cards, the information denotes trait.

206.1a. Race and trait are categorized as the same for ruling purposes. If a rule or effect refers to a 'race', that rule or effect also refers to a 'trait'. The reverse is also true.

206.2. If a race or trait contains no '/' (slash), it means that race or trait is one whole phrase. If a race or trait contains a '/' (slash), it means that each of the phrases separated by a '/' is a different phrase and is treated as a separate race or trait.

206.3. Races and traits don't have any specific rules attached to them. However, they are referred to by certain effects. If an effect refers to a race or trait without specifying what zone it's in, it refers to a card(s) in the field with that race or trait.

207. ATK (Attack Power)

207.1. ATK is a value that is referred to when attacking or being attacked.

208. DEF (Defense Power)

208.1. DEF is a value that is referred to when being attacked.

209. Element

209.1. Information held by a card.

209.2. A card's element is defined by the element icon shown in the element section of the card.

🔴:Solis 🔴:Ignus 🟢:Silva 🟤:Terra 🟡:Luna 🔵:Aqua 🔴:Aes

209.3. If a card has no element icon, or if a card has an icon with the Void icon, then that card has no element. Text that refers to something with 'Void', refers to something with no element.

⚫, 🔵:Void

209.4. A card's element is referred to when playing that card.

209.5. Element(s) may be referred to by various effects.

210. Illustration

210.1. Artwork for the card.

210.2. Illustrations have no rules purpose.

211. Additional Information

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

211.2. Additional information has no rules purpose.

212. Materials

212.1. Information held by a card.

212.2. Phrases divided by the '♥' refer to individual card names.

212.3. Materials are referred to by various effects.

213. Version

213.1.　　Some caster cards have versions

213.2.　　Version is a word enclosed in ()(parentheses) after the card name.

213.3.　　Versions are referred to when you build your deck as part of the deck construction limitations.

300. Zones

301. Overview

301.1.　　A zone is an area where cards and abilities are put during a game.

302. Basic Principles

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

302.2.　　Each zone has the sub classification of either 'public zone' or 'hidden zone'. Any player may see the information of the cards in a public zone. No player may see the information of the cards in a hidden zone, unless allowed to do so by rules or effects.

　　302.2a.　Regardless of whether a zone is hidden or public, any player may see the number of cards in that zone.

302.3.　　If a card moves from one zone to another, it is treated as a new card in a new zone. Unless otherwise specified, any effects applied to the card in a zone it was previously in, are not applied to the new card in its new zone. If a card moves from field to field (Ex. When a player takes control of an enemy servant, moving it from one servant zone in the field to another servant zone in the field), it is treated as the same card and keeps its orientation.

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

303. Card Orientation

303.1.　　In certain zones, cards have a specified orientation of recovered, rested, or reversed. Recovered cards are placed vertically facing their controller, rested cards are placed horizontally, and reversed cards are placed vertically facing the controller's opponent.

　　303.1a.　Changing the orientation of a card from non-recovered to recovered is referred to as 'to recover/recovering'. Changing the orientation of a card from non-rested to rested is referred to as 'to rest/resting'. Changing the orientation of a card from the non-reversed to reversed is referred to as 'to reverse/reversing'.

　　303.1b.　When a card is put into a zone where the card's orientation can be recovered or rested, it's put into that zone recovered unless otherwise stated.

303.2.　　In some zones, a card has a specified orientation of either face up or face down. A face up card is placed such that all the information on the card is visible to all players, 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 that

knows the information of the card. (Ex. A player who moved a card from a public zone to a hidden zone.)

304. Deck Zone

304.1.　The zone a player puts their deck in.

304.2.　Each player has one deck, it's a hidden zone and the order of the cards is managed. The order is managed such that cards in the deck are stacked vertically.

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

304.4.　Rules and effects that refer to the 'deck' refer to cards that are in the deck zone.

305. Hand

305.1.　The zone a player puts their drawn cards in.

305.2.　Each player has their own hand, it's a hidden zone and the 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 particular hidden zone.

305.3.　There is no maximum hand size.

306. Field

306.1.　The field is a zone that is the collection of each player's servant zone and caster zone.

306.2.　When cards are stacked in the field, the top cards are known as 'entities'. Cards stacked below 'entities' are called 'stocks'.

306.3.　The game has one field, it's a public zone, and the order of cards within it is not managed.

306.4.　If text refers to the information of an 'entity' it refers to the information of top cards stacked in the field. Similarly, if text refers to a type without specifying the zone it's in, it refers to an entity with that type in the field.

306.4a.　If text counts a number of cards with certain information without specifying a zone, it refers to entities with that information in the field.

306.5.　If a card would be put into the field by an effect, unless otherwise stated, the card is put into the servant zone of the controller of the effect if the card is a servant or barrier, or the caster zone of the controller of the effect if the card is a caster.

306.6.　Cards face down in the field do not retain the information their surface side has. Unless otherwise specified, cards face down in the field cannot have their surface side information referenced by other cards.
　　　Ex. If prompted to banish a servant, you may not banish a face down servant in your caster zone.

307. Servant Zone

307.1.　The zone a player puts servants, barriers, and deities in.

307.2.   Each player has a servant zone, it's a public zone, and the order of cards within it is not managed.

307.3.   Cards in the servant zone can be recovered, rested, or reversed.

307.4.   Servants and barriers put into the field are put into the corresponding player's servant zone.

307.5.   A card put into a player's servant zone is put there under that player's control.

307.6.   If a servant would be put into a servant zone by an effect, the effect's controller chooses whether that servant is put there recovered or reversed.

308. Caster Zone

308.1.   The zone a player puts casters in.

308.2.   Each player has a caster zone, it's a public zone, and the order of cards within it is not managed.

    308.2a.   Cards that are face down in a caster zone are treated as being in a hidden zone for all players except the player that caster zone belongs to.

308.3.   Cards in the caster zone can be recovered or rested.

308.4.   Casters put into the field are put into the corresponding player's caster zone.

308.5.   A card put into a player's caster zone is put there under that player's control.

309. Orb Zone

309.1.   The zone a player puts orbs in.

309.2.   Each player has an orb zone, it's a hidden zone, and the order of the cards within it is managed.

310. Graveyard

310.1.   The zone a player puts their destroyed or used cards in.

310.2.   Each player has a graveyard, it's a public zone and the order of the cards within it is managed. Any new cards put into a graveyard are put on top of the cards already in the graveyard. Unless forbidden by the event organizer, you may freely change the order of cards in a graveyard.

