

Force of Will Comprehensive Rules ver. 6.1

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100. Overview

101. General

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

102. Number of players

102.1. This game is played by two players.

103. How to win

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

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

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

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

104. Golden rules of the game

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

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

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

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

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

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

105. Basic Concept

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

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

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

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

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

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

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

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

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

200. Characteristics of Cards

<p>千の砦の盗賊 ウムル・アト・タウィル (2)</p> <p>9</p> <p>1 5 8</p> <p>4</p> <p>ルーパー 人間</p> <p>4 (X)</p> <p>後抗 (あなたは後攻の際、破壊すれば (X)を生み出すウィルコインを持ってゲームを開始する。)</p> <p>闘争に力強い翼を持つという伝説の種を刺したものは居なかった。ただ一人、ルーパーを倒しては</p> <p>10</p>	<p>永遠の少年 モーティ・アリス (2)</p> <p>3 7 6 500/600</p> <p>9</p> <p>1 5 8</p> <p>4</p> <p>リソネーター 童話</p> <p>4 (用)</p> <p>これが場に出たときあなたのデッキから総コスト1の童話のリソネーター1体を探し、場に出す。その後、あなたのデッキをシャッフルする。</p> <p>永遠の少年は、永遠の夢を持ち続ける。</p> <p>10</p>	<p>神剣 エクスカリバー (2)</p> <p>3 0</p> <p>9</p> <p>1 5 8</p> <p>4</p> <p>このリソネーターは「神」属性を得る。</p> <p>4 あなたのリソネーターはターン終了時まで【+200/+200】を得る。それが「神剣」を纏うもの「アリア」なら追加でターン終了時まで【+100】を得る。このターン、それが神剣を使用するたびにその効果を2倍にする。</p> <p>神剣 エクスカリバー1枚を捨てる。このウィルコインを生み出す。このカードを破壊する。あなたのリソネーターはターン終了時まで【+100】を得る。</p> <p>それは、誰は、君のための神。</p> <p>レガリア (神徳)</p> <p>10</p>	<p>超飛進国家 アルテア (2)</p> <p>3 0</p> <p>9</p> <p>1 5 8</p> <p>4</p> <p>メーション</p> <p>4</p> <p>各ターン、あなたが最初にプレイする詠唱はコストを支払わずプレイしてよい。</p> <p>千年という時を超え、次元の底から甦れた。</p> <p>10</p>
Ruler	Resonator	Regalia	Addition
<p>千の扉の混沌 ヨグネゾートス (2)</p> <p>7 9 1500/1500</p> <p>6</p> <p>1 5 8</p> <p>4</p> <p>ルーパー 人間 アグトロフ</p> <p>4 (X)</p> <p>X+1でこれは境界カウンター+1個が置かれた状態に出る。これが攻撃かブロックしたときこの境界カウンター1つを消費する。</p> <p>あなたのターン終了時これに置かれている境界カウンターの数と同じ総コストのリソネーターを破壊する。その後、この境界カウンター1つを消費する。</p> <p>各ターンの開始時これに境界カウンターが無いなら、これをリソネーターに置き、あなたはライフ500点を失う。</p> <p>好きなものを喰べるが、扉の扉一つが、最上級の混沌だ</p> <p>10</p>	<p>勅令詠奏 (2)</p> <p>3 0</p> <p>9</p> <p>1 5 8</p> <p>4</p> <p>リソネーター 古代魔法</p> <p>4</p> <p>下から1つを選ぶ。</p> <p>4 家のリソネーター1体にダメージ800点を与える。これが覚醒しているなら、代わりにダメージ2000点を与える。 相手にダメージ800点を与える。それが覚醒しているなら、代わりにダメージ2000点を与える。 </p> <p>覚醒 覚醒 6</p> <p>その時、見たことのない姿が一瞬を覗いていた。</p> <p>10</p>	<p>風の魔石 (2)</p> <p>9</p> <p>1 5</p> <p>4</p> <p>魔石</p> <p>4</p> <p>(X)を生み出す。</p> <p>10</p>	<p>(1) Type (2) Name (3) Cost (4) Text (5) Race/Trait (6) ATK (7) DEF (8) Attribute (9) Art (10) Additional Information</p>
J-Ruler	Chant	Magic Stone	

