

GRAND ARCHIVE

Comprehensive Rules

Updated 4/3/23

Table of Contents

1. General Rules	1
1.1 Objective	1
1.2 Players	1
1.3 Starting the Game	1
1.4 Ending the Game	2
1.5 Format Conventions	3
1.6 Parts of a Card	4
1.6.a Name	4
1.6.b Cost	5
1.6.c Card Typeline	6
1.6.d Element	7
1.6.e Speed	7
1.6.f Power and Life	7
1.6.g Durability	8
1.6.h Text Box	8
1.6.i Border Information	8
1.7 Card Types	9
1.7.a Champions	9
1.7.b Allies	10
1.7.c Actions	11
1.7.d Attacks	11
1.7.e Items	11
1.7.f Weapons	11
1.7.g Domains	12
1.7.h Supertypes	12
2. Game Mechanics	13
2.1 Game Zones	13
2.1.a Public vs Private Information	13
2.1.b Main Deck	14
2.1.c Material Deck	14
2.1.d Field	14
2.1.e Memory	15
2.1.f Graveyard	15
2.1.g Banishment	15
2.1.h Hand	16
2.1.i Effects Stack	17
2.1.j Intention	17
2.2 Turn Order	18
2.2.a Wake Up Phase	18
2.2.b Materialize Phase	19
2.2.c Recollection Phase	19

2.2.d Draw Phase	19
2.2.e Main Phase	20
2.2.f End Phase	20
2.2.g Combat Phase	21
2.2.g.i Retaliation Step	21
2.2.g.ii Damage Step	22
2.2.g.iii End of Combat	23
2.2.h Ending Phases	23
2.3 Playing Cards	24
2.3.a Card Activation	24
2.3.b Materializing Cards	25
2.3.c Costs and Memory	27
2.3.d Resolution	28
2.4 Abilities	29
2.4.a Activated	30
2.4.b Triggered	31
2.4.c Static	32
2.4.d Restriction	33
2.5 Effects	34
2.5.a Game Effects	34
2.5.b Replacement Effects	35
2.6 Attacking	35
2.7 Objects, Activations, Materializations, Intent, Non-objects, and Targeting	37
2.8 Timing	38
2.8.a Fast and Slow	38
2.8.b Opportunity	39
2.9 Damage	39
2.9.a Damage Prevention	41
2.10 Drawing Cards	42
2.11 Counters	43
2.12 Other topics	44
2.12.a Trackable Information	44
2.12.b Permission	45
2.12.c Concession	45
2.12.d Randomization	45
2.12.e Rounding	46
2.12.f Searching and Finding	46
2.12.g Special Game Actions and Turn-based Actions	46
2.12.h State-Based Effects	47
2.12.i Player Action Legality	47
2.12.j Changing Characteristics	48
2.12.k Naming	48

2.12.l Effects	49
2.12.m Copy	49
2.12.n Card and Object Properties	51
2.12.XX Default Case	52
X. Glossary	52
X.A Keywords and Abilities	52
X.B Game Terms	58

1. General Rules

1.1 Objective

1. Grand Archive is a game that is played between two or more players.
2. The primary objective of the game is to win by defeating each opponent's champion.
 - a. If a game state results in each player in a two-player game losing at the same time, the game result is designated as a draw for each player.
 - b. If a game state results in each player in a multiplayer game losing at the same time at the end of a game, the game result is designated as a draw for each player.
 - i. Players in a multiplayer game that individually lost earlier in the game before the point of a draw between remaining players are still considered to have lost and are not awarded a draw.
3. Each player should provide their own deck for formal matches.
 - a. In casual games, it is acceptable for a player to be lent a deck by another player.

1.2 Players

1. During a turn in a game of Grand Archive, players are designated as the turn player and non-turn players.
 - a. The turn player is the player controlling the turn, the passage of phases during the turn, and the events which take place during the main phases within the turn.
 - b. The turn player may perform slow player actions at any time during their main phase.
2. Players may activate abilities or play cards at fast speed when they have Opportunity.
 - a. Non-turn players may not perform Slow Player Actions at any time.
3. When the turn ends, the turn player ceases to be the turn player and the next player in the turn order immediately becomes the turn player.
4. A multiplayer game is considered any game which includes 3 or more players.

1.3 Starting the Game

1. At the start of a game, each player sets their material deck and shuffled main deck face-down in the appropriate zones.

- a. The material deck only contains champion and regalia cards.
2. The first turn player is determined randomly by either using a fair randomization method (such as a die) or another method agreeable between players.
 - a. The designated “winner” of this method *must* go first.
3. The first player must put a Lv 0 Spirit champion of their choice from among those in their material deck onto the field face-up and awake, following the On Enter ability of that champion.
4. After this, the turn player skips materialization and recollection phases, proceeding directly to the main phase.
 - a. In a two-player game, the first turn player will also skip their first draw phase.
5. A player will follow through a turn as noted in section 2.2 and, following the end of the turn, the following player in turn order will take their first turn.
 - a. Each player’s first turn will start with putting a Lv 0 Spirit champion into play as the first turn player did in 1.3.3

1.4 Ending the Game

1. A game of Grand Archive typically ends when a player wins or when the game ends in a draw.
2. A player wins the game when:
 - a. All opponents’ champions are defeated (i.e., damage marked on those champions is equal to or greater than their life stats).
 - b. A condition is satisfied to where all of that player’s opponents have lost the game.
 - c. A resolved effect or condition is fulfilled which specifies that the player has won the game.
3. A player loses the game when:
 - a. Damage marked on their champion is equal to or greater than that champion’s life stat.
 - b. They no longer control a champion (after state-based checks occur) at any time after they already had put their initial level 0 champion into play.
 - c. That player attempts to draw a card from an empty deck.
 - d. A resolved effect or condition is fulfilled which specifies that the player has lost the game.
 - e. They concede.
 - f. They would win and lose simultaneously (losing takes priority).
 - g. They are issued a game loss by a judge in a tournament.
4. A game ends in a draw when:
 - a. A condition or effect specifies the game is a draw.