310.3.   If an effect or rule would put multiple cards into a graveyard at the same time, the owner of those cards chooses the order they are placed into that graveyard.

311. Removed Zone

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

311.2.   Each player has a removed zone, it's a public zone and the order of the cards within it is not managed.

    311.2a.   If an effect removes a card from the game face down, that card is treated as being in a hidden zone for all players except players approved to look at the card's information.

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

312. Chase Zone

312.1.　The zone a player puts their cards and abilities in until those cards and abilities are resolved.

312.2.　The game has one field, it's a public zone and the order of the cards within it is managed.

312.3.　Cards in the chase zone are referred to as 'spells'. If a spell, ability, or effect refers to a 'spell' they refer to a card in the chase zone.

313. Extra Deck Zone

313.1.　The area where the extra deck is placed.

313.2.　The cards in each player extra deck zone can only be utilized by the owner. The order of the cards is not managed. The extra deck zone is a hidden zone. The player the zone belongs to can see all information of cards in this particular hidden zone at any time.

313.3.　If a text refers to the 'extra deck', it refers to cards in the extra deck zone.

314. BINGO Zone

314.1.　The zone a player puts their cards in.

314.2.　Each player has a BINGO zone, it's a public zone, and the order of cards within it is not managed.

314.3.　Each player can put up to three cards into their BINGO zone.

　　　　314.3a.　If a fourth card is put into a BINGO zone, the player the zone belongs banish a card already in that zone and put into the fourth card in that zone.

315. Restrictions on Zone Movement

315.1.　If a card holding a stock would move to another zone, refer to the following below.

　　　　315.1a.　If a card in a servant zone would be moved to a different servant zone, move both the stocks and the servant together to the new servant zone.

　　　　315.1b.　If a card in a servant zone is moved to a non-servant zone, put that cards stocks into the owners graveyard.

　　　　315.1c.　If a card in a caster zone would be moved to a different caster zone, move both the stocks and the caster together to the new caster zone.

　　　　315.1d.　If a card in a caster zone would be moved to a non-caster zone, put that cards stocks into the owners graveyard.

315.2.　If a servant card that has the additional typing 'Soul Bond' or a deity card would be moved to a new zone, refer to the following below.

　　　　315.2a.　When that card is moved to the deck, hand, caster zone, or orb zone; that card is immediately moved to the card owners extra deck zone instead.

　　　　315.2b.　In any other case, it moves to its new zone.

400.　Game Set Up

401.　Overview

401.1.　Before a game, each player constructs a deck and performs the actions necessary before the start of a game.

402.　Deck Construction

402.1.　Each player prepares a deck and an extra deck.

402.2.　Player's decks must be comprised of exactly 50 cards that are neither Soul-Bond servants nor deities.

　　402.2a.　Decks may not have more than four copies of any non-caster card with the same name.

　　402.2b.　Decks may not have more than four copies of any caster card with the same name, level, and version.

402.3.　The extra deck must be comprised of only Soul Bond servants and deities. The extra deck must contain from 0 to 7 cards.

　　402.3a.　The extra deck may not contain more than 4 copies of Soul Bond servants or deities with the same name.

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

403.　Game Preparation

403.1.　Before a game, each player shuffles their deck and puts it into their deck zone.

403.2.　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.

403.3.　Each player moves seven cards from the top of their deck to their hand.

403.4.　Each player puts the top seven cards from their deck into their orb zone face down, without looking at them.

403.5.　The player going first may declare they are exchanging any portion of the cards in their hand, then the other player may choose to declare the same. Then, each player that declared to exchange a portion of the cards in their hand, moves the chosen cards from their hand to the bottom of their deck in any order and then moves the same number of cards from the top of their deck to their hand. The player going first must choose which cards to exchange first.

403.6.　The player to go second creates a coin token in their caster zone.

　　403.6a.　The coin token has no type and has the ability "Banish this card: Produce 1. Play this ability only from your caster zone."

403.7.　The player going first becomes the turn player and begins their turn.

500. Turn Sequence

501. Overview

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

502. Recovery Phase

502.1.　The turn player recovers all of their rested cards.

502.2.　'At the beginning of recovery phase' trigger conditions happen. Additionally, if this is the first turn of the game 'At the beginning of game' trigger conditions happen. Furthermore, if this is the first recovery phase of the turn 'At the beginning of turn' trigger conditions happen.

502.3.　The turn player gains priority and performs a priority sequence.

503. Draw Phase

503.1.　The turn player draws a card from their deck. However, if this is the first turn of the game, the turn player does not draw a card.

503.2.　'At the beginning of draw phase' trigger conditions happen.

503.3.　The turn player gains priority and performs a priority sequence.

504. Call Phase

504.1.　The turn player chooses and performs one of the following actions.

504.1a.　The turn player chooses a level 1 caster in their hand and puts it into the field, face up. If there is already a caster in that player's caster zone with the same card name as the caster card they wish to call, they cannot call that face up caster

504.1a-1 If a caster has the ability "You may control two or more casters with the same name as this card." Then a player may call that caster to the field even if they already control another caster with the same card name.

504.1b.　The turn player chooses any card in their hand and puts it into the field face down as a level 1 void caster with no name.

504.1c.　The turn player level up (1022) a caster their control to a caster level 2 or greater in your hand.

504.1d.　The turn player may choose not to do any of the above during their call phase.

504.2.　'At the beginning of call phase' trigger conditions happen.

504.3.　The turn player gains priority and performs a priority sequence.

505. Main Phase

505.1.　'At the beginning of main phase' trigger conditions happen

505.2. The turn player gains priority and performs a priority sequence. During the main phase, the turn player can perform several actions they cannot perform outside the main phase.

506. Battle Phase

506.1. The turn player performs the battle phase in accordance with Battle Phase Handling (800). However, if it is the first turn of the game. The turn player does not perform this phase.

507. End Phase

507.1. 'At beginning of end phase' trigger conditions happen.

507.2. The turn player gains priority and performs a priority sequence.

507.3. 'At end of turn' trigger conditions happen.

507.4. The turn player gains priority and performs a priority sequence.

507.5. As a final step, the following actions are performed in the order listed below.

507.5a. Continuous effects that last until the end of the turn, end.