201. Type

201.1. The group this card belongs to.

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

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

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

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

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

201.4. Some magic stone cards have a magic stone type.

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

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

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

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

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

202. Name

202.1. Name of the card.

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

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

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

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

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

203. Cost

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

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

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

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

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

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

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

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



204. Text

204.1. The abilities of this card.

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

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

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

205. Race/Trait

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

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

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

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

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

206. Attacking Power (ATK)

206.1. Information that J-rulers and resonators have.

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

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

207. Defending power (DEF)

207.1. Information that J-rulers and resonators have.

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

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

208. Attribute

208.1. A part of information of this card.

208.2. A card's attribute is defined by the icon(s) shown on the banner here.

 Light  Fire  Water  Wind  Darkness

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

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

 Void

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

209. Art

209.1. Image for the card,

209.2. Art has no rule purpose.

210. Additional Information

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

210.2. Additional Information has no rule purpose.

300. Zone

301. General

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

302. Basic

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

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

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

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

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

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

303. Cards Orientation

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

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

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

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

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

304. Main Deck

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

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

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

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

305. Magic Stone Deck

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

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

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

306. Hand

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

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

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

307. Field

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

307.2. Each player has their own field, it's public and the order of the cards is not managed.

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

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

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

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

307.6. **If a card moves from a field to another, it's not considered as "entered" that field, "put into" that field, or "leaving a field for a non-field zone".**

308. Ruler Area

308.1. The area a player puts their ruler in.

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

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

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

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

309. Graveyard

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

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

310. Standby Area

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

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

311. Removed Area

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

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

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

312. Chase Area

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

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

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

313. Play Ground

313.1. Fields and ruler areas are referred to as the play ground.

313.2. A card in a player's play ground is controlled by the player. If a card would be put in a player's play ground, it enters under that player's control.

314. Zone Movement Restriction

314.1. If a card that has 'ruler' as its printed card type would move to a zone other than a graveyard or ruler area except by performing judgment, it doesn't move. If a J-ruler card would move to a zone other than a ruler area or field, it doesn't move.

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

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

314.3a. If that card would move to a ruler area, it does not move.

314.3b. If that card is, by some effect, treated as a magic stone or has gained the magic stone type and would move to a magic stone deck, it moves to the main deck with the same placement specifications instead. (ex. If that card would move to the top of the magic stone deck, it moves to the top of the main deck instead.)

314.4. If a card that has 'chant' as its printed card type would move to magic stone deck, or a play ground, it moves to the graveyard.

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

- 314.5a. If that card would move to a ruler area, it does not move.
- 314.5b. If that card has, by some effect, gained one of the types 'resonator', 'addition', or 'regalia' and would move to a main deck, it moves to the magic stone deck with the same placement specifications instead. (ex. If that card would move to the bottom of the main deck, it moves to the bottom of the magic stone deck instead.)
- 314.5c. If that card has, by some effect, gained one of the types 'resonator', 'addition', 'regalia' and would move to a hand, it moves to the top of the magic stone deck instead.

315. Out of the Game

- 315.1. If an effect refers to cards "out of the game", it refers to different cards depending on if the game is being played in a tournament or not.
 - 315.1a. If the game is not being played in a tournament, it refers to cards "in your removed area or in your collection not in your deck at the beginning of the game".
 - 315.1b. If the game is being played in a tournament, it refers to cards "in your removed area or in your sideboard".

400. Setting Up the Game

401. General

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

402. Constructing a Deck

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

402.2. Each player prepares exactly one ruler card.

402.3. A main deck is a pile of cards that contains cards other than a ruler or magic stones. A main deck must contain at least forty cards.