- b. All remaining players lose or win the game simultaneously.
- 5. If a player loses the game, all cards and objects owned by that player are removed from the game and returned to that player.
 - a. In a multiplayer game, if another player controls an object represented by one of those cards, that object will immediately cease to exist in the current match.
 - b. An object ceasing to exist as a result of a player losing the game will not be considered to have died, be destroyed, be banished, or have any other change of game state applied to it other than the object having left the field of play. E.g. If that object has an “On Leave” ability or would trigger an ability of another object observing that object to leave play, only those abilities will trigger.
- 6. After a game, all cards and objects owned are then returned to their respective owners.
 - a. If playing a game within a match structure, main deck and material deck cards are reshuffled in their respective decks, and tokens are set aside.
- 7. If games are played within a match structure (BO3, BO5 formats), the following steps take place:
 - a. The pregame state is then set with the board clear, and material and shuffled main decks in their original positions.
 - i. Any cards that did not start in the original material and main decks must be removed.
 - b. The losing player decides whether they go first or second.
 - c. In a multiplayer game, the first player who lost the game goes first.
 - d. Games are played until a winner of a match (BO3, BO5 formats) is determined.
- 8. In a BO1 format, the winner of the game is considered the winner of a match.

1.5 Format Conventions

- 1. Each standard constructed game of Grand Archive is played between two players, each with their own main deck and material decks.
 - a. Main decks can have a minimum of 60 cards and a maximum of four copies of a card with the same name.
 - b. Material decks can have a maximum of 12 cards and a maximum of one copy of a card with the same name.
 - c. Material decks must contain a Lv 0 champion at minimum.
- 2. Each standard draft game of Grand Archive is played between two players, each with their own main deck and material decks.

- a. Main decks can have a minimum 30-count main deck. As opposed to standard constructed games, draft decks do not have a maximum limit on the copies of a card either in the main deck or in the material deck.
 - b. Material decks are not limited in deck size but must contain a Lv 0 champion at minimum.
3. Card names, costs, and their elements must exactly match a corresponding card in the Grand Archive Index to be considered legal for deck building.
 - a. In non-sanctioned matches, a card whose information (such as name, cost, element, etc) is modified to that of another card may be treated as if it is the card the modified card would represent (if such a card exists within the Index).
 - b. The effects of a given card will behave based on the listed rules and effects of the corresponding card in the Index, regardless of the text box of the card or any modifications therein.
4. Tournament structures including match structures, sideboarding rules, round time limits, etc are not covered in the GA comprehensive rules and are discussed in a separate document.

1.6 Parts of a Card

1. Cards consist of components of Name, Cost, Type, Class, Element, Speed, Power, Life, Durability, and Rules Text which all define a card's characteristics.
 - a. All cards have a Name, Cost, Type, Class, and Element.
2. Cards with a Class Bonus ability have watermark icons that correspond to the classes of the card and for which champion classes that Class Bonus is unlocked.
 - a. These icons do not affect gameplay.

1.6.a Name

1. The name of the card will be found in the middle section of the top bar between the card cost and the card element.
2. Card names are unique.
 - a. Name lineages are specified to determine a type of champion card. For example, all forms of Rai champion cards are part of the Rai lineage.
 - b. If a card is named for any effect, the full name of the card must be specified.
 - i. Shortcutting the name of the card can be achieved if the intended card to be named can be sufficiently described such that each player in the game understands the card intending to be named without ambiguity. If shortcutting

is not possible due to a lack of mutual understanding, the player naming a card will provide the full name of the intended card. (Players can use the Index for assistance at any time.)

- ii. The corresponding card may be indicated or represented in the Index.

1.6.b Cost

1. The basic cost of the card is denoted on the top left corner of a card.
2. Costs are either reserve costs or memory costs.
 - a. Reserve costs are represented with a yellow color.
 - b. Memory costs are represented with a blue color.
 - i. A champion's memory cost is located beneath its printed level.
3. The "cost" of a card when referred to in its rules text refers to the cost type reflected in that card.
4. If the number is a reserve cost, it represents the number of cards that must be placed into the Memory zone face-down from that player's hand and reserved until the next recollection as payment for that cost.
 - a. To pay for a reserve cost, select X other cards from your hand where X is the cost required to activate the desired card and place them into your Memory zone face-down.
5. If the number is a memory cost, the cost must be paid by banishing randomly selecting cards from the Memory zone.
 - a. To pay for a Memory cost, X cards are randomly selected from the Memory zone where X is the Memory cost to materialize the desired card.
 - b. Non-random forms of payment for a given cost are paid before random costs are paid.
 - c. This may only be done during the Materialize phase.
 - d. No Opportunity is given to players and no player actions may be taken between the time cards are chosen for payment of a memory cost and the time at which those cards are banished.
6. If there are any additional costs for the activation or the materialization of cards or for activating abilities, these must be paid at the same time the normal costs are paid before the card or effect enters the Effects Stack.
7. If a card or effect would specify a cost as a result of the card resolving, payment of these costs follows the rules text and timing therein.
8. Effects and abilities can modify costs to be paid.

- a. To calculate the required cost, simultaneously add the numeric value of any cost increases applied by any modifying effects and subtract the numeric values of any cost decreases applied by any modifying effects. The result is the numeric cost required to be paid.
 - b. Reduction and increases of costs change the default cost type for cards by reducing or increasing that cost type, respectively.
 - i. Default costs are reserve costs for main deck cards and memory costs for material deck cards.
 - c. Costs cannot be reduced below 0.
 - i. If a cost would be reduced to a number below 0, that cost is set to 0 instead.
9. If a card has a variable cost represented by X, X is considered 0 while the card is not on the Effects Stack and is treated as whichever number was chosen as X.
- a. If a card with a variable cost in the Effects Stack is copied, the copied instance will assume the value of X chosen for the original card.
 - b. If a card with a variable cost is allowed to be played without paying for its reserve or memory cost, X must be chosen as 0; players may not choose any other values for X in this case.
 - c. References to the value X as part of the effects of a card or object will be treated as the previously chosen value of X.
 - i. If an object on the field with any values of X among its costs is copied, the copy will be made with those values of X set to 0.

1.6.c Card Typeline

1. Cards have a card type listed on the left side of the middle segment of the card in the typeline.
2. The types are Champions, Allies, Actions, Attacks, Regalia, Weapon, Domain, and Item
 - a. Champion cards have a life stat.
 - b. Ally cards have both a power and a life stat.
 - c. Action cards have a speed stat.
 - d. Weapon cards have a power and a durability stat.
 - e. Attack cards have a power stat.
3. Allies, Action, Weapon, and Attack cards generally have class subtyping.

- a. A class subtype will be the first subtype listed on the typeline.
- b. Cards can have multiple subtypes with multiple class subtypes divided by a "/" on the card.
- c. Cards can be activated regardless of class typing.
 - i. E.g., a player can activate Assassin cards even if their champion is a Warrior.
4. Cards sometimes have characteristic subtyping such as "Reaction," "Skill," "Harmony," or "Melody." These characteristics may be referenced by abilities as conditions for certain effects.

