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Contents

1. Number of Players	1
2. General	1
3. Ending the Game	1
4. Numerical Values	1
5. Cards	2
6. Game Terminology Definitions	3
7. Zones	5
8. Setting Up the Game	7
9. Game Phases	8
10. Attack Phase	9
11. Casting Cards and Using Abilities	11
12. Rule Processes	22
13. Infinite Loops	23
14. Illegal Actions	23
15. Keywords	23

1. Number of Players

- 1.1. This document covers comprehensive rules for the FINAL FANTASY Trading Card Game. The game is played by two players. Games for three or more players are not covered by the rulings in this document.

2. General

- 2.1. If the rules in this document and the text on a card contradict each other, the card text takes precedence. The one exception is that a player is free to concede the game to their opponent at any time, and this cannot be prevented by any rules or text on a card.
- 2.2. If rules, abilities or Summons etc. would normally take effect and another rule or effect prevents that same effect from happening, the rule preventing the effect takes precedence.
- 2.3. If the effects of text on a card are impossible to carry out, that part of the text should be ignored.

3. Ending the Game

- 3.1. If any of the defeat conditions listed below are met, the player fulfilling them will be declared to have lost the match and the opposing player wins, ending the game.
 - 3.1.1. If a player has taken 7 points of damage or more in a “constructed” game or 6 points of damage or more in a “limited” game, they lose the game and the game ends.
 - 3.1.2. If a player would have to draw a card but cannot, they lose the game and the game ends.
 - 3.1.3. If a player takes damage while their main deck is empty, they lose the game and the game ends.
- 3.2. If a player simultaneously fulfils both the conditions for victory and defeat in the same turn, the defeat takes precedence.
- 3.3. If both players are defeated at the same time, then the game ends in a draw.

4. Numerical Values

- 4.1. In FF-TCG, only whole integers are used as numerical values. No fractions are used. In general, only 0 and positive integers are used. Accordingly, if a player gets to choose a value, they cannot choose a negative value.
- 4.2. If a card or an ability would make a fractional value, the value is rounded up to the nearest whole integer unless stated otherwise in the card description.
- 4.3. Some values (e.g. the power of a Forward) can become negative numbers. If a negative value is created during play, it should be treated as that negative value at the point it is changed again and treated as zero otherwise. If a negative value is changed again then the negative value is used as is for the calculation.
- 4.4. If the game refers an undefinable value, treat it as zero.
- 4.5. If a value in a card text or a cost is defined with letters of the alphabet (e.g. X, Y or Z), this connotes a variable number. Some card text will define exactly how the variable value is set. Otherwise, the controller of the card can choose the value of the variable.

5. Cards

5.1. If rules or card text refers to a "card", this must be a legal FF-TCG card.

5.2. Information written on Cards

5.2.1. Costs and Elements

- 5.2.1.1. The colour of the crystal in the upper left of a card signifies its Element. A card can have the Fire (red), Ice (cyan), Wind (green), Lightning (purple), Water (blue), Earth (yellow), Light (white) or Dark (black) Element. A rainbow-coloured crystal has shining dots around it and has all the Elements corresponding to those colours. If a character that only possesses one field element possesses multiple elements due to an effect, then that card becomes Multi-Element.
- 5.2.1.2. To use a card, a player must pay the required CP cost. At least one of the CP used to pay the cost must be of the same Element as the card itself. The number next to the crystal on the top left of the card is the basic cost.
- 5.2.1.3. Two CP can be generated by discarding a card from the player's hand. These CP will be of the same element as the card that is discarded. If a Multi-Element card is discarded, one of the Elements associated with the card is declared, and two CP of that Element is generated. One CP can be generated by dulling a Backup card. This CP will be of the same element as the card that is dulled. However, Light and Dark Element cards cannot be discarded to generate CP.
 - 5.2.1.3.1. As a general rule, excess CP cannot be generated to pay a card's cost, and the exact amount must be generated. The one exception is that when discarding cards to generate CP, one excess CP per Element needed can be generated.

5.2.2. Card Name

- 5.2.2.1. This is the name of the card. If a card is marked with the "generic card" icon (three overlaying cards icon) in the top-right corner, you may have any number of copies of the same name card deployed on your field. If it doesn't have this icon, then you may have only one copy of the same name card out of a group of cards that are not marked with the "generic card" icon in your field at any one time. Cards that trigger an EX Burst effect have the "EX" icon on the upper right.
- 5.2.2.2. Each card belongs to a category. If a card has multiple categories, it belongs to all of these categories.

5.2.3. Card Types

- 5.2.3.1. Each card belongs to one of two major groups: Characters or Summons.

- 5.2.3.1.1. Cards with the "Forward", "Backup" or "Monster" card type belong to the "Characters" group.

5.2.3.1.1.1. Character cards are cards you can deploy to your field.

5.2.3.1.1.2. Forward cards can attack or block.

5.2.3.1.1.3. Each Backup card can be dulled to produce 1 CP in order to pay card usage costs. As a general rule, when a Backup card enters the field, it does so in a Dull state.

5.2.3.1.1.4. Character cards almost always have jobs.

5.2.3.1.2. Cards with the “Summon” card type are Summons.

5.2.3.1.2.1. Summons are cards that have a one-time effect when played and are never deployed to a field.

5.2.4. Text

5.2.4.1. Each card has an area of text where its effects are printed. If a card’s name is printed in its own text, it refers to this specific card.

5.2.5. Card Number

5.2.5.1. This code indicates the card’s reference number and rarity. The term “the same card” means cards with this same card number. You can include up to three copies of the same number card in your deck.

5.2.6. Power

5.2.6.1. Only Forward cards have a power value, and they use this to deal an equal amount of damage to opposing Forwards in battle. If a Forward receives damage equal to or greater than its own power value, whether in battle or otherwise, it is put into the Break Zone.

6. Game Terminology Definitions

6.1. Player

6.1.1. “Player” refers to each of the people actually playing the game.

6.1.2. Another player who is playing against someone is referred to as their opponent.

6.1.3. The player whose turn it currently is, is referred to as the “turn player”. The player on the opposing side is referred to as the “non-turn player”.

6.1.4. When both players can perform actions simultaneously, the turn player makes any decisions required first, followed by the non-turn player. The two players’ actions are then worked out simultaneously.

6.2. Owner and Controller

6.2.1. The “Owner” of a card refers to the player who started the game with that card in their deck.

6.2.2. If a card outside the game is included in the game by cards or abilities, the owner of that card can be identified following rule 6.2.1.

6.2.3. The “controller” of a card placed in a stack is usually the player who had cast the card.

6.2.4. If a card is deployed to a field through an effect, unless otherwise specified, it is deployed under that card owner’s control.

6.2.5. The controller of a card deployed to a field is usually the player who put the card onto the field under their control.

6.2.6. Control of a card on the field may change to the other player due to an effect. If that happens, then the controller of the card will change, but the owner of the card will not be changed.

6.2.6.1. Changing the controller of a card that is already on the field will not make the card considered to have entered the field again. Auto-Abilities when entering the

field will not activate at this time.

6.2.6.2. Since the card is not entering the field anew, if the player is already controlling a card of the same name, or controlling a Light/Dark card while transferring control of the Light/Dark card, then the player can still gain control of the card. That said, as noted in 12.4.6 and 12.4.7, these cannot stack, and will be placed in the Break Zone immediately, according to the rule process.

6.3. Status of Cards

6.3.1. Cards arranged vertically are called "Active", while cards turned sideways are called "Dull". Putting a card in the active state is referred to as "activating a card", and putting it in the Dull state "to dull a card".

6.4. Sources

6.4.1. As a general rule, the "source" of an ability is the card which initiates that ability. However, some delayed effect type auto-abilities are an exception to this.

6.4.1.1. If a card produces a delayed auto-ability, the source of the ability is the card itself, and the controller of the ability is the controller of the card when the ability is resolved.

6.4.1.2. If an auto-ability, an action ability or an EX Burst initiates a delayed auto-ability, the source of the auto-ability is the triggering ability itself, and the controller is the controller of the triggering ability when that ability is resolved.

6.4.1.3. If a replacement effect arising from a field ability initiates a delayed auto-ability, the source of the auto-ability is the card with the field ability, and the controller is the controller of that card when the replacement effect is applied.