402.4. A magic stone deck is a pile of cards containing only magic stone cards. A magic stone deck must contain no less than ten and no more than twenty cards.

402.5. In a main deck or magic stone deck, there can be up to four copies of any card with the same name. Non-special magic stone cards are the exception to this rule and you can put any number of them in a magic stone deck (as long as the total number of cards in the magic stone deck does not exceed 20).

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

403. Setting Up the Game

403.1. Before the game, each player shuffles their main deck and magic stone deck and puts each of them into the main deck zone and magic stone deck zone, respectively.

403.2. Each player sets their life points to 4,000.

403.3. Choose a player at random and they choose to play first or not.

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

403.5. Each player puts their ruler into their ruler area.

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

500. Turn Sequence

501. General

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

502. Draw Phase

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

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

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

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

503. Recovery Phase

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

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

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

503.4. All produced wills are cease to exist.

503.5. Turn player recovers all cards in his or her play ground.

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

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

504. Main Phase

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

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

505. End Phase

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

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

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

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

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

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

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

505.5c. All produced wills cease to exist.

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

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

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

600. Priority Sequence

601. General

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

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

602. Perform Priority Sequence

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

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

602.1b. Choose and play triggered automatic abilities.

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

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

603. Play automatic abilities

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

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

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

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

604. Available Actions

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

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

604.1b. Play a chant card with [Trigger].

604.1c. Pass.

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

- 604.2a. Play resonator, addition, regalia, or Chant without [Trigger] cards.
- 604.2b. Initiate battle.
- 604.2c. Perform a judgment
- 604.2d. Put a card in their hand into their standby area.
- 604.2e. Call a magic stone.

605. End of priority sequence

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

- 605.1a. If they choose any action other than pass, the player with priority keeps it.
- 605.1b. If they passed and it is a consecutive pass by both players, if the chase area is empty, end the priority sequence; otherwise, resolve the last card or ability put into chase area, then the turn player gains priority.
- 605.1c. If the player passed and it is not a consecutive pass by both players, the player who doesn't have priority gains priority.

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

700. Player's Action

701. General

- 701.1. A player may perform an action while they has priority. Below are description of them.
- 701.2. In the rules, "main timing" means "turn player has priority, it is their main phase, they are not in a battle, and the chase area is empty."

702. Play a Resonator, Regalia or Addition

- 702.1. Turn player may play a resonator, regalia or addition card if it is main timing.
- 702.2. The player chooses a resonator, regalia or addition card, pays the cost and plays it. Unless otherwise specified, they can play a resonator, regalia or addition cards from their hand only.
- 702.3. When a resonator, regalia or addition card in the chase area resolves, the resonator, regalia or addition card is put into its controller's field.

703. Play a chant without [Trigger]

- 703.1. Turn player may play a chant without [Trigger] if it is main timing.
- 703.2. The player chooses a chant card without [Trigger], pays the cost and plays it. Unless otherwise specified, they can play chant cards from their hand only.
- 703.3. When a chant in the chase area resolves, perform the text and put it into its owner's graveyard.

704. Initiate Battle

- 704.1. Turn player may initiate battle if it is main timing. See **【800Battle】** for more detail.
- 704.2. Initiating battle doesn't use the chase area.