1.6.d Element

1. All cards have an element denoted in the top right of the card.
2. The element specified on the card must be enabled for a player for that player to activate that card.
3. The norm element is unlocked innately for all champions.
4. Non-norm elements are unlocked innately depending on the elements of champion cards within the lineage.

E.g. A player has a lineage containing a Spirit of Water, norm champions, and an arcane champion, that player may play or activate norm, water, and arcane cards.
5. Champion cards are not bound by element restrictions when materializing.

E.g. a player may materialize a Lv 3 champion with the crux element type without previously having the crux element enabled as long as the other rules for leveling up that champion are followed.

1.6.e Speed

1. Cards, typically actions, with speed stats will have this denoted as either Fast or Slow on the bottom right of the card.
2. The speed stat of a card determines the timing rules and restrictions that activating that card must follow.

1.6.f Power and Life

1. Champions and allies have a life stat denoted on the bottom right of the card designated with a heart icon.
2. Allies, weapons, and attack cards have a power stat denoted on the bottom right of the card designated with a sword icon.

1.6.g Durability

1. Some cards have a durability stat noted on the bottom right side of the card designated with a shield icon.
 - a. The durability stat correlates to how many uses that card has or how many attacks a weapon may be used in.
 - b. An object enters the field with durability counters equal to its durability stat.
 - c. More durability counters may be placed on an object than the durability stat.
2. The durability of an object refers to the number of durability counters it currently has.

1.6.h Text Box

1. The text box of each card is reserved for rules text as well as flavor text.
 - a. Rules text is written in non-italicized font and any reminder texts or flavor texts are written in an italicized font.
 - i. All non-italicized text constitutes card abilities and/or effects.
 - ii. Line breaks for effects and abilities separate independent abilities.
 1. Triggered abilities separated by line breaks are treated as separate triggers; a triggered ability without line breaks is considered a single ability.
 - b. The only text used for consideration of effects and gameplay is non-italicized.
 - i. Reminder text functions to remind players of keyword definitions or intention for effect resolution.
 - ii. Italicized text apart from label keywords has no impact on gameplay.

1.6.i Border Information

1. At the bottom edge of each card will be left-justified information regarding (in order): Set of printing, print edition, print language, card/collector number in the respective set, set printed rarity, and art illustrator, as well as right-justified information regarding copyright information/print year.
2. Border information does not impact gameplay.

1.7 Card Types

1.7.a Champions

1. Champion cards are cards that start in the material deck.
2. A Lv 0 Spirit champion card must be put onto the field on each player's first turn.
 - a. This is treated as a special game action and cannot be responded to.
3. Players may not materialize Lv 0 champions.
4. Champions can be incrementally leveled by materializing the next level champion card. The next level champion is placed on top of the previous level champion after it is materialized. This is known as leveling up the champion.
 - a. Champions are leveled by a player when a champion whose level is N+1 is selected from the material deck is played, usually by selection for materialization with memory costs paid. N refers to the printed level of one of that player's champion cards on the field and does not consider bonus level modifying effects.
 - b. A player materializing a champion or leveling a champion up ignores requiring that champion's element being enabled for the player.

E.g. A player who controls Lorraine, Blademaster with a Spirit of Fire in the Lineage may still level up the champion into Lorraine, Crux Knight without previously having the Crux element enabled.
 - c. Leveling a champion requires a player to place the new champion card on top of the existing champion card in the awake position as part of the lineage.
 - i. If the champion was rested, it will wake up as a result of leveling up.
 - d. The entire stack of champion cards, including the current champion, as well as the prior champion from which the current one is leveled, is referred to as the Lineage.
 - i. The lineage is treated as a single object for which all inherited effects in the stacked champion cards apply to the top card of the stack, i.e., a player's champion.
 - ii. When a champion leaves or enters the field, it will do so with all cards within its lineage as well as all trackable attributes such as enlighten counters, level counters, preparation counters, etc.

- iii. The element identity of the champion consists of all elements among champion cards within the lineage.
 - iv. If a new object were to replace the current champion and its lineage, no attributes of that lineage carry over, such as enlighten counters or damage counters.
 - v. Only Inherited Effects from among cards in the lineage will contribute to the effects and abilities of the top champion of the lineage; any other characteristics such as card name, cost, class identity, types, non-Inherited Effect abilities and effects, life stats, and power stats are ignored.
- e. Leveling up a champion during the Materialize Phase counts as the materialization for that phase.
- 5. Players can only level up champions they own and control.
- 6. A player may control multiple champions.
 - a. If a player who controls multiple champions wishes to level a champion, they must specify which champion is leveling upon declaration of the materialization.
- 7. Champions count as attackable and interactable objects on the field.
- 8. Champions can attack through attack cards or using weapons.
 - a. Champions do not inherently have a power stat and, therefore, can't inherently attack or retaliate against attacks.
 - b. Attacking rests a champion as a cost.
- 9. Champions permanently enable elements for the controlling player.
 - a. Champions in a lineage will grant a player access to all elements included among their element types.
 - b. All champions enable the norm element by default.
- 10. Champion names for lineages will typically be considered without prefixes, suffixes, titles, epithets, or any other naming ornamentation for the card.

1.7.b Allies

- 1. Ally cards can only be activated at slow speed.
- 2. When destroyed, ally cards are placed into the graveyard.
- 3. Ally cards enter the field awake.
- 4. Ally cards may attack while awake.
- 5. Ally cards may retaliate when attacked if awake.
- 6. Allies with 0 or less life will automatically be destroyed as a result of state-based effects before any player would receive Opportunity to act.
- 7. Allies go to their owner's graveyard when they are destroyed.

1.7.c Actions

1. An action card can be activated at the speed specified on the card.
2. Targets of an action card must be specified when the card is activated.
3. Action cards and their effects are invalidated if all targets specified by the action card are invalid or illegal for targeting.
4. When activated, action cards are placed on the Effects Stack before resolving.
5. After the action card resolves, it will go to the graveyard.

1.7.d Attacks

1. Attack cards can only be activated at slow speed.
2. Attack cards are performed through a player's champion and rests the champion as part of the cost.
3. Attack cards may be used in conjunction with a weapon.
4. Once an attack card is activated, it is placed onto the Effects Stack where it then resolves.
 - a. If the attack card is negated, the attack card goes to the graveyard, no damage is dealt, and the champion remains rested.
5. Once an attack card resolves, it is placed from the Effects Stack into a champion's intention zone and is then referred to as the attack until the Combat Phase that was started ends.
6. Damage from the attack card is dealt simultaneously with all other attack damage during the Damage Step.
 - a. No player receives Opportunity and no actions may be taken nor any events may occur during the time this process is completed.