6.4.2. Activated and triggered abilities are put on the stack independently of their source. Once an ability is on a stack, its effects cannot be stopped by removing the source. If any information is required when an ability is put into a stack, that information is referenced at the time of placing. Otherwise, the information is referenced when effects are resolved. If the source of an ability has been removed from its original Zone when that ability needs to reference information from it, the card's information is used in the state it was in just before it left the Zone.

6.5. Damage

6.5.1. The process of "dealing X points of damage to a player" is called "resolving damage".

6.5.2. When a player takes damage, they place the top card from their main deck into their Damage Zone.

6.5.2.1. If any card with the EX Burst icon is revealed and placed in the Damage Zone, the player can choose whether or not to trigger the EX Burst and use the effect or auto-ability of the card. If two or more damage is dealt in a row, cards are drawn and placed in the Damage Zone consecutively. Even if a card with the EX Burst icon is drawn, all damage is resolved first, then EX Bursts are resolved. If multiple cards with EX Bursts are dealt, resolve them in the order they were dealt.

6.5.3. When the Xth card is placed in the Damage Zone in a single damage resolution, the current damage resolving process is ended. Otherwise, return to 6.5.2.

6.6. Types

6.6.1. "Type" refers to the different classifications of cards.

6.6.2. “Type” is divided into card types and job types.

6.6.3. Only Character cards have jobs.

6.6.4. Card types include “Forward”, “Backup”, “Monster” and “Summon”.

6.7. Counters

6.7.1. Counters are markers that are placed on cards. They result from the effects of Summons and abilities.

6.7.2. Each Counter type has a different name. Counters with the same name are treated as the same even if their effects differ.

6.7.3. If a card that had Counters placed on it moves to a different Zone, the Counters are removed from this card.

6.8. Crystals

6.8.1. Crystals are a resource obtained by the player. They are generated by abilities and the effects of Summons.

7. Zones

7.1. Zones are areas that cards are placed in during the game. Usually, the following eight Zones exist: field, Damage Zone, main deck, LB deck, Break Zone, hand, stack and “removed from play”. Each player has their own version of each Zone, with the exception of the field and stack (E.g. “player 1’s Break Zone”, “player 2’s main deck” etc.). There’s only one field and one stack and both players make use of them.

7.2. Each player owns their version of each Zone, other than the field and the stack.

7.2.1. Phrases such as “your field” and “your opponent’s field” refer to elements under the control of the player in question, and do not necessarily mean that each player has their own separate field.

7.3. If a card owned by a player would move to the main deck, Break Zone, hand or “removed from play” zone belonging to the other player, it moves to their version of that same Zone.

7.4. When a card moves to another Zone, it is considered as a new card in the destination Zone.

7.5. If a card is not in any Zone, it is considered out of the game. “Out of the game” is not considered a Zone.

7.6. Public Zones and Hidden Zones

7.6.1. Zones where the cards in that Zone are not made visible to all players are called “hidden Zones”. A player’s deck and hand are always considered hidden Zones, even if all the cards in that Zone are revealed.

7.6.2. Zones in which all the cards are visible to all players, with the exception of those turned face down due to various rules or effects, are called “public Zones”.

7.7. Fields

7.7.1. Fields are the Zone into which players deploy their Character cards.

7.7.2. Both players’ fields are public Zones. All players can see the cards in these Zones.

7.7.3. You may deploy any number of copies of the same name Characters to a field if that Character's card bears the generic icon (three overlaying cards icon), but you may deploy only one copy of a same name Character out of a group of cards which do not have the "generic card" icon. If an effect would deploy more of the same name or same Element Characters than the limit allows, then all of those Characters are automatically put into the Break Zone. It is prohibited to perform an action that would result in the simultaneous deployment of more Characters of the same name or Element than the limit allows.

7.7.3.1. Even if you are about to play a card without the "generic card" icon when a same name card which has the "generic card" icon has already been played onto the field, you may play the card onto your field.

7.7.4. You may only have up to five Backups in the field. Fundamentally, it is prohibited to perform an action that places more than this, however, if six or more Backups are placed in the field, the controller will need to place the extra Backup(s) into the Break Zone so that there will be five Backups, based on the rule process.

7.7.5. You may only have up to a total of one Light or Dark card in the field. Fundamentally, it is prohibited to perform an action that places more than this, however, if applicable Characters exceeding the limit are placed in the field, both Characters must be placed into the Break Zone, based on the rule process.

7.8. Damage Zones

7.8.1. Cards are placed into this Zone as the game progresses.

7.8.2. When a player takes damage, they flip the top card of their deck and places it in their own Damage Zone, repeating the process until they have drawn and placed one card per point of damage received. If a player has seven or more cards in their Damage Zone, that player automatically loses the game.

7.8.3. Damage Zones are public Zones. All players can see the cards in these Zones, but are not allowed to change the order of the cards.

7.9. Main Decks

7.9.1. These are the Zones into which each player places their initial draw pile face down.

7.9.2. Main Decks are hidden Zones. No player can see the cards in these Zones, and they cannot change the order of the cards.

7.9.3. When the text on a card mentions decks, it refers to main decks.

7.10. Break Zones

7.10.1. These are the Zones into which each player places their cards that have been broken due to damage or abilities, as well as cards discarded to generate CP or Summon cards that have been cast.

7.10.2. Break Zones are public Zones and all players can see the cards in these Zones.

7.11. Player Hands

7.11.1. These are the Zones into which each player places their drawn cards.

7.11.2. Hands are technically hidden Zones, but the player to whom the Zone belongs can see the cards in it. The player to whom the Zone belongs can also freely change the order of the cards.

7.12. Stack

- 7.12.1. This is the Zone into which Summons and abilities in use are temporarily placed.
- 7.12.2. The stack is a public Zone. All players can see the cards and abilities in this Zone.
- 7.12.3. The order in which Summons and abilities are placed into the stack is strictly governed by the rules. When a new Summon or ability is put into the stack, it is placed on top of the other Summons or abilities already in the stack.

7.13. Removed from Play Zones

- 7.13.1. These are the Zones into which cards that have been removed from play are put.
- 7.13.2. The removed from play Zones are public Zones and all players can see the cards in these Zones. The player to whom the Zone belongs can change the order of the cards in it.
- 7.13.3. Cards that have been removed faced down do not have card information such as card types.

7.14. LB Decks

- 7.14.1. These are Zones where cards are places faced down at the start of the game.
- 7.14.2. LB decks are public Zones, but face down cards can only be seen by the owner.

8. Setting Up the Game

8.1. Deck Construction

- 8.1.1. Each player must create a main deck and LB deck from the cards in their possession.
 - 8.1.1.1. Each main deck has to have exactly fifty cards in it for a “constructed deck”, or forty or more cards if it is a “limited deck”. An LB deck can contain up to eight cards, but does not need to contain any cards.
 - 8.1.1.2. A deck may contain up to three copies of a card with the same card number, but there is no upper limit for a “limited deck”.
- 8.1.2. Any field ability relating to deck construction will replace the conditions set out under the rules above.
- 8.1.3. In a “constructed” game, LB decks can only contain cards with Limit Break (see 15.2.8.). Any card can be used in a “limited” game. Main decks cannot contain cards with Limit Break.

8.2. Setup and Starting Play

- 8.2.1. At the beginning of a game, both players follow the below procedure to set up:
 - 8.2.1.1. Each player shuffles their main deck. Then each player may shuffle their opponent's main deck. LB decks and main decks are all placed face down so that they are not mixed together. LB decks do not need to be shuffled.
 - 8.2.1.2. Players must choose a player using a randomizing method. That player then chooses whether to take the first turn or not.
 - 8.2.1.3. Each player draws five cards from their main deck.

- 8.2.1.4. The player who takes the first turn may put the five cards they have drawn to the bottom of their deck in any order and draw five new cards, this is only allowed once. The player who plays second may then do the same.
- 8.2.1.5. The first player is now the turn player, and begins the game. However, the first player can draw only one card in their first Draw Phase.

9. Game Phases

A game turn is divided into a series of Phases and Steps, as outlined below. Each turn will have a “turn” player who takes the majority of actions in that turn before swapping over to the other player’s turn.

9.1. Active Phase

- 9.1.1. All of the Character cards that the turn player has already deployed are activated in this Phase. Actions in this Phase are performed in the order below:
 - 9.1.1.1. The turn player activates all the dull cards that they have deployed on their field and are under their control. This is a special action and does not use the stack.
 - 9.1.1.2. No players have priority in the Active Phase. If any abilities are indirectly triggered in this Phase, their effects are worked out the next time a player gains priority.