705. Do Judgment

- 705.1. The turn player may perform a judgment if it is main timing, they have a recovered ruler with [Judgment] in their ruler area, and they haven't done judgment this turn.
- 705.2. The player performs any action specified in the [Judgment] section and put the judgment into the chase area.
 - 705.2a. If will symbols are shown in this section of the card without specific notice, you need to pay the will to perform a judgment.
 - 705.2b. If any conditions are shown on this section, they are conditions that need to be met to perform the judgment.
 - 705.2c. If a text refers "[Judgment]", it refers "actions written in the [Judgment] section".
 - 705.2d. Judgment in a chase area is neither a spell or ability. Any effects applying to spells or abilities don't affect judgment.
- 705.3. When the judgment resolves, put the player who performed the judgment puts their ruler into their field, J-ruler side up.
 - 705.3a. **Automatic objects with the condition of “doing Judgment” are fulfilled at this time.**

706. Put a Card in the Standby Area

- 706.1. The turn player may put a card in his or her hand face down to their standby area by paying [2] if it is main timing.
- 706.2. This action doesn't use the chase area, and the player puts the card face down immediately when they perform the action.
- 706.3. You can put cards other than the ones with [Trigger] or [Stealth] down in this way, but you cannot play them without effects that allow it.

707. Play an Activate Ability

- 707.1. The player with priority may play an activate ability on a card they control.
- 707.2. The player with priority chooses an activate ability on a card they control, and plays it. If it's a will ability, resolve it immediately. Unless otherwise specified, a player may play activated abilities only on cards they control.
- 707.3. When an ability in the chase area resolves, apply the effect of the ability, then remove it from the chase area.

708. Play Cards with [Trigger]

- 708.1. Some cards with [Trigger] are automatic objects (906).
 - 708.1a. Cards with "<condition> => <effect>" [Trigger] are automatic cards.
- 708.2. Automatic chant cards become triggered when you reveal the cards at the time their trigger condition is fulfilled. Unless otherwise specified, they can trigger cards with [Trigger] from their hand or standby area only.
 - 708.2a. An automatic card doesn't trigger again if it's already triggered, even if its trigger condition is fulfilled later.
- 708.3. Triggered cards with [Trigger] are played as spells the next time you can play automatic abilities.
 - 708.3a. If you cannot play the card for a reason, put it into its owner's graveyard.
- 708.4. To play a card with [Trigger], as its cost to play, perform actions shown on the [Trigger] text before the colon if the [Trigger] has it. You also need to pay the cost of the card with [Trigger] if you play it from a zone other than your standby area. Unless otherwise specified, they can play cards with [Trigger] from their hand or standby area only.
- 708.5. Cards with [Trigger] in your standby area cannot be played or fulfill their trigger conditions on the same turn it was put into the chant-standby area.
- 708.6. When a card with [Trigger] in the chase area resolves, perform the text after the colon or => of its [Trigger] text and put it into its owner's graveyard.

709. Call a Magic Stone

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

710. Pass

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

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

710.2a. You control the card continuously from the beginning of this turn.

710.2b. It's recovered.

710.2c. You can choose an attacked object.

710.2d. No effects prohibit it to attack.

710.2e. No voluntary action is needed to attack with it.

800. Battle

801. General

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

802. Beginning of Battle Step

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

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

803. Declare Attack Step

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

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

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

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

803.3b. For an attacked object, an opponent player, a rested J/resonator with ATK and DEF in the opponent's field or a card legal for attacked object due to any effects.

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

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

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

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

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

804. Declare Block Step

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

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

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

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

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

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

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

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

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

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

805. First Strike Battle Resolution Step

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

805.2. If the attacking J/resonator has [First Strike], it deals damage equal to its ATK. This damage is battle damage.

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

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

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

806. Normal Battle Resolution Step

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

806.2. If the attacking J/resonator didn't deal any damage by rules in the first strike battle resolution step, it deals damage equal to its ATK. This damage is battle damage.