507.5b. All produced aether from either player is erased.

507.5c. If, at this time, there are any rules processes or automatic trigger conditions, perform a priority sequence. After doing so, return to the top of the final step procedure again. Otherwise finish this final step.

507.6. The non-turn player becomes the new turn player and vice-versa, and the new turn player starts the new turn.

600. Priority Sequence

601. Overview

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

Priority Sequence	Perform rules process.	Repeat this as long as there is any rule process left that should be performed.	
	Play automatic abilities.	If any abilities are triggered, choose one of them and play it.	After choosing an automatic ability, repeat the priority sequence from the beginning. Repeat this until all automatic abilities have been chosen.
	Actions while a player has 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 last put in the chase zone. If there are none in the chase zone, complete the priority sequence. • Otherwise, start a new priority sequence.	

602. Performing Priority Sequence

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

602.1a. If there are any rules processes that should be performed, they are performed now. Repeat this as long as there are still rules processes left that should be performed.

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 related to the end of a priority sequence.

603. Playing Automatic Abilities

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

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

603.3.   If an automatic ability is chosen, play it if it can be played legally. Then, regardless of whether they played it or not, decrease the number of triggered abilities by one.

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

604. Available Actions With Priority

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

604.1a.   Choose an activate ability of a card you control, and play it.

604.1b.   Play a card with [Quickcast].

604.1c.   Pass.

604.2.   The player with priority may perform any of the actions listed below if it is main timing (701.2).

604.2a.   Play a servant card.

604.2b.   Play a conjure card.

604.2c.   Play a barrier card.

604.2d.   Switch a servant you control if it has been in the field since the beginning of the turn.

604.2e.   Choose an active ability of a deity card you control and play it.

605. End of Priority Sequence.

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

605.1a.   If the player with priority chose any action other than pass, the player with priority retains priority.

605.1b.   If the player with priority chose to pass, and it is a consecutive pass by both players, and if the chase zone is empty, complete that priority sequence. If that is not the case, resolve the last card or ability put in the chase zone, then the turn player gains priority.

605.1c.   If the player passed and it is not a consecutive pass by both players, the opponent of the player with priority gains priority.

605.2.   If the priority sequence has not been completed, start a new priority sequence.

700. Player Actions

701. Overview

701.1.   A player may perform one of many actions if they have priority. Below are descriptions of the actions they may choose from.

701.2.   In these rules, 'main timing' means 'the turn player has priority, it is their main phase, and the chase zone is empty'.

702. Playing a Servant or Barrier

702.1.   The turn player may play a servant or barrier card if it is main timing.

702.2.   The player chooses a servant or barrier card, pays the cost, and plays it. Unless otherwise stated, the player may only play servant and barrier cards from their hand.

702.3.   When a servant or barrier in the chase zone resolves, that servant or resonator is put into the controller's servant zone. At this time, the controller may decide whether the servant enters their servant zone recovered or reversed.

703. Playing a Conjure

703.1.   The turn player may play a conjure card if it is main timing.

703.2.   The player chooses a conjure card, pays the cost, and plays it. Unless otherwise stated, the player may only play conjure cards from their hand.

703.3.   When a conjure in the chase zone resolves, perform the text of that conjure and then put it into its owner's graveyard.

704. Playing an Activated Ability

704.1.   A player with priority may play an activated ability of a card they control.

704.2.   The player chooses an activate ability of a card they control, and plays that ability. If that ability is an aether ability, it is resolved immediately. Unless otherwise stated, a player may only play the activated abilities of cards they control.

704.3.   When an ability in the chase zone resolves, apply the effect of that ability, then erase that ability from the chase zone.

705. Switch a Servant

705.1.   The turn player may switch a servant you control if it is main timing.

705.2.   The player chooses a servant you control that exists in the field from the beginning of this turn, and switches it.

705.3.   Switches by this way can be executed once per turn for each servant.

706. Play Cards with [Quickcast]

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

706.2.   The player chooses a card with [Quickcast], pays its cost, and plays it. Unless otherwise stated, the player may only play [Quickcast] cards from their hand.

706.3.   When a servant or barrier in the chase zone resolves, that servant or barrier is put into the controller's servant zone. At this time, the controller may decide whether the servant enters their servant zone recovered or reversed.

706.4.   When a conjure in the chase zone resolves, perform the text of that conjure and then put it into its owner's graveyard.

707. Play an Active Ability of a Deity

707.1.   The turn player may play an active ability of a deity if it is main timing.

707.2.   The player chooses an activate ability of a deity they control, and plays that ability. If that ability is an aether ability, it is resolved immediately. Unless otherwise stated, a player may only play the activated abilities of deities they control.

707.3.   When an ability in the chase zone resolves, apply the effect of that ability, then erase that ability from the chase zone.

708. Pass

708.1.   A player with priority may choose to pass. In that case, they take no action.

800. Battle Phase Handling

801. Overview

801.1.   The battle phase follows the steps listed below, in their listed order.

802. Beginning of Battle Phase Step

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

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

803. Attack Declaration Step

803.1.   'At the beginning of attack declaration step' trigger conditions happen.

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

803.3.   The turn player chooses from the following. If they cannot choose, the game proceeds to the End of Battle Phase Step (806).

    803.3a.   A recovered servant you control that is not prohibited from attacking, may be chosen to attack.

    803.3b.   The attacking player selects an attacked object. Either an opponent, servant an opponent controls, or another card able to be attacked by way of some effect. At this time if your opponent controls a reversed servant eligible for attack, you cannot choose your opponent to be attacked object.

803.4.   Rest the attacking servant. If there are any actions required for that servant to attack, they are performed now. If those required actions cannot be performed, the attack is not performed and the game returns to selecting a servant to attack with. If the servant is able to properly attack it becomes known as the 'attacking servant'. It and any servant it is battling become known as 'servants in battle'.

    803.4a.   During battle, if the attacking servants becomes something other than a servant, loses its attack power or defense power, becomes separated from the field, or has control of it changed, that servant is no longer attacking.

803.5.   From this point onwards, the attacking servant becomes known as 'battling' a servant that was chosen as the attacked object (if any).

    803.5a.   If a servant was chosen as the attacked object, the attacking servant and the attacked object servant become known as 'battling'.