9.2. Draw Phase

- 9.2.1. The turn player draws cards from their main deck in this Phase. This Phase is performed in the order below:
 - 9.2.1.1. The turn player first draws two cards. This is a special action and does not use the stack.
 - 9.2.1.2. No players have priority in the Draw Phase. If any abilities are indirectly triggered in this Phase, their effects are worked out the next time a player gains priority.
 - 9.2.1.3. The first player only draws one card rather than two in their very first turn.

9.3. Main Phase

- 9.3.1. Players can perform several kinds of actions during this Phase. This Phase is performed in the order below:
 - 9.3.1.1. Each turn has two types of Main Phase, known as “Main Phase 1” and “Main Phase 2”. Main Phase 1 takes place before the Attack Phase, and Main Phase 2 takes place after it. Only the first Main Phase in a turn is Main Phase 1, while any other Main Phases are automatically Main Phase 2 (for example when more Main Phases are added to a turn from various card effects etc.).
 - 9.3.1.2. The Main Phase comes to an end if the stack is empty and both players forfeit their priority.
 - 9.3.1.3. Put all auto-abilities that have “at the beginning of the Main Phase” as their trigger condition, as well as all other auto-abilities that have already been triggered onto the stack.
 - 9.3.1.4. The turn player now gains priority.

- 9.3.1.5. While the turn player has priority and the stack is empty, they may cast Character cards to their own field. This is a special action and does not use the stack.
- 9.3.1.6. Each player may cast a Summon while they have priority. Players can cast Summons during the Main Phase and Attack Phase only.
- 9.3.1.7. Each player may use an action ability or a special ability while they have priority. Players can use action abilities and special abilities during the Main Phase and the Attack Phase only.

9.4. Attack Phase

- 9.4.1. The turn player can attack their opponent with any Forwards under their control in this Phase. See "10. Attack Phase" for details.

9.5. End Phase

- 9.5.1. This Phase is when several processes are performed at the end of the turn, as described below:
 - 9.5.1.1. Put all auto-abilities with "at the beginning of the End Phase" and "at the end of the turn" as their trigger conditions into the stack. The turn player then gains priority. Players cannot cast Summons or use action or special abilities in this Phase.
 - 9.5.1.2. If the turn player has more cards than the allowed hand size (usually five) in their hand, they will now discard cards until their hand is at the maximum allowed size. This is a special action and does not use the stack.
 - 9.5.1.3. The following processes are then performed simultaneously:
 - 9.5.1.3.1. Remove all damage taken by the cards deployed in the field. This is a special action and does not use the stack.
 - 9.5.1.3.2. Stop applying any "until the end of the turn" effects. This is a special action and does not use the stack.
 - 9.5.1.4. At this point, check to see if there are any rule processes that trigger or any auto-abilities that are waiting to be placed on the stack. If there are, then resolve all the rule processes and then put all the auto-abilities onto the stack. The turn player then gains priority. Players cannot cast Summons or use action or special abilities in this Phase. After both players have forfeited their priority, go back to 9.5.1.3.1.
 - 9.5.1.5. If there are no further rule processes to resolve or auto-abilities that should be placed on the stack, start a new turn. The player who was not the turn player for the turn which just ended now becomes the new turn player.

10. Attack Phase

- 10.1. The turn player can attack their opponent with their deployed Forwards in this phase. The phase is carried out as follows:

10.1.1. Attack Preparation Step

- 10.1.1.1. Put all abilities that are triggered "at the beginning of the Attack Phase" or "when your Attack Phase starts" onto the stack.

10.1.1.2. The turn player then gains priority. Each player may use a Summon, an action ability or a special ability.

10.1.2. Attack Declaration Step

10.1.2.1. The turn player declares one of their Forwards to make an attack, or that they will choose to form a party. To form a party, they must choose multiple Forwards that share the same Element. The player can choose Forwards that fulfil the following criteria:

10.1.2.1.1. The Forwards chosen have to be active and they need to have the Haste attribute or have been continuously under the control of the turn player from the beginning of the turn.

10.1.2.1.2. They are legally able to attack (e.g. they have not already attacked this turn, and no effects prevent them from attacking).

10.1.2.1.3. If any Forwards are restricted by limitations, such as having to attack compulsorily, the Attack Phase cannot be brought to an end until all those Forwards have attacked, as long as those limitations are not overridden.

10.1.2.2. If the Forwards declared fulfil the conditions to attack legally, they will then be dull. However, if any of the Forwards have the Brave attribute, they will not be dull.

10.1.2.3. If any of the Forwards require a cost to attack, the turn player checks how much that cost is and declares the attacking Forward. After this, the cost is locked in, and even if it were to change later, the amount the player is required to pay doesn't change. When paying CP cost, the player must pay the exact amounts, with the exception of producing CP from discarding cards, where it is permitted to produce one extra CP per Element needed. This extra CP is wasted.

10.1.2.4. At this point, the Forward is now treated as an attacking Forward.

10.1.2.5. Next, put all abilities triggered by the attacking Forward onto the stack.

10.1.2.6. The turn player then gains priority, and each player may use a Summon, an action ability or a special ability.

10.1.2.7. If no Forwards are declared to attack, skip the subsequent Block Declaration and Damage Resolution Steps.

10.1.3. Block Declaration Step

10.1.3.1. When an attack is made against the non-turn player, they may choose a deployed Forward of their own to block. They may, of course, choose not to block instead. The player can choose a Forward to make a block based on the conditions below:

10.1.3.1.1. The Forward to make the block has to be active.

10.1.3.1.2. If there are any limitations placed on the Forward that can make the block, Forwards not fulfilling those conditions cannot be chosen to block.

10.1.3.1.3. If any effects force one or more Forwards to block compulsorily, the player has to choose one of these Forwards to make a block unless this contradicts the rules in place. If the Forward chosen to block has a cost to make the block, the non-turn player checks how much that cost is and declares the blocker. After this, the cost is locked in, and even if it were to change later, the amount the player is required to pay doesn't change. When paying CP cost, the player must pay the exact amounts, with the exception of producing CP from discarding cards, when it is permitted to produce one

extra CP per Element needed. This extra CP is wasted.

10.1.3.2. At this point, if the Forward card is still controlled by the non-turn player, it is now considered as a blocking Forward.

10.1.3.2.1. An attacking Forward and blocking Forward are considered to be in battle. If either the attacking or blocking Forward is no longer there, the remaining Forward is no longer in battle. (Please check 5.2.6.1. in battle.)

10.1.3.3. If the blocking Forward is removed from battle during the Block Declaration Step, that Forward doesn't take damage. If any of the attacking Forwards are removed from the battle during the Block Declaration Step, those attacking Forwards do not take damage either.

10.1.3.4. If attacking Forwards have formed a party, their combined attack is blocked as if they were one Character.

10.1.3.5. Put all auto-abilities triggered indirectly by declaring a blocking Forward onto the stack.

10.1.3.6. The turn player then gains priority. Each player may use a Summon, an action ability or a special ability.

10.1.4. Damage Resolution Step

10.1.4.1. If an attacking Forward is not blocked, it automatically deals one point of damage to the opponent.

10.1.4.2. If an attacking Forward is blocked, both the attacking and blocking Forwards deal damage equal to their respective power values to each other. This damage is called battle damage.

10.1.4.2.1. If attacking Forwards have formed a party, the blocking Forward assigns its damage freely among one or several of the attacking Forwards with a value of at least 1000 and in multiples of 1000.

10.1.4.3. Next, put all auto-abilities triggered by dealing damage onto the stack.

10.1.4.4. The turn player gains priority. Each player may use a Summon, an action ability or a special ability.

10.1.4.5. If attacking Forwards formed a party, that party is now disbanded.

10.1.4.6. If the turn player wants to make another attack, go back to 10.1.2. (Attack Declaration) Otherwise, proceed to Main Phase 2.

11. Casting Cards and Using Abilities

11.1. Priority

11.1.1. A player with priority can cast a card or use an ability.

11.1.2. The turn player gains priority after all auto-abilities indirectly triggered at the start of a Phase or Step are placed onto the stack.

11.1.3. Any rule processes are resolved before either player gains priority. Resolve all rule processes simultaneously and if this triggers any further new rule processes to resolve then resolve those processes simultaneously, repeating the procedure until no new processes arise.