1.7.e Items

1. Items have reserve costs in the main deck.
 - a. If they are in the material deck, item cards have the regalia supertype and will have memory costs instead of reserve costs.
2. Items may only be activated at slow speed.
3. When items are destroyed, they are placed in the graveyard.

1.7.f Weapons

1. Weapons have reserve costs in the main deck.
 - a. If they are in the material deck, weapon cards have the regalia supertype and will have memory costs instead of reserve costs.
2. Weapons may only be activated at slow speed.

3. Weapon cards allow a champion to attack.
 - a. Allies cannot innately use weapons.
4. Weapon cards have a power and durability stat.
 - a. Weapons enter the field as objects with durability counters equal to the printed durability stat.
 - b. The durability of a weapon is the number of durability counters it currently has.
 - c. When a weapon used in an attack is involved in the damage calculation, a durability counter is removed in the damage step of the combat phase. Durability is still removed if the damage dealt is 0. Durability will not be lost if no damage calculation is performed or if damage calculation is skipped.
 - d. A weapon card is destroyed as a state-based action if the durability of that weapon card reaches 0.
 - i. Damage being prevented during the damage step by any effect does not prevent the weapon from losing durability and from being destroyed as a result of the weapon going to 0 durability.
5. Weapons go to their owner's graveyard when they are destroyed.

1.7.g Domains

1. Domain is a card and object type.
2. Domains will go to the graveyard if they are destroyed.

1.7.h Supertypes

1. Cards have a supertype that may sometimes be listed that modifies rules for the card.
2. Unique is a supertype that specifies that a player may only control 1 object on the field with that name at any time.
 - i. If a player controls 2 or more unique objects with the same name, that player is forced to sacrifice any of those objects until they only control 1. This will be done when the game attempts to move to the next game state before any effects are resolved, Opportunity is passed, or the game would return to a player's main phase. I.e, the game will only progress after the rule for unique objects is satisfied.
3. Regalia is a supertype for cards that specifies that the card must start in the material deck.

- a. Deckbuilding restrictions for cards in the material deck apply to regalia as well; a player may only have up to one copy of a specific regalia in their material deck at the start of a game.
- b. All regalia have a memory cost.
- c. Whenever a regalia is destroyed or sacrificed, it is instead banished.
- d. If an effect specifies that a regalia would be sent to the hand or deck, it returns to its owner's material deck when it leaves the field instead.

2. Game Mechanics

2.1 Game Zones

2.1.a Public vs Private Information

1. Information across zones is considered public or private depending on the orientation of the card, face-up or face-down.
 - a. Face-up cards are considered public information known to all players in the game.
2. A player may look at and examine any face-up cards in play.
 - a. If a card is moved this way, it must be returned to its original position.
3. All cards in a lineage or similar stack of cards are considered face-up.
4. Face-up cards cannot be made hidden intentionally by a player to misrepresent their field and the information on their field.
 - a. Face-up cards and their attributes are considered public.
5. Face-down cards are considered private information known only to the player who currently controls that card.
 - a. Except for cards in the main deck and face-down cards in banishment, all other face-down cards may be looked at by their controlling player at any time.
 - b. If the control of a face-down card changes, neither the owner nor the former controller of that card can look at that card.
 - c. Face-down cards have no characteristics except for being considered a card.
 - d. Cards in all zones except for the Main Deck, Material Deck, Memory, and Hand are face-up by default.
6. Face-down cards lose all other properties apart from being a card.

E.g. A card with the Preserve keyword that was placed into the material deck face-down (i.e., it was not actually preserved) would not be eligible for returning to hand.

7. The numbers of cards in hands, main and material decks, memories, banishments, and graveyards are considered public and countable at any time.

2.1.b Main Deck

1. The main deck is the zone in which each player's starting main deck is placed before the start of a game.
2. Cards that refer to the deck refer to the cards in this zone and only this zone.
3. A player has only one main deck in a game.
4. Champion cards and regalia cards can't exist in the main deck.
5. The main deck should start in a sufficiently randomized state at the start of a game.
6. A player may not look through any main decks while in the game and may only look through their deck in-between games.
7. Drawing cards can only be done from the main deck.
8. A player may only shuffle their deck when instructed to do so by an effect or in-between games to randomize the deck.

2.1.c Material Deck

1. The material deck is a zone in which a player has a material deck consisting of champion cards and regalia cards.
 - a. The material deck must have at least one Level 0 champion card.
 - b. The material deck may be constructed with champions and regalia cards and may only contain one copy of each.
2. Players may look at their material deck at any time during a game.
3. During their materialize phase, a player may materialize up to one card from the material deck.

2.1.d Field

1. The field is the main zone in which objects are represented and units may perform attacks.
2. Cards on the field function as objects and follow the same public/private information conventions from the perspective of the cards' controlling players.

3. Allies, champions, regalia, weapons, items, and domains enter the field after they have been resolved.
4. The field is a shared zone among all players in a game.
5. There is no limit to the number of objects that can exist on the field.

2.1.e Memory

1. The memory is a zone in which a player places cards face-down from hand to pay for the reserve costs of cards in hand.
2. Cards placed into memory will be face-down by default.
3. Players may look at cards in their memory at any time.
4. Players may not look at cards in another player's memory at any time.
5. The order of cards in memory does not matter and may be changed at any time.
6. Cards in memory are considered interactable and may be targeted by some effects.
7. There is no limit to the number of cards that can be in memory.

2.1.f Graveyard

1. The graveyard is the zone in which non-regalia cards are placed after they have been used, destroyed, or sacrificed.
2. A card is considered dead, destroyed, or killed if and only if it directly enters the graveyard from the field.
3. Each player has their own graveyard zone and only cards owned by that player can enter their graveyard.
 - a. If control of a card were to be under a player who is not the owner of that card and that card would be placed into a graveyard, that card would enter the owner's graveyard.
4. The graveyard is a separate zone from banishment.
5. Cards in the graveyards are face-up.
6. Cards in graveyards are considered interactable and may be targeted by some effects.
7. The order of cards in the graveyard does not matter and may be reordered. Each player may reorder their own graveyard at any time.

2.1.g Banishment

1. Banishment is a zone in which cards that were banished go.
2. Each player has their own banishment zone and only cards owned by that player can enter their banishment zone.