803.6.   The turn player gains priority and performs a priority sequence.

804. Battle Judgment Step

804.1.   At this time, if there is no attacking servant or if there is no attacked object servant after having declared the attacked object to be a servant, the game proceeds to the End of Battle Resolution Step.

804.2.   At this time, if the attacking servant has become reversed, the game proceeds to the End of Battle Resolution Step.

804.3.   If the attacked object is a servant, and that servant is in any position other than reversed, compare the attack power of the attacking servant and attacked object

servant. If the attacking servant's attack power is higher than the attacked object servant's, destroy the attacked object servant.

804.4.   If the attacked object is a servant, and that servant is in the reversed position, compare the attack power of the attacking servant and the defense power of the attacked object servant. If the attacking servant's attack power is higher than the attacked object servant's defense power, destroy the attacked object servant.

804.5.   If the attacked object is an opponent, check the remaining number of orbs your opponent has. If they have zero, the controller of the servant that attacked wins the game. If there are any remaining orbs, the controller of the attacking servant chooses one of them and corrupts it.

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

805. Battle Resolution Step

805.1.   'At the end of battle' trigger conditions happen.

805.2.   The turn player gains priority and performs a priority sequence.

805.3.   Battle resolution is processed as detailed below.

805.3a.   During battle or until end of battle limited continuous effects end at this time.

805.3b.   At this time, if there is a rules process that should be performed or if there's an automatic triggering condition perform a priority sequence, then return to the beginning of the Battle Resolution Step. If that's not the case, finish the Battle Resolution Step process.

805.4.   The attacking servant ends their attack, and battle is concluded.

805.5.   At this time, if the turn player controls any recovered servants that are not prohibited from attacking, the game returns to the Attack Declaration Step (803), and the turn player chooses another servant to attack with.

806. End of Battle Phase Step

806.1.   'At end of battle phase' trigger conditions happen.

806.2.   The turn player gains priority and performs a priority sequence.

900. Cards and Abilities

901. Abilities and Effects

901.1. Abilities are the sentences on a card that cause something to happen. Abilities are separated into 'continuous abilities', 'activated abilities', or 'automatic abilities'.

901.1a. Activated abilities are abilities with the text '(cost): (effect)', and the controller of that ability can play it at any time they are allowed to by performing everything listed in the cost section.

901.1b. Automatic abilities are abilities with the text '(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 may have ability names. An ability name is described as '[(name)]'. If two abilities have the same ability name, they are treated as the same ability. Additionally, if something refers to an ability name, it refers to 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)'.
Ex: An 'Ignus ability' means 'The ability of a card that is of the Ignus element.'

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

901.2a. A one time effect is an effect that does something and then ends the application immediately after that.

901.2b. A continuous effect is an effect that is applied for some duration or, if there is no duration specified, for 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, causing that action not to be performed and instead doing as the replacement effect dictates.

901.2d. If '(information) effect' is referred to, it refers to 'an effect made by an ability of a card that is (information)'.
Ex; An 'Ignus effect' means 'an effect made by an ability of a card that is of the Ignus element'.

902. Valid Ability

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

902.1a. The abilities of entities are valid as long as the entity in question is in the field.

902.2. If an ability has text that is available only in a specified zone, that ability is valid in that specified zone only.

903. Playing Cards and Abilities

903.1.   Cards are played and then placed in a specified zone. Activated and automatic abilities are played and then their effects are processed.

903.2.   Cards and abilities are played as below:

903.2a.   If the card being played has a [Step Up] (1114), choose whether or not to step up that card.

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

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

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

903.2d.   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 rules or text to determine the value of that integer, the player determines its value.

903.2d-1 When activating a card with a cost of X, if the player determines the any value, that value will select a value equal to or greater than the type of attribute the card has.
Ex:If a player play a X cost card with an attribute, they select 1 or more for X.

903.2d-2 If that card or ability would be played via an effect that states 'play that card without paying its cost' or if a card or ability's text would alter the cost to a specified value, if there is no method via rules or text to determine the value of that integer, then that integer is always zero.

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

903.2e.   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.

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

903.2f.   If a card or ability produces an effect that would be applied to multiple targets, and the amounts or properties of the effect's contents are predetermined to be unequal among all targets, decide which target receives how much of the effect's contents at this time.
Ex: Target two resonators. Destroy one, return one to its owner's hand. When playing this ability, you must choose which to destroy and which to return to the hand at the time the ability is played.

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

903.2g-1 If there are any effects altering the quality, apply them first.

903.2g-2 If there are any effects that allow one to 'play without paying it's 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.

903.2g-3 Apply any effects increasing the quantity.

903.2g-4 Apply any effects decreasing the quantity, to do this, the player who plays it chooses which part they decrease.

903.2g-5 When applying any effects that decrease the Aether cost (203) of a card, the cost of the card being played cannot be decreased lower than the total amount of attributes held by the card.

Ex. A 5 cost Solis attribute card being played has its cost reduced by 5 by way of some effect(s). As the card has one attribute, the cost cannot be lowered lower than 1, meaning one Solis Aether will be used to play the card.

903.2g-6 Actions are fixed at this time. After this, even if some effects would alter this, the quality and quantity are not changed.

903.2h. 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.

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

903.3. Cards and abilities are resolved as below:

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

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

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

904. Continuous Abilities

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.

905. Activated Abilities

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

905.2.   When playing an activated ability, perform the following procedures.

    905.2a.   When playing an activated ability of a card in a hidden zone, reveal the card containing that ability to your opponent. That card remains public information until the ability leaves the chase area.

    905.2b.   Otherwise, follow the rules of playing abilities.

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 a priority sequence.

906.2.   Each automatic ability has their own conditions to play it. These are called triggering conditions. If a condition on the automatic ability is met, the number of times the automatic ability is triggered is increased by one. If an automatic object is triggered one or more times, the ability is considered 'triggered'.

906.3.   During a priority sequence, after all rules 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, chooses one of those abilities and plays it if there are any, then decrease the number of times that object was triggered by one.

    906.3a.   If any player played an automatic ability, perform another priority sequence from the beginning. If neither player played any automatic abilities, the turn player performs an available action.

906.4.   Triggered automatic abilities must be played unless prohibited by rules or effects. Players may not choose not to play them. If a player chooses a triggered automatic ability, but cannot play it for any reason, decrease the number of times that it was triggered by one.