- 11.1.4. When a player gains priority, put all triggered auto-abilities onto the stack. Repeat this procedure until there are no new rule processes to resolve and no auto-abilities to put onto the stack, then the player with priority can cast a card or use an ability, perform a special action, or forfeit priority.
- 11.1.5. After a Summon or an ability is resolved, the turn player gains priority.
- 11.1.6. If a player with priority chooses to do nothing (i.e. forfeits priority), their opponent then gains priority.
- 11.1.7. If both players chose to forfeit the priority consecutively and the stack is not empty, the Summon or ability at the top of the stack is resolved. If the stack is empty, the current Phase or Step will end.

11.2. Paying the Required CP

- 11.2.1. In order to play cards or abilities, players generally have to pay a CP cost.

- 11.2.1.1. A player can produce 2 CP by discarding one card from their hand of the same colour as the card they are trying to play, or produce 1 CP by dulling one of their deployed Backup cards of the same colour as the card they are trying to play. If a Multi-Element card is discarded, one of the Elements associated with the card is declared, and two CP of that element is generated. However, Light and Dark Element cards cannot be discarded to generate CP. The player can play a card with a cost equal to the number of CP generated, but at least one of those CP must have been produced by a card of the same Element as the card being played. When a player plays a Light or Dark card, they can ignore the same Element requirement and only needs to produce the required CP cost from any Element cards. When paying a CP cost, the player needs to pay the exact amount of CP required, with the one exception that they are allowed to produce one excess CP per Element needed by discarding cards. The card is then played as normal but this extra CP is wasted.

11.3. Casting a Summon

- 11.3.1. “Casting a Summon” refers to the process of moving a Summon card from a player's hand or LB deck to the stack and paying the cost to activate its effects. If a player cannot follow the required procedure during the casting of a Summon, that casting is deemed illegal, and the game is rewound to the point just before the Summon was cast. The player cannot change any declarations made or costs paid when they cast the Summon.
- 11.3.2. The player declares a Summon to cast. They then reveal the relevant Summon card in their hand to the opponent. The Summon is then moved from the zone it is currently in to the top of the stack. The card keeps all of its characteristics and the player who played it controls it. The card stays in the stack until it is resolved or moved to another Zone by an effect.
- 11.3.3. If a Summon card “chooses” something, it needs a legal target to choose, or the player cannot play it. “To select” something is not equivalent to “to choose” something. Summons cannot choose themselves.
- 11.3.4. If a Summon card makes you select an effect from among two or more effects, the player controlling the Summon declares which one it will be.
 - 11.3.4.1. If the number of effects that can be selected changes according to a condition, then the number is determined at this point in time. Going forward, the number of effects will not change until the effect is resolved.
- 11.3.5. If a Summon card references information from other cards in relation to its cost, the cost value is fixed at the point the information is referenced. If the Summon has any

additional cost or an alternative cost the player can choose, they select which way to pay the cost. If the Summon has a variable cost, the player sets the value.

- 11.3.6. If a Summon card has effects that apply differently to multiple cards or players, the player chooses which effect is applied to which card or player. If it assigns values to multiple cards and/or players, the player has to assign a value of at least 1 to each.
- 11.3.7. The cost to cast a Summon is locked. It doesn't change afterwards, even if the cost of the card itself is changed.
 - 11.3.7.1. The player pays all cost simultaneously. They cannot pay just part of a cost. To pay a CP cost, you need to pay the exact number of CP required, with the exception of being permitted to generate and pay one excess CP per Element needed through discarding cards.
- 11.3.8. The Summoning process is ended and the Summon is finally cast. All the auto-abilities triggered by casting the Summon are triggered at this point. If the player casting the Summon had the priority just before casting it, they gain the priority again.
- 11.3.9. If the effect of a Summon requires it to choose something but all possible targets are ineligible when effects are resolved, all the effects of the Summon are cancelled.
- 11.3.10. If an effect of a Summon changes the power of a Forward to a specific number, it changes the base power level printed on that card to this number and not the final power value after other effects have been applied. All other changes are applied to the new base value cumulatively.
- 11.3.11. If a Summon is cast due to the effect of another Summon or ability, then it will be cast immediately after that effect has been resolved.

11.4. Casting a Character

- 11.4.1. As a general rule, the player with priority can cast a Character onto the field from their hand or LB deck if it is the Main Phase and the stack is empty. Casting a Character is a special action and does not use the stack. It cannot be interrupted by Summons or abilities.
 - 11.4.1.1. If it is cast due to the effect of a Summon or ability, then it will be cast immediately after the effect has been resolved. In this case, the stack will not be used, and cannot be interrupted by Summons or abilities.
- 11.4.2. The player declares a Character to cast and reveals the Character card in their hand or LB deck.
- 11.4.3. If the Character requires the player to choose an effect from two or more, the player controlling the Character will declare which one to use.
- 11.4.4. If the Character card references information from other cards in relation to its cost, the cost value is fixed at the point the information is referenced. If the Character has any additional cost or alternative cost that the player can choose, they select which way to pay the cost. If the Character has a variable cost, the player sets the value.
- 11.4.5. If a Character has effects applying differently to multiple cards or players, the player who casts the card declares which effect is applied to which card or player. If the Character's effect assigns values to multiple cards and/or players, the player has to assign a value of at least 1 to each.
- 11.4.6. The cost to cast a Character is locked. It doesn't change afterwards, even if the cost of the card is changed.

- 11.4.6.1. The colour and number at the top left of the card is the “cost,” and it indicates the necessary CP to cast the card. Discarding one card of the same colour out of your hand will yield 2 CP, and turning a Backup of the same colour to “Dull” will yield 1 CP. If the discarded card is Multi-Element, then you must declare one of the Elements indicated on the card to yield 2 CP of that Element. Light and Dark Element cards cannot be discarded to pay for cost. A card can be cast by paying the CP amount written on that card, including one CP of the same Element as that card.
- 11.4.6.2. When casting a Multi-Element card, you must include one or more CP of all the Elements indicated on that card. Furthermore, even if the cost is 1 CP, you will still need to pay one or more CP of every Element indicated on the card. As such, if a card has two or more Elements, you will have to pay the same number of CP as there are Elements on the card. However, if the CP to cast the card becomes zero, then you won’t have to pay.
- 11.4.6.3. Light and Dark Element cards can be cast by paying only the number of CP indicated on the card, regardless of Element.
- 11.4.6.4. To pay a CP cost, you need to pay the exact number of CP required, with the exception of being permitted to generate and pay one excess CP (one excess CP from each associated Element for Multi-Element cards) through discarding a card.
- 11.4.7. The player pays all of the required costs simultaneously. They cannot pay just part of a cost.
- 11.4.8. The procedure ends and the Character is now cast onto the field. All auto-abilities triggered by the Character entering the field are put onto the stack at this point and the turn player gains priority.

11.5. Abilities

- 11.5.1. Abilities refer to any instructions defined by a card text.
- 11.5.2. There are four kinds of abilities: Field Abilities, Auto-Abilities, Action Abilities and Special Abilities.
- 11.5.3. A card may have two or more abilities. If the card text has two or more paragraphs, these are each different abilities.
- 11.5.4. Abilities’ effects placed in the stack are independent from their card. Even if the card with the ability is moved to another Zone, the ability’s effect stays in the stack and will try to resolve rather than being cancelled.
- 11.5.5. If an ability references information on another card in a specific Zone at the point it is put onto the stack or resolved, and if that card has already been moved to another Zone, then the information will be referenced as if the card had not yet left its original location.
- 11.5.6. If the effect of an ability changes the power of a Forward to a specific number, it changes the base power level printed on that card to this number and not the final power value after other effects have been applied. All other changes are applied to the new base value cumulatively.

11.6. Action Abilities

- 11.6.1. Action abilities are abilities that trigger an effect by paying a set cost.

11.6.2. Action abilities have a cost and corresponding effect, and are written in a "(cost): (effect)" format.

11.6.2.1. All the text before the colon (:) is the activation cost. To activate the ability, the player has to pay the cost value. To pay a CP cost, you need to pay the exact number of CP required, with the exception of being permitted to generate and pay one excess CP (one excess CP from each associated Element if more than one Element is required for the cost) through discarding a card.

11.6.2.2. When using abilities with the Dull icon, if it is an ability used by a Forward or a Backup card, the ability cannot be used if the card has not been under the player's control from the start of their turn unless that card also has Haste. "Monster" cards are exception to this and can use abilities including the Dull icon in their cost on the same turn they are played. However, if the Monster becomes a Forward the same rules as for "Forward" cards apply.

11.6.2.3. If an ability has a cost requiring the using player to dull or break a Character, this cost can only be paid by dulling or breaking Characters under the player's control.