- a. If control of a card is under a player who is not the owner of that card and that card is banished, that card enters the owner's banishment zone.
- 3. Cards that enter banishment from the field are not considered destroyed for any effects that depend on a card dying or being destroyed.
 - a. A card with an On Death ability does not trigger if the card is banished instead of sent to the graveyard.
- 4. Cards in banishment are face-up by default.
- 5. The order of cards in banishment does not matter and may be reordered as the player who owns the banishment would like to reorder it.
- 6. Some cards may ask that a player banish an object or card as part of an effect.
 - a. The banished card may be tracked separately from the rest to represent this, but will still be in banishment for zone-tracking.
 - b. If a card would refer to one or more of the cards banished under an effect of that card, it will only correspond to the card or cards banished under that card's effect, not all or any other cards with the same card name as the source of the effect. E.g. If a player were to copy Tome of Sacred Lightning which was activated by banishing a Tome of Knowledge, the copied Tome of Sacred Lightning could not refer to the same Tome of Knowledge as a part of its effects since the copy could not have banished the same Tome of Knowledge.

2.1.h Hand

- 1. The hand is a zone in which a player holds cards they have drawn and may look at cards in this zone at any time. Players may play cards from their own hands.
- 2. Players may not look at cards in another player's hand at any time.
- 3. Only cards in a player's hand may be activated by that player.
- 4. Players may only activate cards from their own hands.
- 5. An effect that instructs a player to draw a card makes the player place the top card of their deck into their hand.
 - a. Cards never specify that a player draws a card from an opponent's deck.
 - i. If an effect makes a player attempt to draw a card from an opponent's deck, that effect is ignored.
- 6. If an effect specifies for a card to be returned to hand, it returns that card to its owner's hand.

- a. If the controlling player is different from the owner, return that card to its owner's hand.
7. There is no maximum hand size.

2.1.i Effects Stack

1. The Effects Stack uses a stacking structure in which the first card or effect in the stack is the last to resolve. The card or effect at the top of the stack is the first to resolve, i.e., a first-in-last-out (FILO) system.
2. Taking turns to respond to effects uses an Opportunity system.
3. Ordering of simultaneous triggered abilities is done by the player in control of the effects.
 - a. In the case of multiple players controlling multiple simultaneous effects, the turn player is first to determine the order of their effects and then order selection of each other player's effects passes in turn order.
 - b. The effects are placed from bottom to top in order of turn player first and then each other player in turn order such that the last player or player furthest from the turn player in turn order has their effects resolved first.
4. The effect or card considers the current state of the game at the moment of resolution, not the state of the game at which the card or effect first entered the Effects Stack.
5. Drawing cards and attack declarations do not use the Effects Stack.

2.1.j Intention

1. The intention zone is a temporary zone for each champion in which certain attack and defense cards are placed after they resolve and will remain in this zone from the start of a combat phase to the end of a combat phase.
 - a. If a player controls multiple champions, the resolved attack card will enter the intention zone of the champion specified for that card.
2. Cards in this zone can be subject to active modifiers and effects.
3. Cards leave the intention zone and go to the graveyard during the end of the combat phase.
4. The abilities of attacks in the intention zone are inherited by the unit that owns that zone. I.e., the attacking unit will be considered the source of damage for triggering these abilities. Triggered abilities will not trigger twice and static abilities will not be applied twice. E.g., Lorraine using Wind Cutter will trigger Wind Cutter's On Hit effect whenever she deals damage using Wind Cutter.

2.2 Turn Order

1. Turn order follows Wake Up, Materialize, Recollection, Draw, Main, and End phases.
 - a. In a two-player game, the first turn player skips their first wake up, materialization, recollection, and draw phases, and instead puts a Lv 0 champion into the field from their material deck and proceeds to their main phase. The second player skips their first wake up, materialization, and recollection phases, and instead puts a Lv 0 champion into the field from their material deck before proceeding to their draw phase and then to their main phase.
 - b. In a multiplayer game, the first turn player will follow the sequence of events as denoted for the second player in 2.2.1.a, i.e. they will not skip their first draw phase. Each other player will also follow the same sequence of events for each of their first turns.
2. The turn player receives Opportunity at the beginning of the Recollection phase, the Main phase, and the beginning of the End phase. These are the only non-combat phases in which the turn player will be given Opportunity naturally.
3. A phase where players are given or gain Opportunity can end if and only if the Effects Stack is empty, all players have passed Opportunity in succession, and all events or actions associated with that phase are completed.
4. If no players are given Opportunity in a phase, that phase instead ends after all phase actions are completed and the Effect Stack is empty.
5. Any effects that last “until end of [phase]” end as that phase ends before the next phase begins.
6. Any effects that trigger “at the beginning of [phase]” are triggered and placed onto the Effects Stack and the turn player gains Opportunity when that phase begins.
7. Game events can’t happen between phases and steps; events will always happen in one of the discrete phases or steps within a phase.

2.2.a Wake Up Phase

1. During this phase, the game simultaneously wakes up each rested object on the field controlled by the turn player. This is a turn-based action and cannot be responded to. Units that are awake will not be considered to have woken.
 - a. If an ability would put one or more triggered abilities onto the Effects Stack, the turn player gains Opportunity after each ability pending resolution is placed onto the Effects Stack. The phase will continue to 2.2.a.2 after the Effects Stack is empty.

2. After each object that needed to be woken up is awake, the game will attempt to move to the Materialize phase.

2.2.b Materialize Phase

1. The materialize phase is skipped on each player's first turn during a game.
2. If an ability would put one or more triggered abilities onto the Effects Stack at the beginning of this phase, the turn player gains Opportunity after each ability pending resolution is placed onto the Effects Stack. The phase will continue to the materialization step of this phase (2.2.b.3.) after the Effects Stack is empty.
3. In this phase, the turn player may choose to materialize a card from their material deck as a turn-based action (See section 2.3.b.).
 - a. Players may only materialize a regalia or champion card from their material deck during this phase.
4. If no card was selected for materialization, no players will receive Opportunity.
5. After the turn player materializes (or declines), the game will attempt to move to the Recollection phase.

2.2.c Recollection Phase

1. At the beginning of the recollection phase, the turn player will immediately gain Opportunity. The beginning of recollection is the only time players may act before recollection of cards in the memory zone will take place.
 - a. If an ability would put one or more triggered abilities onto the Effects Stack, the turn player gains Opportunity after each ability pending resolution is placed onto the Effects Stack. The phase will continue to 2.2.c.2 after the Effects Stack is empty.
2. Then, the turn player returns all cards in their memory zone to their hand as a turn-based game action that can't be responded to. This is called recollection.
3. After the turn player finishes recollection, the game will attempt to move to the Draw phase.