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

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

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

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

807. End of Battle Step

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

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

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

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

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

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

900. Cards and Abilities

901. Ability and Effect

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

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

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

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

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

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

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

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

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

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

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

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

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

902. Active Ability

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

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

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

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

903. Play and Cards and Abilities

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

903.2. Cards and abilities are played as below:

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

- 903.2b. When a player plays a card, put that card into the chase area. When a player plays an ability, put that ability into the chase area as a pseudo-card.
- 903.2c. **If a card or ability** has the text "choose (number)", the player chooses that number of options in that text. Options not chosen are treated as if they didn't exist.
- 903.2d. **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 cards or rules to determine the value of that integer, the player determines its value.**
- 903.2d-i. **If that card would be played via an effect that states 'play that card without paying its cost', if there is no rule or text that indicates a value of that integer, then that integer is always zero.**
- 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-i. **A card or ability on the chase cannot target itself. If some outside effect would cause that card or ability to target itself, it doesn't happen.**
- 903.2f. If the card or ability requires you to do something to play it, determine quality and quantity of them at this time.
- 903.2f-i. If there are any effects altering the quality, apply them first.
- 903.2f-ii. If there are any effects that allow one to "play without paying its cost", if you play a card, remove paying the card's cost (203). If you play an activate ability, remove the cost shown before the ":" of the ability.
- 903.2f-iii. Apply any effects increasing the quantity.
- 903.2f-iv. Apply any effects decreasing the quantity. To do this, the player who plays it chooses which part they decrease.
- 903.2f-v. Things to play are fixed. After this, even if some effects would alter this, the quality and quantity are not changed.
- 903.2g. 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.
- 903.3. Cards and abilities are resolved as below:
- 903.3a. If the card or ability requires you to choose target, check the target at this point. If it's not legal, all effects involving it are not applied. Even if all the targets of the card or ability are illegal, the other effects not related to the targets is still resolved.
- 903.3b. If it's a card, perform the action depending of the type of card it is. If it's an ability, apply the effect of the ability, then remove it from chase area.
- 903.3c. **If the ability of a card specifies 'X00', it means a value of X times 100.**

904. Continuous Ability

- 904.1. Continuous abilities apply their effects as long as the abilities are active. All the effects of continuous abilities are continuous effects.
- 904.2. If a continuous ability on a card refers to the attribute, race, trait, ATK, or DEF of cards without any condition, the ability is called a "base ability" and applied in any zone.
- 904.2a. Abilities with "treat this card as [magic stone type]" text are base abilities.

905. Activate Ability

- 905.1. Activated abilities are abilities that the controller of them may play them at any time they can play it.
- 905.2. Playing an activate ability follows the rules of playing abilities.

- 905.3. An activate ability of a resonator with  included in its required action can be played if it's been in your playground continuously from the beginning of this turn.
- 905.4. An activate ability of a J-ruler with  included in its required action can be played if it's been in your field continuously from the beginning of this turn.

906. Automatic Abilities

- 906.1. Abilities described as "<trigger condition> => <effect>" are automatic abilities. An automatic ability watches the game situation, and if its trigger condition is met, it's automatically played in the priority sequence.
- 906.2. An automatic card with [Trigger] in hand or standby area triggers by revealing it when its trigger condition is met. Then it's played in priority sequence as a spell.
- 906.2a. **If an effect allows playing a card 'without paying its cost' and that card is an automatic object(s) that has not had all its triggering conditions met, that card still may not be played.**
- 906.3. In these rules, automatic abilities and automatic cards are called automatic objects.
- 906.4. Each automatic object has it's own condition to play it. It's called triggering condition. If a condition on the automatic object is met, the number of times the automatic object triggered is increased by one. If an automatic object is triggered one or more times, the ability is considered "triggered".
- 906.4a. An automatic card in a standby area doesn't trigger on a turn that the card was put into that area.
- 906.5. During a priority sequence, after all rule processes have been resolved, the turn player checks if they control any triggered automatic objects. If they do, choose one of those objects and play it, then decrease the number of times that object was triggered by one. If the turn player doesn't play any automatic objects, then the non-turn player checks if they control any triggered automatic objects, choose one of those abilities and play it if there are any, then decrease the number of times that object was triggered by one.
- 906.5a. If any player played an automatic object, repeat this priority sequence from the beginning. If neither player played any automatic object, the turn player performs an available action.
- 906.6. Triggered automatic objects have to be played unless it is prohibited by rules or effects. Players cannot choose not to play them. If a player chooses an triggered automatic object but cannot play it for any reason, just decrease the number of times that object was triggered by one.
- 906.6a. If you cannot play the automatic card for any reason, put it into owner's graveyard.
- 906.7. Some automatic objects trigger when a card moves from one zone to another. If these objects refer to the moved card or other cards moved at the same time, they refer to the information or status of the card as below:
- 906.7a. If the card moved from a public zone to a hidden zone, or a hidden zone to a public zone, the ability refers to the card when it's in public zone.
- 906.7b. If the card moved from a play ground to an area other than a play ground, or vice versa, the ability refers the card when it's in the play ground.
- 906.7c. Otherwise, the ability refers to a card when it's in destination zone.
- 906.8. Some effects make automatic abilities trigger later at a specific time. This ability is called a delayed automatic ability.