11.6.2.4. If an ability has a cost requiring the player to remove a Character from the game or return it to its owner's hand, you cannot pay this cost by removing or returning a Character you would not otherwise be able to do so.

11.6.3. When an action ability is activated, put the ability onto the stack and pay the required cost to trigger the effect on the card. If a player becomes unable to follow the activation procedure part way through, that activation is cancelled, and the game is rewound to the point just before activating the ability. The player cannot change any declarations that they have already made or costs they have already paid.

11.6.4. The player declares to activate the action ability. If a card in a hidden Zone has the action ability, the player then reveals that card to their opponent. If the cost of the ability requires the player to reveal a card in a hidden Zone, it can be activated only if the card is in that Zone. Put the action ability's effect on the top of the stack. The ability's effect on the stack will have only the text of the action ability which initiated it and no other characteristics. The player who activated the ability is the controller of that ability. The action ability stays in the stack until it is resolved or moved to another Zone by an effect.

11.6.5. If an action ability requires you to choose something, it needs a legal target to choose, or the player cannot use it. "To select" something is not the same as "to choose" it. Action abilities cannot choose themselves.

11.6.6. If the action ability requires you to select an effect from two or more options, the player declares which one to use.

11.6.6.1. If the number of effects that can be selected changes according to a condition, then the number is determined at this point in time. Going forward, the number of effects will not change until the effect is resolved.

11.6.7. If an action ability references information from other cards for its cost, the information is referred to at this point and locked. If the action ability has any additional costs or alternative costs that the player can choose between, they select which way they want to pay the cost. If the action ability has a variable cost, the player declares the value that this cost will be.

11.6.8. If an action ability has effects that apply differently to different cards or players, the player chooses which effects are applied to which cards or players. If the ability assigns values to multiple cards and/or players, the player has to assign a value of at least 1.

- 11.6.9. The cost of an action ability is locked. It doesn't change afterwards, even if the cost of the card is changed due to other effects.
- 11.6.10. The player pays all of the required costs simultaneously. They cannot pay only a part of the cost.
- 11.6.11. The process ends and the action ability is activated. All auto-abilities triggered by activating the action ability have their effects put onto the stack at this point with the exception of delayed auto-abilities. If the player who triggered the action ability had the priority just before using it, they regain the priority.
- 11.6.12. If the effect of an action ability requires the player to choose something and all targets are ineligible when it resolves, all the effects of that action ability are cancelled.

11.7. Special Abilities

- 11.7.1. Special abilities are activated by paying a cost in the same way as action abilities, but the player has to discard a card with the same name to use it, in addition to any other cost. Special abilities always have a proper name and an S icon.
- 11.7.2. Special abilities have a cost and corresponding effect, written in the format: "(cost): (effect)".
 - 11.7.2.1. All the text before the colon (:) is the activation cost. To activate the ability, the player has to pay the cost value. To pay a CP cost, you need to pay the exact number of CP required, with the exception of being permitted to generate and pay one excess CP (one excess CP for each associated Element if more than one Element is required for the cost) through discarding a card.
 - 11.7.2.2. When using an ability that has the Dull icon next to it, the card must have been under the player's control from the start of their turn unless the Forward or Backup card using the ability also has Haste. If it does not fulfil these conditions the ability may not be used. "Monster" cards are exception to this and can use abilities including the Dull icon in their cost on the same turn they are played. However, if the Monster becomes a Forward the same rules as for "Forward" cards apply.
 - 11.7.2.3. If an ability's cost requires to Dull or break a Character, the player has to control the Character being dulled or broken.
 - 11.7.2.4. If an ability has a cost requiring the player to remove a Character from the game or return it to its owner's hand, you cannot pay this cost by removing or returning a Character you would not otherwise be able to do so.
- 11.7.3. When a special ability is activated, put the ability onto the stack and pay the required cost to trigger the effect on the card. If a player becomes unable to follow the activation procedure part way through, that activation is cancelled, and the game is rewound to the point just before activating the ability. The player cannot change any declarations that they have already made or costs they have already paid.
- 11.7.4. The player declares that they will activate the special ability. If a card in a hidden Zone has the special ability, the player now reveals the card. Then put the special ability's effect on the top of the stack. The ability's effect on the stack has only the text of the special ability which generated it and has no other characteristics. The player who activated the special ability is the controller of that ability. The special ability stays in the stack until it is resolved or moved to another zone by an effect.
- 11.7.5. If a special ability requires you to choose something, the target must be legally available to choose, or the player cannot use it. To "select" something is not the same as to "choose" something. Special abilities cannot choose themselves.

- 11.7.6. If a special ability can select from two or more different effects to use, the player declares which one to use.
 - 11.7.6.1. If the number of effects that can be selected changes according to a condition, then the number is determined at this point in time. Going forward, the number of effects will not change until the effect is resolved.
- 11.7.7. If a special ability references information from other cards as part of its cost, the information is referred to at this point and locked down. If the special ability has any additional cost or alternative costs that the player can choose, they select which way to pay the cost. If the special ability has a variable cost, the player declares the value that this will be.
- 11.7.8. If a special ability has effects that apply differently to different cards or players, the player chooses which effects are applied to which cards or players. If the ability assigns values to multiple cards and/or players, the player has to assign a value of at least 1.
- 11.7.9. The cost of the special ability is now locked down. The cost will not change afterwards, even if the cost of the card itself is changed somehow.
- 11.7.10. The player pays all the required costs simultaneously. They cannot pay only a part of the cost.
- 11.7.11. The process ends and the special ability is now activated. All auto-abilities triggered by activating the special ability have their effects put onto the stack at this point with the exception of delayed auto-abilities. If the player who activated the special ability had the priority just before casting it, they regain the priority.
- 11.7.12. If the effects of a special ability require the player to choose something and all targets are ineligible when the effects are resolved, all the effects of that special ability are cancelled.

11.8. Auto-Abilities

- 11.8.1. Auto-abilities are abilities that trigger automatically when an event that fulfils its trigger condition(s) occurs.
- 11.8.2. Auto-abilities have their trigger condition and effects written in the format: "(trigger condition), (effect)". (e.g. "When ..., do ...", "At the end of ..., do ...", "Whenever ..., do ...", "At the beginning of ..., do ...")
- 11.8.3. Auto-abilities trigger automatically at the point when the event that fulfils their trigger condition(s) occurs. As a result, auto-abilities may still trigger during Phases when a player is unable to deploy a Character, cast a Summon or activate an action ability.
- 11.8.4. If an auto-ability requires to choose something, it still triggers even if there are no legal targets available to choose from, but is subsequently removed from the stack immediately. It is not possible to stack other effects on this auto-ability. To "select" something is not the same as to "choose" something.
- 11.8.5. The controller of an auto-ability is the player who controls the source of the ability.
- 11.8.6. Auto-abilities trigger once each time the trigger event occurs. However, if the trigger event consists of multiple occurrences, the ability can trigger that number of times.
- 11.8.7. Auto-abilities do nothing at the time they are triggered. The next time that either player gains priority after an ability is triggered, all rule processes and effects are resolved, and this is repeated until no new rule processes remain to resolve or auto-abilities remain to trigger. The turn player places all the auto-abilities under their

control that have been triggered onto the stack in whatever order they like, followed by the non-turn player placing all of the auto-abilities under their control that have been triggered onto the stack in whatever order they like. Priority is then decided.