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

    906.5a.   If the card moved from a public zone to a hidden zone, or from hidden zone to a public zone, the ability refers to the card when it's in the public zone.

    906.5b.   If the card moved from the field to a non-field zone or from a non-field zone, to the field, the ability refers to the card when it's in the field.

    906.5c.   Otherwise the ability refers to the card when it's in its destination zone.

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

    906.6a.   A delayed automatic ability is, unless otherwise specified, triggered once and only at the specified time. After that, even in the same situation, it does not trigger again.

    906.6b.   If something refers to a card with a delayed automatic ability, it refers to a card with an ability that makes that delayed trigger ability.

906.7. Some automatic abilities watch if a specific status is fulfilled during a game. These abilities are called status automatic abilities.

906.7a. A status of an automatic ability is only triggered when it's not already triggered and the status is fulfilled.

906.8. When a player plays their automatic ability, it is possible that the card with that ability is moved to another zone, loses the automatic ability in question, or the ability becomes invalid. Even in the event of such cases, the ability is still played and resolved.

907. Aether Abilities and Produced Aether

907.1. Activate abilities that need no target and produce aether are aether abilities. Automatic abilities that trigger by playing an aether ability, need no target, and produce aether are also aether abilities. Spells that produce aether are not aether abilities.

907.2. Aether abilities may be played anytime their controller has priority or whenever that player needs to pay aether.

907.3. Aether abilities don't use the chase zone and are resolved immediately after being played.

907.4. Produced aether is kept by the controller of the ability. It is left until it is used to paid for something, or until it is erased by the rules.

907.5. Aether with an element are element aether, specified by a particular element symbol.
⊙：one Solis ⊙：one Ignus ⊙：one Silva ⊙：one Terra
⊙：one Luna ⊙：one Aqua ⊙：one Aes
①：one aether of no element（same for other numbers）

907.6. Casters have '[Rest]: Produce aether that matches this cards element in amounts equal to the level of this card.'
Ex. When a Lv 2 Ignus caster uses this ability, it produces ⊙⊙.
Ex. When a face down caster (no attribute, Lv 1) uses this ability, it produces ①.
Ex. When a Lv 1 caster with both Solis and Ignus attributes uses this ability, it produces a single aether with both attributes.

907.7. In the event of "Produce aether of any element" choose one element from 7 available elements (Solis, Ignus, Silva, Terra, Luna, Aqua, or Aes). Then produce that element in the specified amount.

908. One Time Effects

908.1. One time effects are performed when they resolve.

909. Continuous Effects

909.1. If multiple continuous effects would be 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 continuous effects that grant or remove qualities like type, race, trait, or element at this time.

909.1c. Apply any continuous effects that grant or remove abilities at this time.

909.1d. Apply any continuous effects that grant currently non-existing non-numerical information to a card at this time.

909.1e. Apply any continuous effects that grant currently non-existing numerical non-counter information to a card at this time.

909.1f. Apply any continuous effects that grant currently non-existing numerical counter information to a card at this time.

909.1g. After applying all of the above, if a card's attack power or defense power is not a multiple of 100, round up the value to the nearest multiple of 100 as long as the same continuous effects are not applied to the card.

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

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 effects A and 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 on B, B is always applied after A.

909.3b. If the order is still not decided, apply the effect that was produced earlier first. If, for any reason, the timing is still the same, the turn player at the time decides which one is applied first.

909.3b-1 Continuous effects produced by continuous abilities are referenced from the time the continuous ability becomes valid.

909.3b-2 Continuous effects produced by automatic or activated abilities are referenced from the time the ability is resolved.

909.3b-3 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 with those specified conditions, no matter when the card starts to fulfill the condition. Additionally, it stops being applied 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 a card that states 'Youkai servants you control gain +1000 ATK until end of turn.'. Then Youkai servants put into the field under your control after the resolution of the card, still gain +1000 ATK.

909.4. When a card is moved to a zone and any continuous effect applied to that card should still be applied to the card in the new zone, the card comes into that new zone with the effect applied.

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

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

909.7.	If an activated ability or automatic ability of a card makes a continuous effect, and the duration is defined with 'as long as (condition that refers to information or the status of this card)', the effect is not made if the condition is removed or becomes otherwise invalid after the ability is played and before it's resolved.

910. Replacement Effects

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 in question chooses a replacement effect and applies it.

910.3.	All replacement effects must be applied once and only if the situation that should be replaced has occurred. Players cannot choose not to replace it unless the effect explicitly 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, the information of that card in while it was in the former zone is referred to. This is called last known information.

1000. Game Actions

1001. Overview

1001.1.　Some actions indicated by abilities or effects are performed in a specific way during the game. The phrases below are game actions and are performed as described.

1002. Paying Aether

1002.1.　To pay aether, eliminate a specific amount of aether from your produced aether.

1002.2.　In the event of "pay with aether of any element", you may use any of the 7 elements (Solis, Ignus, Silva, Terra, Luna, Aqua, or Aes). To pay, eliminate a specific amount of aether from your produced aether. Free aether (elementless) cannot be used to pay this cost.

1002.3.　Aether is distinguished by aether symbol or the free aether symbol.
　　　　　⬤ : one Solis　⬤ : one Ignus　⬤ : one Silva　⬤ : one Terra
　　　　　⬤ : one Luna　⬤ : one Aqua　⬤ : one Aes
　　　　　①: one aether of any element. (Same for other numbers or a value of X or Y)

1002.4.　When you play a card, the cost of the card is the amount of aether you have to pay. If that card has an element, there must be at least one aether of the same element within the aether used to pay for the card.

1002.5.　If you need to pay an amount of aether, and you cannot play it all, you cannot pay it at all. You cannot choose to pay part of it.

1002.6.　Players may play aether abilities when they are required to pay aether.

1003. Remove From the Game

1003.1.　To remove a card from the game, move the card to the removed zone.

1004. Reveal

1004.1.　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 zone.

1004.2.　If a card is already revealed, you cannot reveal it again.

1004.3.　'When a card is revealed' automatic abilities are triggered when a hidden card becomes public and its information becomes known to all players.

　　　　1004.3a. 'When an allied (or enemy) card is revealed' automatic abilities are triggered when a hidden card from any allied (or enemy) zone is revealed.