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

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

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

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

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

907. Will Abilities and Produced Will

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

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

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

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

907.5. Wills with an attribute are attribute will, specified by a will symbol.

:one light, :one fire, :one water, :one wind, :one darkness

:one will without attribution (same for the other numbers)

907.6. Some wills have a specific characteristic.

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

907.6b. A characteristic is not an attribute.

908. One Time Effect

908.1. One time effects are performed when they resolve.

909. Continuous Effect

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

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

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

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

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

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

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

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

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

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

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

909.3b. If the order is not decided after this, apply the effect earlier applied first. The timing of an effect applied is determined as this; at the time the continuous ability become active, or the time the effect is made by an ability. If, for any reason the timing is still the same, the turn player at the time decides which one applies first.

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

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

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

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

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

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

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

910. Replacement Effect

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

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

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

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

911. Last Known Information

911.1. If, for any reason, any information of a card in a zone should be referred to but the card has moved to another zone, if it has not moved from play ground to play ground, information of the card in the former zone is referred to. This is called last known information.

912. Source

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

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

1000. Action by Rules

1001. General

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

1002. Add

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

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

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

1003. Pay Wills

1003.1. To pay wills, eliminate specific wills from your produced will.

1003.2. The wills one must pay are specified by will symbols or free will symbol. :one light, :one fire, :one water, :one wind, :one darkness
:one any will (same for the other numbers or a X or Y value.)

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

1003.4. If you need to pay wills and you cannot pay them all, you cannot pay them at all. You cannot pay part of them.

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

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

1004. Remove from the Game

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

1005. Reveal

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

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

1006. Summon

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

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

1007. Deal Damage

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

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

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

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

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

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

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

1008. Chase

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

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

1009. Draw

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

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

1010. Destroy

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

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

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

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

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

1011. Banish

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

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

1012. Cancel

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

1013. Rest/Recover

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

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

1014. Choose/Search

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

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

1015. Trigger

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

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

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

1016. Call

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

1017. Copy/Become a Copy

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

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

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

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

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

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

1018. Prevent

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

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

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

1019. Discard

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

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

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

1020. Become/Gain

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

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

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

1021. Shuffle

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

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

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

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

1022. Put/Move a counter

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

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

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

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

1022.3. If a card moves to a zone other than from playground to playground, remove all counters on the card.

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

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

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

1023. Force

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

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

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

1100. Keyword Skill

1101. General

1101.1. Keyword skills are abilities shown on a card with symbol icons (white, rectangular, with keyword).

1102. [Pierce]

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

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

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

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

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

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

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

1103. [Precision]

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

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

1104. [First Strike]

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

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

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

1105. [Explode]

1105.1. [Explode] is an automatic ability.

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

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

1106. [Flying]

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

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

1107. [Swiftress]

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

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

1108. [Imperishable]

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

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

1109. [Awakening]

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

1109.2. "[Awakening] (cost): (text)" means "As you play this card, you may pay (cost) as an additional cost. If you do, this card is resolved and comes into a field with (text) ability when it's resolved." .