- 11.8.8. If an auto-ability references information from other cards for its cost, the information is referenced at this point and locked down.
- 11.8.9. If an auto-ability requires you to choose something, the target must be legally available to choose, or the player cannot use it. To "select" something is not the same as to "choose" something. Auto-abilities cannot choose themselves.
- 11.8.10. If an auto-ability can select from two or more different effects to use, the player declares which one to use.
 - 11.8.10.1. If the number of effects that can be selected changes according to a condition, then the number is determined at this point in time. Going forward, the number of effects will not change until the effect is resolved.
 - 11.8.10.2. If no auto-ability that fulfils this condition can be selected, then the auto-ability will not trigger, and it will not accrue onto the stack.
- 11.8.11. If an auto-ability has a variable cost, the player decides what this value will be.
- 11.8.12. If an auto-ability has effects that apply differently to different cards or players, the player chooses which effects are applied to which cards or players. If the ability assigns values to multiple cards and/or players, the player has to assign a value of at least 1.
- 11.8.13. Some auto-abilities are written in the format "(trigger event), if (condition), (effect)", indicating that their triggering has certain conditions that need to be met. These are called "conditional auto-abilities". Whether these conditions have been met or not is checked as part of the trigger event for conditional auto-abilities. If it is found that the condition has not been met, the ability does not trigger. Whether the conditions have been met is checked again when the ability is resolved, and if they are found to have not been met at this point, the effects of the ability are cancelled.
- 11.8.14. Some auto-abilities are written in the format: "When (trigger event), you may (effect)". These abilities are put onto the stack, regardless of whether the player chooses to initiate the effect or not. The choice is made when the ability resolves.
- 11.8.15. Auto-abilities trigger only when their trigger event actually occurs. If the trigger event is superseded by an effect that replaces it with another event, the ability doesn't trigger.
- 11.8.16. Some auto-abilities have trigger events that consist of when a card is moved from one Zone to another. This is called a "Zone movement trigger". Many of the auto-abilities that have a Zone movement trigger will attempt to do something to the card after moving from one Zone to another.
 - 11.8.16.1. If an ability with a "Zone movement trigger" cannot find the card it will affect because it did not actually enter the Zone it should have moved to, the ability's effects will fail.
 - 11.8.16.2. Furthermore, when searching for a card that has a trigger when moved from one Zone to another, if the searched card does not go into that Zone, or if the Zone where the searched card should go is undisclosed, then the search is considered to have "failed." The most common trigger when being moved from one Zone to another is an ability that is activated when a card enters the field.
 - 11.8.16.2.1. Abilities that trigger by entering the field are triggered just after the card moves to the field. They are written in the "when (this card) enters the

field," or "a (job) Forward/Backup enters a field," format. Whenever an event occurs in which one or more cards enter the field, all the cards on the field including those just deployed are checked to see whether a trigger condition is met.

11.8.17. Some effects initiate auto-abilities that take effect at a later time. These are called delayed auto-abilities. Delayed auto-abilities are written in the "when ..., do ..." or "at ..., do ..." format.

11.8.17.1. Delayed auto-abilities are generated through resolving other Summons or abilities, or applying replacement effects. They will not be indirectly triggered until actually generated, even if the trigger event occurs before the ability is generated.

11.8.17.2. Delayed auto-abilities are triggered only once at the point which the trigger conditions are met, unless it specifically has a set duration such as "until the end of the turn".

11.8.17.3. If a delayed auto-ability affects a card, it will affect that card even if the characteristics of the card are changed. However, if the affected card leaves the Zone it is in, the auto-ability stops affecting it.

11.8.17.4. If a Summon generates a delayed auto-ability, the source of the ability is the Summon, and the controller of the ability is the controller of the Summon when that Summon is resolved.

11.8.17.5. If an action ability or an auto-ability generates a delayed auto-ability, the source of the delayed auto-ability is the same as the source of the ability that generated it. The controller of the delayed auto-ability is the controller of the source of the ability that generated it when it is resolved.

11.8.17.6. If a replacement effect from a field ability generates a delayed auto-ability, the source of the delayed auto-ability is the card with the field ability. The controller of the delayed auto-ability is the controller of the source card at the time the replacement effect is applied.

11.8.18. Some auto-abilities depend on a factor in the current game status to trigger. These abilities trigger as soon as the required condition is met and are put onto the stack at the next opportunity. These kinds of abilities won't trigger again until the ability itself is resolved and removed from the stack. However, if the card with the ability is still in the same triggering zone after then, and the required condition is met again, the ability will trigger again.

11.8.19. If the effect of an auto-ability chooses something but all possible targets are ineligible when it resolves, all the effects of the auto-ability are cancelled. To "select" something is not the same as to "choose" something.

11.9. Field Abilities

11.9.1. Field abilities initiated by cards will always apply an ongoing effect. These effects are active for as long as the card itself is on the field, unless otherwise specified. The effects are active in the Zone noted on the card.

11.9.2. An ongoing effect that changes a characteristic of a card is applied to that card as soon as it is deployed to the field. In effect the card never enters the field with its original characteristic as written.

11.9.3. Field abilities do not use the stack.

11.10. EX Burst

11.10.1. Some Summons or Character cards are marked with the EX Burst icon. Effects in this case will possess the information of the card, including Summons, auto abilities, Elements, cost, job, and category.

11.10.2. When a player takes damage and puts the top card of their main deck into the Damage Zone, if the card turned over has the EX Burst icon, the player may apply the effects written on the card immediately. Using EX Burst is optional, and the player may choose not to use the effects when the card is revealed. Players cannot respond to an EX Burst.

11.10.3. Summons initiating an EX Burst apply all of their effects. Other cards only apply the effects of the auto-abilities they possess that are marked with the EX burst icon.

11.11. Resolving Summons, Action Abilities, Auto-Abilities and Special Abilities

11.11.1. When both players consecutively forfeit their priority, the Summon, action ability, auto-ability or special ability on the top of the stack is resolved.

11.11.2. If the Summon, action ability, auto-ability or special ability on the top of the stack chooses one or more targets but all possible targets have subsequently become invalid due to changes in conditions, its effect is cancelled.

11.11.2.1. If the resolving ability chooses targets and at least one of the available targets is still valid, the effect of that ability isn't cancelled and applies to all the valid targets.

11.11.3. When resolving a conditional auto-ability, check to see if the trigger condition is still met. If not, remove the ability from the stack and do nothing.

11.11.4. If a Summon or ability on the stack references the source's information but that source card has subsequently moved to another Zone, it references the information on the card at the point just before it left its original Zone.

11.11.5. The controller of a Summon or the ability resolves the effects as instructed in the card's text. However, replacement effects may change these instructions. In some cases, a later sentence in a card's text may modify the meaning of the previous sentence(s).

11.11.5.1. If a Summon or an ability on the stack requires a choice that was not declared at the time it was played, the player specified in the card text makes the required declaration at the time the stacked Summon or ability resolves.

11.11.5.1.1. At the time of declaration, the player is still required to choose legal targets.

11.11.6. Some Summons and abilities require both players to choose or perform something at the same time. In this case, the turn player first declares all choices and performs all actions required of them in any order they like, followed by the non-turn player doing the same. This obviously means that the non-turn player will have knowledge of what the turn player did. Finally, all declared actions are carried out simultaneously.

11.11.7. If the source of a Summon or ability on the stack references information about a card in a particular Zone when it resolves, and the card has moved from one Zone to another, it will reference the information from the card at the point just before it left the original Zone.

11.11.8. If an ability instructs a player to do something, this action is done by the card that is the source of the ability and not the ability itself.

11.11.9. If a Summon or ability on the stack requires a player to declare variable when it is resolved, this value is declared once and does not change afterwards.

11.11.10. After being resolved, a Summon moves from the stack to its owner's Break Zone. Abilities cease to exist on the stack after being resolved.

11.12. Effects

11.12.1. Effects refer to the instructions given by Summons and abilities.

11.12.2. Effects include single effects, ongoing effects and replacement effects.

11.12.3. Single Effects

11.12.3.1. Single effects do something once, then cease to have any further role.

11.12.4. Ongoing Effects

11.12.4.1. Ongoing effects apply for a set duration, or until the end of the game if not otherwise specified.

11.12.4.2. Some Summons and abilities invoke ongoing effects that change information on the cards or the controller of a card or cards. Those effects only affect the cards which are already present at the time when the ability is triggered.

11.12.4.3. If Summons or abilities generate ongoing effects with variables, these variables are set once at the time they are resolved.

11.12.4.4. Some field abilities also apply ongoing effects. Those effects apply as long as the card that invokes the field ability remains in the Zone that the abilities are active within.

11.12.4.5. These kinds of ongoing effects will also affect cards that are not present at the point when the ability is triggered.

11.12.4.6. If more than one ongoing effect needs to be applied, apply each one in the following order:

- 1) Effects that change the controller of a card or cards.
- 2) Effects that change the text of a card or cards.
- 3) Effects that change the card type and/or the job of a card or cards.
- 4) Effects that change information on cards other than their power.
- 5) Effects that change the power of cards.

11.12.4.7. When applying more than one of the same kind of ongoing effect, apply the effects that change the information on the source card itself first, then apply all others. When applying more than one power- changing ongoing effect, apply the effects that change the power of the card itself, then apply others.

11.12.4.8. An ongoing effect initiated by a field ability has the same timestamp as whichever happened later out of the ability that initiated the effect or the effect that initiated that ability.