　　　　1004.3b. 'When a (Race) card is revealed' automatic abilities are triggered when a hidden (Race) card from any zone is revealed.

1005. Chase

1005.1.　If a rule, ability, or effect refers to 'to chase', it refers to 'putting a new card or non-automatic ability in the chase zone.'

1005.2. An effect that says 'cannot chase' to a card or ability means, 'as long as the card or ability in question is in the chase zone, a new card or non-automatic ability cannot be put in the chase zone'.

1006.Draw a Card

1006.1. To draw a card, the player moves the top card of their deck into their hand.

1006.2. To draw two or more cards, repeatedly draw one card the specified number of times.

1007.Destroy

1007.1. When a card in the field is destroyed, move it to its owner's graveyard.

1007.2. 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 rules processes.

1008.Banish

1008.1. To banish a card, put the card into its owner's graveyard.

1008.2. A player may only banish cards that they control.

 1008.2a. When banishing a card in an orb zone, a player may only banish cards in their own respective orb zone.

1008.3. If, in order to play a card or ability, text contains instructions to 'Banish a (word(s))', you may banish either an entity you control with the same card name or card name as (word(s)), or an entity you control that is a stock with the same card name or card name as (word(s)).

 1008.3a. If the card name or card name of a face-down entity or stock has (word(s)) on its front side, you may banish it.

1009.Corrupt

1009.1. If an orb is 'corrupted' it means to put that card into its owner's hand.

 1009.1a. If multiple orbs are corrupted at the same time, put those cards in the owner's hand at the same time.

1009.2. If multiple orbs are corrupted at the same time, effects with 'When an orb is corrupted' trigger only trigger once.

1010.Rest/Recover/Reverse

1010.1. To rest a card, turn the card to the rested position. Similarly, to recover a card, turn it to the recovered position, and to reverse a card, turn it to the reversed position.

1010.2. If card text uses the symbol '🖌', it means 'rest that recovered card'.

1010.3. 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.

1011. Switch

1011.1.　To switch a card, do the followed depending on the current position of the card; Change the card to reversed position if that card is currently recovered. Change the card to recovered position if that card is currently reversed. Nothing happens to a rested card.

1011.2.　If a card has the text 'Whenever (specified card) switches', it means 'Whenever (specified card) changes from non-reversed to reversed, or from reversed to recovered'.

1012. Choose/Search

1012.1.　If a player chooses a card or ability from a public zone, they need to choose specific ones if there are any.

1012.2.　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

1012.3.　'Whenever you have searched' trigger conditions of cards are triggered whenever a 'Search' effect occurs.

1013. Discard

1013.1.　'To Discard' a card is to move a card from a player's hand to that player's graveyard.

1013.2.　If something says to 'discard hand' without any specified number of cards, that player discards all cards in their hand.

　　　　1013.2a. If they have no cards in their hand at that time, it is still considered as 'discarded'.

1014. Become/Gain

1014.1.　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.

1014.2.　An effect that indicates something 'becomes [(Number A)/(Number B)]', means that the attack power of the affected object becomes (Number A) and the defense power of the affected object becomes (Number B) by way of a continuous effect.

1014.3.　An effect that indicates something 'gains (N umber A) ATK' and/or gains (Number B) DEF' means that the attack power of the affected object is modified by (Number A) and/or the defense power of the affected object is modified by (Number B) by the ability of a continuous effect.

1015. Shuffle

1015.1.   If an effect asks "to shuffle" cards, the player the zone belongs to randomizes the order of those cards.

    1015.1a. If an effect asks to shuffle a zone, shuffle all cards in that zone.

1015.2.   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.

    1015.2a. 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.

1016. Control

1016.1.   If, by way of some effect, there is an indication to 'gain control' of some card in the field, you take control of that card if it is currently controlled by an opponent.

    1016.1a. If the indication is to 'gain control' of a servant or barrier, you move that servant or barrier to your servant zone.

    1016.1b. If the indication is to 'gain control' of a caster, you move that caster to your caster zone.

1017. Control Exchange

1017.1.   If, by way of some effect, there is an indication to 'exchange control' of a card you control and a card an opponent controls, give control of your card to your opponent and gain control of an opponent's card.

    1017.1a. Before the exchange of control, if both targeted cards are not present then the effect does not continue.

1018. Counters

1018.1.   During the game, a situation may occur where a player is instructed to gain counters. Counters that a player has does not belong to specific zones, Each player manages only their own counters.

    1018.1a. The counters that currently exist are listed below.

        1018.1a-1 Candy Counter: Is depicted as 🍬 in text. This means one candy counter.

1018.2.   If a player utilizes a 'gain (name) counter' effect, that player increases a counter with that same (name). Similarly, if a 'Put a (name) counter' effect is used on a card, place a counter with that same (name) on that card.

    1018.2a. To keep track of counters, any non-card, unobtrusive objects (such as dice) may be used.

    1018.2b. Unless otherwise specified, counters with the same name are treated as the same kind of counter, regardless of how the counters are gained or put onto the card.

1018.3.   In the case of 'pay (name) counters', that player decreases with (name) counters the player owns.

1018.3a. If you cannot fully pay a cost with counters, you may not partially remove said counters.

1018.4. If something refers to '(card)'s counter', it refers to 'a counter on that card'.

1018.5. If something instructs you to 'remove (name) counters' from a card, remove (name) counters from that card in however many quantity indicated.

1018.6. If a card moves from the field to an area that is not the field, remove all counters on the card.

1018.7. 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.

1018.8. 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.

1018.9. If a card is an entity and it becomes a non-entity, remove all counters on the card.

1018.9a. If a caster level up, remove all counters on the caster.

1019. Cancel

1019.1. When a card or an ability in a chase area is targeted by a cancel effect, remove that card or ability in chase area after resolving the cancel effect. If the removed object was a card, then place it in its owner's graveyard.

1020. Soul Bond

1020.1. When performing Soul Bond a card, select one of each of the described materials from an allied hand, or from entities or stocks in an allied caster zone. If you have selected the materials, put it into an allied servant zone and put the specified material cards as stock under it.

1020.1a. Selected materials that were previously in hidden zones become public information.

1021. Extra Turn

1021.1. 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.

1021.2. 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.

1022. Level Up

1022.1. If a player level up a caster, the player puts a level 2 or greater caster on top of a face up caster in their caster zone with the same card name that is one level lower than the card being called.