2.2.d Draw Phase

1. First, the turn player immediately draws a card as a turn-based game action and cannot be responded to.

- a. If an ability would put one or more triggered abilities onto the Effects Stack, the turn player gains Opportunity after each ability pending resolution is placed onto the Effects Stack. The phase will continue to 2.2.d.2 after the Effects Stack is empty.
2. After the card is drawn, the game will attempt to move to the Main phase.

2.2.e Main Phase

1. The turn player immediately receives Opportunity upon entering this phase.
2. During this phase, the turn player may perform any slow or fast player actions.
 - a. Attacking is considered to be a slow player action and will immediately put the game through the combat phases. (See section 2.2.g on the combat phase)
3. Any time the Effects Stack becomes empty after all effects have been resolved while actions are being taken within the main phase, the turn player receives Opportunity and may perform slow and fast player actions.
4. Non-turn players may only activate cards or take player actions at fast speed during this phase when they have Opportunity.
5. After the turn player wishes to advance to the end phase, Opportunity passes in turn order.
 - a. If any players take any player actions while they have Opportunity, the game will return to the turn player's main phase after the Effects Stack is empty.
6. When the Effects Stack is empty and all players have passed on Opportunity in succession, the main phase ends, and the game immediately proceeds to the end phase.

2.2.f End Phase

1. The end phase begins after the turn player chooses to end their main phase and proceed to the end phase.
2. First, any effects that specify the "beginning of the end phase" are placed into the Effects Stack, then if any effects are placed into the Effects Stack this way, the turn player receives Opportunity.
3. Second, the turn player receives Opportunity.
 - a. This point at which players are granted Opportunity during this part of the phase is considered "before end of turn" and is the only time players may act before this phase and turn progress to their conclusion.

4. Then, after all effects are resolved and all players have passed on Opportunity in succession, the game immediately proceeds through a series of the following special game actions. No players are given Opportunity nor can they obtain Opportunity during these events.
 - a. Damage marked on allies is removed.
 - b. Any “until the end of the turn” (EOT)/one-shot effects end.
 - c. The following turn immediately begins with the next player in turn order becoming the turn player.

2.2.g Combat Phase

1. After attack declarations, the game is immediately considered to be in the Combat phase.
2. First, any On Attack triggers are placed into the Effects Stack and, if any effects are placed into the Effects Stack this way, the turn player receives Opportunity.
 - a. After each player has passed on Opportunity in succession, the effects will resolve and, after the Effects Stack is empty, the game will proceed to the retaliation step of combat.
3. Combat will not end as a result of either all defending or all attacking units leaving the field during combat; the combat phase will still proceed through all combat steps and sub-phases.

2.2.g.i Retaliation Step

1. First, the turn player receives opportunity.
 - a. This point at which players are granted Opportunity during this phase is considered “before retaliation” and is the only time players may act before the game progresses until the damage step is entered.
2. Second, if there are any awake defending units, for each of those units, its controlling player may choose to rest that unit to retaliate against the attacking unit.
 - a. If they do so, the unit being retaliated becomes the target of retaliation of the retaliating ally and the retaliating ally will deal damage according to its power stat to its retaliation target during the Damage Step.
 - b. Units without a power stat or with a power stat of 0 or less cannot retaliate.
 - c. Only units that existed before the beginning of the retaliation step will have a chance to retaliate against an attack.

3. Then, after the Effects Stack is empty, and each player has passed on Opportunity in succession, the game immediately proceeds to the damage step of combat.

2.2.g.ii Damage Step

1. First, the turn player receives opportunity.
 - a. This point at which players are granted Opportunity during this phase is considered “before damage” and is the only time players may act before the game progresses until the conclusion combat phase.
2. Second, after the Effects Stack is empty, and each player has passed on Opportunity in succession, damage is dealt simultaneously between the attacking unit and its target, and, if any, the retaliating unit(s) to its/their retaliation targets.
 - a. If a retaliating unit were to leave the field before the damage step, it will deal no damage and be dealt no damage.
 - b. A retaliating unit will still deal damage to the attacking unit even if the attacking unit is no longer considered to be attacking.

E.g. If a retaliating unit was given stealth at the beginning of the damage step, a targeted attack without True Sight will become illegal and the unit retaliating won't be dealt damage, however, the retaliating unit will still deal damage to the unit declared attacking.
 - c. If any weapon or attack card effects would modify the damage dealt or create additional effects, those effects are applied after the the combining of power stats during the dealing of damage within the damage step. Damage is all applied in one instance.
 - d. If any replacement effects with damage occur, the controller of the object taking damage chooses the order in which they apply sequentially and step-wise for each replacement effect.

E.g., A player controlling an effect that prevents 1 damage from a source has a champion being attacked by another player's champion using Rending Flames as well as an effect that increases damage dealt by 1. The defending player may order the effects such that: Damage is decreased by 1, then doubled, then increased by 1 to minimize damage dealt.

- e. Damage is calculated and then attack damage, retaliation damage, and removal of durability counters for weapons involved in attacks are done simultaneously.
 - i. Damage dependent upon the number of durability counters on a weapon is taken before any durability counters are removed.
 - ii. (1.7.f.c) If a weapon is used in an attack and was part of dealing damage or dealt damage, a durability counter is removed in this phase. Durability is still removed if the damage dealt is 0. No durability counters are removed if the attack was negated or fizzled, the defending unit left the field or became an illegal attack target before damage was dealt, or if the weapon left the field prior to damage being dealt.
- f. In the time that an instance of damage is being dealt, no Opportunity is given; no actions may be taken by players during this game state.

2.2.g.iii End of Combat

1. The end of combat step will always happen regardless if an attack has dealt damage; if a combat phase was initiated, there will be an end of combat step. In this step, the game will proceed through a series of turn-based actions which comprise the end of combat.
 - a. Any attack cards in the Intention Zone(s) are placed into the graveyard.
 - b. State-based effects are checked.
2. If any abilities are triggered during the damage step, they will be placed onto the Effects Stack during this phase.
3. After the Effects Stack is empty and all players have passed any Opportunity they may have received in succession, the game will return the turn player to the main phase.