11.12.4.9. An ongoing effect initiated by resolving a Summon or an ability has a timestamp that is the same as when the original effect was initiated.

11.12.4.10. The timestamp of a card is the same as the time that the card entered the Zone it is in.

11.12.4.11. If two or more cards gain the same timestamp, the turn player chooses the respective order of the two timestamps at that time.

11.12.4.12. When two or more ongoing effects are active and one of them influences if the other applies or changes how it applies, it is said that the latter depends on the former. Otherwise, the latter is considered independent to the former.

11.12.4.13. If an ongoing effect depends on another, but the latter effect does not depend on the former, apply the latter effect first. If both effects depend on each other or are both independent of each other, apply them in the order of their respective timestamps.

11.12.5. Replacement Effects

11.12.5.1. Replacement effects are a specific type of ongoing effect. Replacement effects are applied continuously when replacement events occur. Replacement effects wait for a replacing event to trigger and then switch over a part or all of that effect to other events.

11.12.5.2. Effects that use the word “Instead” are usually replacement effects.

11.12.5.3. Replacement effects need to be active before the replacing events can occur. It is not possible to replace events that have happened already with something else.

11.12.5.4. If a replacement effect replaces a replacing event, that event is considered not to have happened.

11.12.5.5. The same replacement effect cannot be applied again as the result of a replacement effect.

11.12.5.6. Some Summons, action abilities, special abilities and auto-abilities replace part or all of their effects when they are themselves resolved. These are called “self-replacement effects”. When applying replacement effects to a replacing event, first apply self-replacement effects and then apply any other replacement effects.

11.12.5.7. When applying multiple replacement effects that affect cards or players to a single replacing event, first apply all self-replacement effects. Then, if any of the other effects replace the controller of a card at the point when it is deployed to a field, the player deploying the card chooses one of these effects. Next, the controller (the owner if there is no controller) of the card which received the effects or the player who received the effects chooses the order to apply any remaining replacement effects.

12. Rule Processes

12.1. Rule processes are procedures that are performed when specific conditions are fulfilled.

12.2. Rule processes are checked during the game, and no one controls them.

12.3. When a player gains priority, the game checks if there are any rule processes that are triggered. If there are, perform all of the required processes simultaneously as a single event. Then repeat checking for newly triggered rule processes (and triggering auto-abilities) until there are no more processes left to perform and no more auto-abilities to trigger. All auto-abilities triggered are then automatically placed onto the stack. After this has concluded, player priority is finally assigned.

12.4. Rule processes cover the following:

12.4.1. A player with seven or more cards in their Damage Zone loses the game.

- 12.4.2. A player who tried to draw a card from an empty main deck after the last rule process loses the game.
- 12.4.3. A player who takes more damage than the number of cards left in their main deck loses the game.
- 12.4.4. Characters with zero or less power are put into their owner's Break Zone.
- 12.4.5. Characters with a power of 1000 or more that received damage equal to or greater than their power value are broken. If a Forward is broken by this rule process just after it took damage, the source of the damage is considered to have broken the Forward. Otherwise, the source is not checked.
- 12.4.6. If a player controls two or more Characters with the same name that do not have the generic icon, put all of these cards into their owner's Break Zone.
- 12.4.7. If a player controls two or more Light and/or Dark Element Characters, put all of them into their owner's Break Zone.
- 12.4.8. If one player has six or more Backups under their control, they must place the extra Backup(s) in the Break Zone so that they have five.

13. Infinite Loops

- 13.1. Infinite loops occur when the same procedure happens repeatedly. If an infinite loop is triggered and no players are able to take action to stop it, the game ends in a draw. If a player can stop the loop, then follow the rules below:
- 13.2. If only one player can stop the loop, that player declares how many times to perform the loop and repeats the actions that many times before bringing the loop to an end. The player cannot then re-start the same loop again immediately, unless forced to by the effects of an auto-ability, etc.
- 13.3. If both players can stop the loop, the turn player declares how many times they wish to perform the loop, followed by the non-turn player doing the same. The loop is then repeated by the smaller number of times and stopped. The player who chose the higher number cannot then re-start the loop in the exact same situation (cards in all Zones are identical) that it started, unless forced to by the effects of an auto-ability, etc.

14. Illegal Actions

- 14.1. If a player starts to perform an action but cannot end it legally, then the game is rewound to the point just before attempting to perform the action.
- 14.2. In this situation, all payments made are undone and all costs generated are rewound too.
- 14.3. Abilities and effects never trigger based on the results of an illegal action or rewinding an illegal action.
- 14.4. The player who had priority just before the illegal action regains priority.

15. Keywords

- 15.1. Keyword Actions

15.1.1. Some actions are defined with keywords. These are as follows:

15.1.1.1. Activate

15.1.1.1.1. To activate a Character means to turn a dull Character to the active state.

15.1.1.1.2. It is possible to activate already active Characters.

15.1.1.2. Dull

15.1.1.2.1. To dull a Character means to turn an active Character to the dull state.

15.1.1.2.2. It is possible to dull already dull Characters.

15.1.1.3. Break

15.1.1.3.1. To break a card means to move it from a field to its owner's Break Zone.

15.1.1.3.2. There are some situations where cards are placed into the Break Zone other than when regular breaking occurs, such as through paying costs, effects that state "put into the Break Zone" or through rules processes but these are not treated as "breaking" unless it is explicitly written that they are.

15.1.1.4. Discard

15.1.1.4.1. To discard a card means to move that card from the player's hand to their Break Zone.

15.1.1.5. Remove a Card from the Game

15.1.1.5.1. To remove a card refers to moving a card from another Zone to the card owner's Removed from Play Zone.

15.1.1.6. Shuffle

15.1.1.6.1. To shuffle refers to shuffling face down cards in order to randomize their order.

15.1.1.7. Cast

15.1.1.7.1. To cast a card means to play a card, normally from one's own hand, by paying the required cost.

15.1.1.8. Search

15.1.1.8.1. To search means to find specific cards from your main deck, reveal them and put them aside. After this, the player shuffles their main deck and follows the instructions on the searching card. However, it is not permitted to search for cards whose subsequent actions cannot be performed. (e.g. When controlling 5 backup cards, it would not be possible to search for a backup card as a result of the action "search for one backup card and play it onto the field".)

15.1.1.8.2. Even if the specified cards are in the main deck, it is permissible to choose not to find them. In the event that not even a single card is found via a search, the main deck is shuffled only.

15.1.1.8.3. For effects that allow searching for any card such as “search for 1 card”, you must find the specified number of cards.

15.1.1.9. Form a Party

15.1.1.9.1. To form a party means to attack with two or more Forwards as if they were a single Forward.

15.1.1.9.2. You can only form a party from Forwards with the same Element.

15.1.1.9.3. You can only form a party with Forwards that can legally attack at Step 10.1.2.1.

15.1.1.9.4. You can form a party with any number of Forwards.

15.1.1.9.5. If part of a party leaves the field and there is only one Forward left on the field, it is no longer considered as a party.

15.1.1.9.6. A Forward can block a party if it can legally block at least one Forward that makes it up, and this results in the whole party being blocked. (e.g. If a Forward with "cannot be blocked by a Forward of cost 3 or more" and another with "cannot be blocked by a Forward of cost 4 or more" form a party, the whole party can be blocked by a Forward that has a cost of 3 or less.)

15.1.1.9.7. A party can deal First Strike damage only if all Forwards in the party have First Strike. Otherwise, they deal damage normally.

15.1.1.9.8. If a party is blocked and deals damage to the blocking Forward, each Forward in the party checks it can legally deal damage to that blocking Forward before calculating how much damage is dealt. The damage can then be redirected or prevented. If any of the Forwards in the party deal damage to the blocking Forward and break it, each of the Forwards in the party is considered to have broken the blocking Forward, even if that particular Forward could not legally deal damage.

15.1.1.9.9. A party disbands when the attacking player returns to the Attack Declaration Step or when the Attack Phase ends.

15.1.1.9.10. If one of the Forwards in a party deals damage to a Forward or a player with an effect, it is considered as damage dealt by the party. However, the source of the damage only refers to the source that had produced the ability. (e.g. If 1 point of damage is dealt by the auto-ability of Morrow [16-015H] in a party attack by Morrow [16-015H] and Cecil [15-073H], auto-abilities such as Andoria [5-121R]’s “When a party you control deals damage...” are activated. However, since the source of the damage is Morrow [16-015H], even if Cecil [16-051L] has used its special ability, it will not count as 2 points of damage.)