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

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

1110. [Incarnation]

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

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

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

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

1111. [Quickcast]

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

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

1111.2a. If a card 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.

1112. [God's Art]

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

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

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

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

1113. [Trigger]

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

1113.2. There are two types of [Trigger].

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

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

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

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

1114. [Stealth]

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

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

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

1115. Remnant

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

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

1116. Evolution

1116.1. [Evolution] is an activate ability.

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

1117. Shift

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

1117.2. '[Shift] <cost>' means 'As you play this card, if this is a double-sided card, you may choose either side of this card, and play this card with that chosen side up, paying that side's cost.' and '<cost>: If this card is physically past side up, turn this card future side up. You can play this ability only during main timing (701.2)."

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

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

1118. Limit

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

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

1118.2a. The [Limit] ability itself doesn't do nothing if all of limit counters are removed from the card.

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

1119. [Energize]

1119.1. [Energize] is a continuous ability.

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

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

1120. [Barrier]

1120.1. [Barrier] is a continuous ability.

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

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

1121. [Bestow]

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

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

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

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

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

1122. [Mana]

1122.1. [Mana] is a continuous ability.

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

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

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

1123. [Bloodlust]

1123.1. [Bloodlust] is a continuous ability.

1123.2. "[Bloodlust]" means "this card must attack if able." . This is an ability that forces a J/resonator to attack (710.2).

1124. [Torrent]

1124.1. [Torrent] is a continuous ability.

1124.2. “[Torrent] (Text)” means “As you play this card, if you played on or more other cards this turn, this card is played with ‘(Text)’.”

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

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

1125. [Judgment]

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

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

1126. [Inheritance]

1126.1. Inheritance is an activate ability

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

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

1200. Rule Process

1201. General

1201.1. During a game, if some specific situation is happening, actions by rules are performed. This is called rule process.

1202. Losing the Game

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

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

1203. Destroying

1203.1. If a J/resonator with DEF in a field suffers damage equal to or more than its DEF, the J/resonator is destroyed by rule process.

1203.2. If a J/resonator with DEF in a field has 0 or less DEF, the J/resonator is destroyed by rule process.

1204. Rounding up life point

1204.1. If a player's life points are not multiple of 100, round that player's life points up to the nearest multiple of 100.

1205. **Illegal Addition Handling**

1205.1. **If, by some method, an addition would be added to itself, it is not added by rule process.**

1300. Other Rules

1301. Loop

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

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

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

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

1302. Double-Sided Card

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

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

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

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

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

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

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

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

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

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

1302.3. A double-sided card in a zone is always physically past side up, except for when it's in a field or chase area, or when a player starts to play that card. You always refer to the past side's information if you refer to the card when it is not in a field or chase area.

1302.3a. If a double-sided card moves to a zone by a non-playing, non-resolving method, and the movement is anything other than from playground to playground, the card moves to the new zone physically past side up.

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

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

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

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

1303. Tokens

1303.1. Some effects create tokens.

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

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

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

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

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

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

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

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

1303.3a. If a token moves from a field to a non-field area, it moves to that area then ceases to exist immediately after that.

1400. Old rules and wordings

1401. General

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

1402. Referring card name

1402.1. (Rules for Japanese cards only).

1403. Race/Trait

1403.1. (Rules for Japanese cards only) .

1404. Name of Zones

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

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

1405. Type "Spell: Chant"

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

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

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

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

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

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

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

1406. Addition with subtypes

1406.1. All of the old addition cards have subtypes.

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

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

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

1406.2b. When an addition card in the chase area resolves, if the card targets another card and the target is still legal, it comes into its controller's field added to the targeted card. If the target is not legal, put the addition into its owner's graveyard.

1406.3. If an effect moves a non-[Addition: Field] addition with a subtype from a non-chase area to a field, It comes into the field added on a card it can legally be added to. "Card it can legally be added to" means a card in a field that has the type that is specified in the subtype of the addition, and no effects prevent the addition from being added. If there is no such card, the addition stays in the zone its currently in.