2.2.h Ending Phases

1. If an effect or condition would end a phase of the game, all effects in the Effects Stack will not resolve and all cards in the Effects Stack will be banished.
 - a. If there are any sub-phases or steps associated with the phase other than the ending of a phase, those will be

- skipped and the game will immediately proceed to the end of the phase.
- b. If the combat phase is ended, the game will proceed to the end of the combat step and then immediately proceed to the main phase.
2. If an effect or condition ends the turn, all effects in the Effects Stack will not resolve and all cards in the Effects Stack will be banished. The game will immediately proceed to 2.2.f.5, the final part of the End Phase, complete any associated game actions, and then directly proceed to the following turn.

2.3 Playing Cards

1. Activating or materializing a card counts as playing that card.
2. All cards in the Effects Stack are controlled by the player that played them.

2.3.a Card Activation

1. In activating a card, a player takes the card from the zone it currently is in, put it onto the Effects Stack, and pays its associated activation costs. Activating a card includes announcing/indicating the activation, checking element permission, mode selection, target declarations, total cost calculation, and cost payment, in this order. A card being activated is revealed to all players within a game. If the attempted activation is illegal, the activation is canceled and the game state will revert to the point before the activation was initiated.
 - a. A player may only activate a card when they have Opportunity and may legally do so according to timing conventions.
2. To activate a card, the player must first announce the activation by declaring the card and revealing it to all players.
3. The game checks whether or not the player has the required element enabled to allow activation of the card. Only if that player has the required element enabled can they move forward with attempting to activate the card.
4. If the card has multiple modes, methods of payment, cost elections, etc, these modes are selected.
5. Then, targets are selected.
 - a. If an effect would require splitting of damage or distribution of a countable item, this is done after targets have been selected.
 - b. If a card uses the phrasing “Up to [X] target [object(s)], these must be specified during target selection.
 - c. Attack cards do not specify targets until they enter the Intent.

6. Cost is calculated with the player paying all required and additional costs.
 - a. If the card has a variable (“X”) cost, the player declares the intended X value.
 - b. Additional costs are considered and accounted for.
 - c. Alternative costs may be elected for by the player activating the card.
7. The game performs a legality check for card activation and, if any part of the activation was not legal, the activation is canceled and the game will revert to the point before the card activation was declared. No action will be considered to have been taken nor will event triggers generate.
8. Having passed a legality check, the player must then pay the costs of the card. If they are unable to pay for all of the costs, the activation is canceled and will revert to the point the card activation was being declared as described in 2.3.a.7.
9. After costs have been paid, the card then goes to the Effects Stack for resolution, and Opportunity is then first given to the turn player to respond.
10. Cards can only be activated from hand unless otherwise stated.
11. Cards that enter the Effects Stack as a result of that card having been activated will cause that card to be considered an activation while it is in the Effects Stack.
12. Some effects will specify that you may activate a card with a memory cost as opposed to materializing it.
 - a. Activating a card will still follow the aforementioned method of paying for memory costs as well as placing the card into the Effects Stack to resolve.
 - b. Activating a card is not dependent upon whether a player has or has not materialized for this turn; players may still activate cards with memory costs if that player has materialized a card and vice versa.

2.3.b Materializing Cards

1. In materializing a card, a player will reveal a card chosen for materialization, take it from the zone it currently is in put it onto the Effects Stack, and pay its associated materialization costs. Materializing a card includes announcing/indicating the materialization, checking element permission, mode selection, target declarations, total cost calculation, and cost payment, in this order. A card being

materialized is revealed to all players within a game. If the attempted materialization is illegal, the materialization is canceled and the game state will revert to the point before the materialization was initiated.

- a. A player may only materialize a card once per materialize phase or if an effect gives a player permission to materialize a card.
2. To materialize a card, the player must first announce the materialization by revealing the card intended for materialization to all players.
3. The game checks whether or not the player has the required element enabled to allow for materialization of the card. Only if that player has the required element enabled can they move forward with attempting to materialize the card.
4. If the card has multiple modes, methods of payment, cost elections, etc, these modes are selected.
 - a. Cards with either memory or reserve costs are eligible for materialization. If a card with a reserve cost is being materialized, that many cards must be reserved as its materialization cost. It will be considered a card materialization, not a card activation, in this case.
5. Then, targets are selected.
 - a. If an effect would require splitting of damage or distribution of a countable item, this is done after targets have been selected.
 - b. If a card uses the phrasing “Up to [X] target [object(s)], these must be specified during target selection.
6. Cost is calculated with the player paying all required and additional costs.
 - a. If the card has a variable (“X”) cost, the player declares the intended X value.
 - b. Additional costs are considered and accounted for.
 - c. Alternative costs may be elected for by the player activating the card.
7. The game performs a legality check for the materialization and, if any part of the materialization was not legal, the materialization is canceled and the game will revert to the point before the card materialization was declared. No action will be considered to have been taken nor will triggers be generated as a result of the attempted materialization.
8. Having passed a legality check, the player must then pay the costs of the card. If they are unable to pay for all of the costs, the activation is canceled and will revert to the point the card activation was being declared as described in 2.3.b.7.

9. After costs have been paid, the card then goes to the Effects Stack for resolution, and Opportunity is then first given to the turn player to respond.
10. Cards that enter the Effects Stack as a result of that card having been materialized will cause that card to be considered a materialization while it is in the Effects Stack.

2.3.c Costs and Memory

1. Reserve costs are paid by reserving cards into the memory zone from the hand.
 - a. Cards selected for reserve costs may only be changed up until the player confirms the selection and places the activated card onto the Effects Stack.
 - b. Players may not exchange reserved cards once this has been done and may not interchange already reserved cards while activating another card.
 - c. Players must clearly represent chosen and reserved cards.
 - d. Cards placed into memory for reserve costs remain there even if the card or effect does not resolve.
 - e. Materialization can involve cards with reserve costs. In this case, reserve costs are paid rather than memory costs.
2. Memory costs require banishing cards from cards in the memory zone at random.
 - a. Cards selected for memory costs are chosen randomly by a fair selection process (a process that provides equal probabilities for any one card to be selected).
 - b. Once cards have been selected for memory costs (including cards with floating memory chosen for payment), no cards may be interchanged or reselected and the chosen cards are then banished simultaneously.
 - c. The card is then immediately placed into the Effects Stack for resolution.
3. See section X.A.7 for details on using floating memory for cost payments.
4. Cards without specified reserve costs can't be paid for by reserving 0 cards; cards without memory costs can't be paid for by paying a memory cost of 0. Not having a cost is not the same as having a cost of 0 in each of these respects; players can't pay null/non-existent costs.