15.1.1.10. Remove a Counter

15.1.1.10.1. To remove a counter means to move a counter from the card and place it out of the game.

15.1.1.11. Groups

15.1.1.11.1. Groups are a group of cards that can be created via effects or similar. Groups containing 0 cards may exist under some circumstances.

15.1.1.11.2. There is a “Split into Groups” effect. This causes the cards in a specified Zone to be split into groups of a specified number of cards. All cards in the

specified area must be part of a group, and when cards are split into groups, there may not be any cards left that do not form part of a group.

- 15.1.1.11.3. When splitting into groups, it is possible to make groups with 0 cards inside the group.

15.2. Keyword Abilities

15.2.1. Brave

- 15.2.1.1. Brave is a field ability that changes the rules at the Attack Declaration Step.

- 15.2.1.2. Forward with the Brave trait do not dull when attacking but can still only attack once per turn.

15.2.2. Haste

- 15.2.2.1. Haste is a field ability.

- 15.2.2.2. Characters with Haste can attack even if they have not been controlled by a player consecutively from the beginning of the turn.

- 15.2.2.3. Characters with Haste can activate an ability the cost of which includes the dull icon, even if they have not been controlled by a player consecutively from the beginning of their most recent turn.

15.2.3. First Strike

- 15.2.3.1. First Strike is a field ability that changes the rules at the Damage Resolution Step.

- 15.2.3.2. If any of the attacking or blocking Forward have First Strike at the beginning of the Damage Resolution Step, these Forwards will deal damage before the other Forwards. Once all First Strike cards have dealt damage, the remaining Forwards then do so.

- 15.2.3.3. After resolving First Strike damage but before resolving non-First Strike damage, the turn player gains priority. However, players cannot cast Summons or play action or special abilities at this Step. Any abilities triggered by First Strike damage are not put onto the stack until all non-First Strike damage is resolved.

- 15.2.3.4. If attacking Forwards form a party, they all have to have the First Strike trait to deal First Strike damage.

15.2.4. Freeze

- 15.2.4.1. Freeze is an ongoing effect which affects Characters by the means of Summons and abilities.

- 15.2.4.2. Frozen Forwards do not activate during their controller's next Active Phase.

15.2.5. Back Attack

- 15.2.5.1. Back Attack is a Character field ability.

- 15.2.5.2. You can cast a Character with Back Attack when you have priority during either player's Main Phase or Attack Phase.

- 15.2.5.3. If you have priority, you can use "Back Attack" and cast the Character to your field as a response to your opponent.

15.2.5.4. As Back Attack does not use the stack, abilities and Summons cannot prevent Characters from entering the field due to Back Attack.

15.2.6. Damage

15.2.6.1. Damage is a field ability belonging to a Character.

15.2.6.2. If the controller of the Character with Damage receives the amount of damage specified, the Character gains the ability written next to damage.

15.2.6.3. Effects which have an EX Burst due to damage will not have an EX Burst until the Damage value is met. An EX Burst will activate if the number of cards in the Damage Zone and the Damage value are the same when it is placed into the Damage Zone.

15.2.6.3.1. If two or more points of damage have been inflicted during the damage resolution, then the EX Burst will be activated if the Damage value is met when the card is placed into the Damage Zone.

15.2.7. Warp

15.2.7.1. Warp is a keyword with 3 abilities, giving a character 1 field ability and 2 auto-abilities.

15.2.7.1.1. The field ability associated with Warp functions while the card is in the player's hand.

15.2.7.1.2. Both of the auto-abilities associated with Warp function while the card is in the "removed from play" zone.

15.2.7.2. Warp is written on cards as "Warp X – (cost)", with "X" containing a whole number higher than 0.

15.2.7.3. For turn players with priority, while the stack is empty during your main phase, it is possible to pay the cost written on a card from your hand that has the Warp keyword to remove that card from the game. The card is then removed from the game and has a number of Warp counters equal to the "Warp - X" value placed upon it. This action does not use the stack.

15.2.7.4. While a card with the Warp keyword and any Warp counters placed upon it is in the "removed from play" zone, an auto-ability with the effect of removing one Warp counter from that card is triggered from the card at the start of your Main Phase 1.

15.2.7.5. While a card with the Warp keyword is in the "removed from play" zone, an auto-ability with the effect of moving that card to the field will trigger from the card at the point when the final Warp counter is removed from it.

15.2.7.5.1. If a card without the generic icon is to be placed on the field using the Warp auto-abilities, it will not be placed if there is already another card bearing the same name present on the field. The same applies in situations where an effect in play prevents auto-abilities that move cards to the field from activating.

15.2.7.5.2. A card that misses its opportunity to move to the field remains removed from the game and the abilities described above will not trigger again unless the card acquires further Warp counters.

15.2.8. Limit Break

- 15.2.8.1. Limit Break is a field ability written on the card.
- 15.2.8.2. Cards with Limit Break (LB cards) have an LB icon in the top right and include “Limit Break -- X” written in the text, with “X” containing a whole number higher than 0. “Limit Break -- X” is the LB cost.
- 15.2.8.3. LB cards are cast from the LB deck. The conditions to cast that card type must be met in order to cast them.
 - 15.2.8.3.1. When casting, you must pay the “LB cost” to cast it in addition to the base cost.
 - 15.2.8.3.2. LB cost is paid by turning face down cards from the LB deck face up by the same number as X.
- 15.2.8.4. LB cards that have entered the field are treated the same as regular characters.
 - 15.2.8.4.1. If an LB card deployed in the field is moved from the field to a different Zone, it is moved to that Zone and subsequently moved to the LB deck face up immediately following the Limit Break rules.
 - 15.2.8.4.2. Since it does move to a different Zone, effects triggered when the card is put in that Zone such as “when put from the field into the Break Zone” are applied.
 - 15.2.8.4.3. Summon LB cards are put from the stack to the Break Zone and subsequently put in the LB deck face up immediately following the Limit Break rules. This also applies when it is put from the stack to a Zone other than the Break Zone as a result of applying a replacement effect.
 - 15.2.8.4.4. Even if an LB card is put in a hidden Zone such as the main deck or hand, it is put in the LB deck.
 - 15.2.8.4.5. The action of putting a card face up into the LB deck is not put onto the stack and replacement effects are not applied.

15.2.9. Priming

- 15.2.9.1. Priming is a Character field ability.
- 15.2.9.2. Priming consists of “Priming [Card Name] -- [Cost]”, and this cost is called the Priming cost.
- 15.2.9.3. For turn players with priority, when the stack is empty during your main phase, you can pay the Priming cost of a controlled Character with Priming to use the ability.
 - 15.2.9.3.1. When the Priming cost is paid, a Character with the name that is listed in the Keyword will be searched from the main deck, then placed on top of the Character that used Priming. When there are two cards stacked on top of each other due to Priming, it is called “Primed” [or in a “Primed” state].
 - 15.2.9.3.1.1. Despite being in a Primed state, the searched card is not in the field. Therefore, an effect such as “When a Character enters the field” does not trigger.
 - 15.2.9.3.1.2. If you already control a Character with the searchable card name, it cannot be found.

- 15.2.9.3.2. A Primed card will maintain any abilities gained, powers adjusted, damage received and status of the card before Priming.
- 15.2.9.3.3. Even if the Priming cost is paid, a card is not considered Primed until it is put in a Primed state.
- 15.2.9.3.4. Actions performed in between paying the Priming cost and putting a card in a Primed state do not use the stack.

15.2.9.4. Characters in the Primed state, where two cards are stacked on top of each other, are treated as one Character.

- 15.2.9.4.1. Characters in the Primed state possess both names of the two cards stacked on top of each other. Information other than the card name such as cost, job, card text, and power, will only be of the card on top.
- 15.2.9.4.1.1. Only the card on top is impacted by effects.
- 15.2.9.4.1.2. If any changes were made to the original power value of a Forward prior to Priming, it would change to the power of the card on top.
- 15.2.9.4.2. If a Character in a Primed state is moved from the field to another Zone, the two cards stacked on top of each other will be moved to the designated Zone, then after which the top card is immediately removed from the game according to the game rules.
- 15.2.9.4.2.1. Due to the rules, the card will be removed from the game, so it is not put onto the stack and replacement effects are not applied.
- 15.2.9.4.2.2. If a Character in a Primed state is moved from the field, it is treated as a single Character. Therefore, an auto-ability that triggers each time a Character leaves the field will only trigger once.