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

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

1407. Spells

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

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

1408. [J-Activate]

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

1409. Ability Icon

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

1410. Battle Phase

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

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

1411. Automatic Abilities

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

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

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

1411.2a. If the card is a J-ruler, the ability means "When this card comes into your field by performing judgment => <effect>".

1411.2b. If the card is a non-J-ruler, the ability means "When this card comes into your field from chase area after played from your hand => <effect>".

1412. Action by Rules

1412.1. (Rules for Japanese cards only).

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

1412.3. (Rules for Japanese cards only).

1413. Symbol Skill

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

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

1414. [Target Attack]

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

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

1415. Life Break and Valhalla Rules

- 1415.1. If you start a game using with old cards, if both players agreed, you may use Valhalla rules, which allow the use of lifebreak. If you use Valhalla rules, the following rules are applied.
- 1415.1a. Players use the "lifebreak area" zones.
 - 1415.1a-i. A lifebreak area is the zone a player puts their cards in for lifebreak. Each player has their own lifebreak area, it's hidden and the order of the cards is managed. Any new cards put into a lifebreak area are put on top of the cards already in the lifebreak area.
 - 1415.1a-ii. Each player has a maximum lifebreak size. At the beginning of a game, each player's maximum lifebreak size is four.
 - 1415.1b. Players use the keyword skill [Break].
 - 1415.1b-i. The [Break] ability is an ability with a one time effect as you perform lifebreak (1415.1d).
 - 1415.1b-ii. "[Break] <effect>" means "As you put this card into your removed area by performing lifebreak, play an ability with <effect> on its text as a [Break] ability if possible." .
 - 1415.1c. As you set up your game, each player moves the top four cards from their main deck to their lifebreak area after each player has finalized their opening hand.
 - 1415.1d. The player with priority may perform lifebreak.
 - 1415.1d-i. The player with priority may remove the top card in their lifebreak area if the number of cards in the area is larger than $\lfloor \frac{\text{(their life points-1)}}{1000} \rfloor$ (rounded down).
 - 1415.1d-ii. If the removed card has a [Break] ability, that player must play the ability as long as they can play it legally.
 - 1415.1d-iii. A card removed in this way is put into its owner's graveyard immediately if it doesn't have a [Break] ability or the ability cannot be played legally. If the [Break] ability is played, put the card into its owner's graveyard when the ability is removed from the chase area.
 - 1415.1e. A rule process is applied to cards in a lifebreak area.
 - 1415.1e-i. If cards in a lifebreak area contain more cards than the player's maximum lifebreak size, choose cards from the bottom in the area and put the other cards into their owner's graveyard.
- 1415.2. If you don't use Valhalla rules and an effect refers to cards or a number or cards in a lifebreak area, or moves a card from or to a lifebreak area, ignore that part of the effect. Also, ignore all [Break] abilities on all cards.

Updates:

2016/11/30 Ver. 6.1

- Defined how to handle uncertain values of X
- Clear indication on how to handle playing a card with an automatic object without paying its cost.
- Restraints of card movement clarified.
- Dealing damage at the same time to multiple objects and that damage triggering automatic abilities clarified.
- Defined that the magic stone type and will abilities are unrelated.
- 'Do Judgment' timing has been clarified.
- [Judgment] has been defined as a keyword ability.
- Defined how to handle cards that have multiple effects that cause the card to enter the field with the same kind of counter.
- Defined that spells and abilities cannot target themselves.
- Definition of Inheritance abilities.
- Updated the Rules Process to handle Illegal Additions.
- Miscellaneous small fixes.

2016/9/02 Ver. 6.0

- Updated all rules along with new wording and rules.

2016/9/02 Ver 6.0a

- Added [Torrent] and clarified Continuous Ability