1022.1a. When a player put a level 2 caster, if they control no level 1 face up caster with the same card name to put it on top of, they may put it on top of a face down level one caster in their caster zone.

1022.1b. If that caster has the ability "You may control two or more casters with the same name as this card", the player putting that level 2 caster may put it on top of a face down level 1 caster even if they control another face up caster with the same card name as the caster they are calling to level up.

1022.2. If a caster level up, it put into the field as a same entity as the caster stacked.

1022.2a. If a caster level up, it put into the field in the same orientation as the caster stacked.

1022.2b. If a caster level up, it continues to apply continuous effects that was applied to the caster stacked.

1023. Copy/Become a copy

1023.1. . 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.

1023.2. "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.

1023.2a. 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.

1023.2b. If the copied object is an ability in the chase area, put the same ability into that zone.

1023.2c. If a player made any choices for the copied object, the copy also has the same choice.

1023.2c-1 If the object being copied is in the chase area, the following information is also copied.

- "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.

1023.2d. If an object being copied is not in the area it was in, the copy is not made.

1100. Keywords and Keyword Skills

1101. Overview

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-1　Currently, there are no keywords.

1102. Double Corrupt/Triple Corrupt

1102.1.　[Double Corrupt] and [Triple Corrupt] are continuous abilities held by cards. It changes how one handles attacks against players.

1102.2.　'[Double Corrupt]' means that 'when this card corrupts an enemy orb, it corrupts two orbs instead.'

1102.3.　[Triple Corrupt]' means that 'when this card corrupts an enemy orb, it corrupts three orbs instead.'

1102.4.　If a card holds multiple instances of [Double Corrupt] and/or [Triple Corrupt] while corrupting an orb, the controller of that card chooses one of them and applies it. The other abilities are not applied.

1103. Break

1103.1.　　[Break] is a continuous ability held by cards. It changes how when that card can be played.

1103.2.　'[Break]' differs depending on the type of card with it.

1103.2a. A caster with [Break] means 'When this card is put into your hand from an orb zone, you may put it into the field as long as you do not control a caster with the same card name.'

1103.2a-1　If that caster is level one, put it into the field.

1103.2a-2　If that caster is level two or greater, level up a caster their control to it.

1103.2b. A non-caster with [Break] means 'When this card is added to your hand as an orb from an orb zone, you may immediately play that card without paying its cost.'

1103.3.　'[Break](Cost)' means 'When this card is added to your hand as an orb from an orb zone, you may pay the (Cost) to play it immediately.'

1103.3a. A caster with [Break](Cost) means 'When this card is added to your hand as an orb from an orb zone, you may pay the (Cost) to put it into the field as long as you do not control a caster with the same card name.'

1103.3b. A non-caster with [Break](Cost) means 'When this card is added to your hand as an orb from an orb zone, you may pay the (Cost) to immediately play that card.'

1103.4. If multiple orbs are corrupted at the same time, and there are multiple cards within those cards with [Break], the player with those cards may choose the order in which they play them.

1103.5. If an effect refers to [Break], it also refers to [Break](Cost).

1104. Slow Start

1104.1. [Slow Start] is a continuous ability held by cards.

1104.2. '[Slow Start]' means 'This card cannot attack on the turn it was put into the field.'

1105. Quickcast

1105.1. [Quickcast] is a continuous ability held by cards. It changes the timing of when that card can be played.

1105.2. '[Quickcast]' means 'You may play this card at any time you have priority and can perform actions while they have priority (604).'.

1105.3. If a card lose [Quickcast] after start playing the card but before moving it to chase area, the play becomes illegal if you cannot play the card without [Quickcast] legally. Rewind the situation just before playing the card.

1106. Enter

1106.1. [Enter] is an automatic ability held by cards.

1106.2. '[Enter] ⇒ (Effect)' means 'When this card enters the field ⇒ Aplly (Effect)'.

1107. Last Words

1107.1. [Last Words] is an automatic ability held by cards.

1107.2. '[Last Words] ⇒ (Effect)' means 'When this card is put into a graveyard from the field ⇒ Apply (Effect)'.

1108. United Front

1108.1. [United Front] is a continuous ability held by cards. It changes the ruling on how a card can be played.

1108.2. '[United Front] (trait)' means that, 'when this card is being played, the specific aether element needed to pay for this card can instead be paid by any element aether of a caster who holds the designated (trait)'.
    Example: A servant with [United Front] (Justice), in the Solis element, with a cost of 5 is being played. A caster in the Ignus element with the trait (Justice) can pay for the servant alongside 4 void aether.

1109. Soul Seal

1109.1. [Soul Seal] is a continuous ability and an activated ability

1109.2.　'[Soul Seal]' means that, 'If this card would leave the field for a non-field zone, you may banish one of this card's stock instead.', as well as 'Banish one of this card's stock: play one of this cards [Enter] abilities once. Play this ability only during main timing.'

1110. Hubris

1110.1.　[Hubris] is a continuous ability held by cards.

1110.2.　'[Hubris]' means, 'This card may attack enemy players even if there are reversed enemy servants.'

1111. DCT

1111.1.　[DCT] is a continuous ability held by cards.

1111.2.　'[DCT] (Number) - (Text) means "As long as the number of Earnest cards in your graveyard is equal to or greater than (Number), this card has (Text)."

1111.2a. If the card is a conjure, the DCT ability means "as you play this card, if the number of Earnest cards in your graveyard is equal to or greater than (Number), this card has (Text)."

1111.2b. If the card is not a conjure, the DCT ability means "As long as the number of Earnest cards in your graveyard is equal to or greater than (Number), this card has (Text)."

1111.2c. If a card with DCT has (Text) that contains [Break] in it, the DCT ability means, "When this card is added to your hand as an orb from an orb zone, as long as the number of Earnest cards in your graveyard is equal to or greater than (Number), you may immediately play that card without paying its cost."

1112. Lethargy

1112.1.　[Lethargy] is a continuous ability held by cards.

1112.2.　'[Lethargy]' means 'As this servant enters the field, it enters the field rested.'

1113. Vanity

1113.1.　[Vanity] is a continuous ability held by cards.

1113.2.　'[Vanity] - (Text)' means 'As long as this card is your only allied servant, this card gains (Text).'

1114. Step Up

1114.1.　[Step Up] is a continuous ability. It changes how a card is played and resolved.

1114.2.　'[Step Up](Race)' means 'As you play this card, you may choose to step up and play this card. If you do, rest one or more recovered allied (Race) servants. You may reduce the cost of this card by the total cost of servants rested this way. If the total cost of servants rested this way is greater than this cards cost, play this card without paying its cost instead of reducing this cards cost. If this card was step upped, as it resolves, it enters the field rested.'

1114.3.　To 'Step up' a card means 'As you play that card, rest one or more (Race) servants and play that card.'

1115. Unity

1115.1.　[Unity] is an automatic ability held by cards.

1115.2.　'[Unity]' means 'Whenever this card attacks ⇒ You may rest any number of recovered allied servants that share a race with this card. If you do, this card gains +X ATK until end of turn, where X is the total ATK of servants rested this way'.

1116. Φ (Phi)

1116.1.　[Φ] is a continuous ability held by cards.

1116.2.　'[Φ]' means, 'This card cannot battle with enemy servants without [Φ].'

　　1116.2a. If this card attacks, you cannot select enemy servant without [Φ] as an attacked object.

　　1116.2b.　If a servant without [Φ] attacks, you cannot select this card as an attacked object.

　　1116.2c. If an effect causes this card and a servant without [Φ] to battle, they don't.

1117. BINGO

1117.1.　[BINGO] is a continuous ability held by cards.

1117.2.　'[BINGO] – (Text)' means, "As long as three cards in the Allied BINGO zone have the same cost, this card has (Text).".

　　1117.2a. If the card is a conjure, the [BINGO] ability means "As you play this card, if three cards in the Allied BINGO zone have the same cost, this card has (Text).".

　　1117.2b. If the card is not a conjure, the [BINGO] ability means "As long as three cards in the Allied BINGO zone have the same cost, this card has (Text).".

　　1117.2c. If a card with [BINGO] has (Text) that contains [Break] in it, the [BINGO] ability means, "When this card is added to your hand as an orb from an orb zone, as long as three cards in the Allied BINGO zone have the same cost, you may immediately play that card without paying its cost.".

1118. Ride

1118.1.　[Ride] is a continuous ability held by cards.

1118.2.　'[Ride](Number)' means, "Rest any number of recovered allied magical girls so that their levels total exactly (numbers): This card becomes servant until end of turn.".

1118.3.　[Ride] ability of a card with [Ride] is played only once per turn.

1118.4.　'A card ride' means, "to be rested a card as the cost of the [Ride] ability.".

　　1118.4a. 'The card this card rides' means, "the card with [Ride] ability that rested 'this card' as a cost.".

1200. Rule Processes

1201. Overview

1201.1. During a game, if certain specific situations occur, corresponding actions by rules are performed. These are called rule processes.

1202. Losing the Game

1202.1. After the most recent rule process, during a draw phase, if a player needed to draw cards from his main deck and there were less cards in it than the number need to draw, the player loses the game by rule process.

1203. Handling Fractions

1203.1. During a game, if a servant's ATK or DEF become a value other than a multiple of 100, round that value up to the nearest multiple of 100 via rules process.

1204. Banishing Process

1204.1. If there are no deity counters on a deity card in the field, banish that deity in accordance to the rule process.

1300. Other Rules

1301. Loop

1301.1.　During a game, it is possible to be in a situation where 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 multiple 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 neither player can stop the loop, the game ends in a draw.

1302. Tokens

1302.1.　Some effects may create tokens.

1302.1a. 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.

1302.1b. If the effect creating the token doesn't specify its type, the token type is servant.

1302.1c. Unless otherwise specified, tokens are put into the field under the control of the player who controls the effect creating the token.

1302.1d. If an effect creates 'name) token', its name and race become (Name).

1302.2.　Unless otherwise specified by rules, tokens are treated as cards.

1302.2a. If you choose a card in the field or the chase zone, you can choose tokens. If an effect is applied to cards in the field or the chase zone, it's also applied to tokens.

1302.2b. If an effect is applied to tokens specifically, it's not applied to cards.

1302.3.　'Erase' a token means 'to remove the token from its current zone and it no longer exists in any zone.'.

1302.3a. If a token moves from a field to a non-field zone, or from a non-field zone to another non-field zone, it moves to that area and is then erased immediately after that.

Updates:

2020/02/17 Ver. 1.9
- BINGO zone defined
- Φ ability defined
- BINGO ability defined
- Ride ability defined

2019/08/26 Ver. 1.81
- Level Up process update
- Correct some words

2019/07/20 Ver. 1.8
- Card name updated
- Version defined
- Magical girl name deleted
- Void Icon defined
- Play a card with cost of X defined
- Copy defined
- Losing the game process updated
- Tokens rules updated

2019/04/15 Ver. 1.7
- Uncertain value updated
- Level Up moved to Game Actions
- Counters rules updated
- Become a copy defined
- Correct some words

2019/03/26 Ver. 1.6.1
- Correcting errors in Battle Judgment Step.

2019/02/02 Ver. 1.6
- Graveyard rulings changed.
- Unity ability defined.
- 'When you reveal' trigger conditions defined.

2018/08/28 Ver. 1.5
- Card name ruling along with relevant rulings updated.

2018/08/02 Ver. 1.4
- Infinity defined
- Rules regarding deities added
- Playing [Quickcast] cards clarified
- 'Whenever you search' trigger condition defined
- Break ability ruling added
- Lethargy ability defined
- Vanity ability defined
- Step Up ability defined

2018/05/25 Ver.1.3

- Face down cards on the field information clarified
- Choosing object of attack revision
- Decreasing total cost process clarified
- Playing activated abilities from hidden zone clarified
- Taking an extra turn added
- Triple Corrupt added
- Multiple instances of Double Corrupt/Triple Corrupt process clarified
- DCT abilities added

2018/02/12 Ver.1.2
- Additional typing defined
- Defined materials
- Changes to how the deck zone is referred to
- Information regarding stocks added
- Extra deck zone added
- Soul Bond servants added
- Restrictions on Zone Movement added
- Extra deck setup added
- Banishing process updated
- Multiple orb corruption process updated
- ATK and DEF changing clarified
- Cancel process information
- Soul Bonding process information
- United Front information
- Soul Seal information
- Hubris information

2017/10/20 Ver.1.0
- Comprehensive Rules Created