2.3.d Resolution

1. Resolution of cards or effects happens after all costs for playing the card are paid, the card is played, passes legality checks, is placed into the Effects Stack, and no player has taken any player actions or the game state has not changed in a way that would invalidate the card or ability. A card is then resolved when the above conditions are met and while no other game actions are taking place; cards are resolved in discrete points of time within a game with each card/effect having its own point in time to resolve.
2. As a card or ability is resolving, the game will perform a check to make sure that all conditions for successful resolution are met.
 - a. For champions, a level-check and lineage check will be performed in addition to any other legality checks upon attempted resolution of a champion materialization.
3. The phrasing “Up to [X] target [object]” on cards and effects is treated as optional conditions and will not impact whether or not a card will resolve correctly.
4. Cards and effects that specify and quantify the necessary targets that must be chosen on the declaration of activation or playing of the card must have each of its targets still be valid/legal upon resolution.
 - a. A card or effect (such as abilities or attacks) resolves if and only if the targets selected are all still legal targets for the event upon resolution (apart from “Up to [X]” target phrasings).
 - b. If any one of the necessary targets becomes illegal/invalid at the point of resolution, the entire card/effect does not resolve.
 - i. If a card does not resolve this way, the card is then sent to the graveyard (or if it is regalia, to banishment).
5. All champions, allies, weapons, items, domains, tokens, and other objects will enter the field or intention zone under the control of the player that controlled the corresponding card or effect that would generate the object in the Effects Stack
6. All action cards will resolve from the perspective of the player that controlled the corresponding card in the Effects Stack.
 - a. “You” printed on the card or implicit commands are directed to the controller while other specified players or objects are referenced according to target declarations on activation/materialization.
7. All effects will resolve from the perspective of the player that controlled the effect in the Effects Stack.
 - a. “You” listed on the effect or implicit commands are directed to the controller while other specified players or objects are

- referenced according to target declarations on activation/materialization.
8. All attack cards will resolve and enter a player's champion's intention zone from the perspective of the player that controlled the corresponding card in the Effects Stack.
 - a. "You" printed on the card or implicit commands are directed to the controller while other specified players or objects are referenced according to target declarations on activation/materialization.

2.4 Abilities

1. Abilities are characteristics of cards and objects that affect the game either continuously or for a specified duration of the game (E.g. "until end of turn.")
2. Abilities can be either Activated abilities, Triggered abilities, or Static abilities, and some abilities (or functional rules) can be bound by Restriction abilities.
 - a. Abilities intrinsic to the card are considered characteristics of the card and apply globally inside and outside of the game in all zones.
 - i. Keywords are an example of an intrinsic card characteristic
 - ii. If the keyword is tied to a restriction, if an effect asks the game to check for the keyword, it will do so during resolution to determine the effect or action legality. Failing the check would cause the game to act as if the checked characteristic is absent.
3. Abilities tied to objects generally only function from the field, however, cards may specify zones in which that ability functions.
 - a. Abilities specifying a zone or zones in which they function may not function in any other zones.
 - b. Abilities specifying a zone or zones in which they do not function may function in other zones.
4. Abilities of action cards generally only function in the Effects Stacks.
5. Abilities of attack cards generally only function while they are in the intention zone.
6. Abilities of non-action, non-attack cards generally only function while they exist on the field as objects.
7. Abilities can specify zones from where an effect may take place or from where that ability may be activated that are not their default functional zone (Effects Stack for action cards, the field for non-action card objects).
8. Multiple non-keyword abilities on a card or object are separated by paragraph breaks.
9. Some abilities can be granted temporarily or permanently to cards, objects, or players, by other effects or abilities.

10. Multiple instances of the same ability stack only if that ability is not classified as redundant.
 - a. Redundant abilities and keywords of an object will only take effect once regardless of the multiplicity of instances in which that ability or keyword is active.
 - b. Redundant abilities and keywords will only consider the first instance of that ability or keyword for counting purposes. E.g. If an ally has three instances of vigor, other cards and effects would see that ally as having only one ability.
11. Abilities consider the source of the ability as the object or card that generated the ability and are controlled by the player who controlled that object or card that generated the ability, whether triggered or activated.
 - a. If any ability refers to its source's characteristics, the last known information regarding the source is used.
E.g. If an ally with an On Death trigger has an effect based upon that ally's power, the power considered will be that of the ally while it was on the field before it died.
12. An ability placed in the Effects Stack exists independently of its source and will not be negated or fizzle if its source ceases to exist or is itself negated.
 - a. If the source of the ability has left the zone it was in or changed control, the last known information under its controller at that time is used.
13. All abilities in the Effects Stack are controlled by the player who controlled the source generating that ability.
14. Face-down cards or cards in any non-public zones will have all abilities, intrinsic or otherwise, concealed from each player. They are considered as just cards without any other characteristics until they are revealed or their characteristics are checked in some manner.

2.4.a Activated

1. Activation of abilities uses a process similar to card activations: To activate an ability, a player must announce the ability they wish to activate, select its modes and targets, and pay the associated costs of that ability (reserve and other costs).
 - a. If there are no legal modes that can be chosen, the ability can't be activated, following standard activation rules.
 - b. A player may only activate an ability when they have Opportunity and may legally do so according to timing conventions.
2. Activated abilities are worded as "[Cost] : [Effect]"
 - a. Any restrictions are specified after effects.

3. The ability is considered activated when all steps listed in 2.4.a.1 have been completed.
4. After costs have been paid, the ability then goes to the Effects Stack for resolution, and Opportunity is then first given to the turn player to respond.
5. Activated abilities use fast speed by default.
6. Activated abilities can't retroactively affect costs for activations in the Effects Stack nor any modes chosen for the activation.

2.4.b Triggered

1. Trigger abilities are abilities that are automatically placed into the Effects Stack as a result of a game event (the "trigger") and do not necessarily depend on the player to enter the Effects Stack. Triggered abilities using the word "may" is an exception to this.
2. Trigger abilities generally use the words "At," "When," or "Whenever" or are tied to keywords such as On Enter or On Death.
 - a. Triggered abilities are generally worded as "[Trigger], [Condition], [Effect]".
 - i. A [Condition] can further modify the main trigger and typically uses words such as "If" or "Unless,"
 - b. Some triggered abilities are conditionally triggered abilities which will describe a condition that must be satisfied followed by the effect which will be placed onto the Effects Stack when the trigger condition is met. Conditionally triggered abilities typically use keywords such as On Enter are worded as "[Trigger/Trigger Condition] : [Effect]". These conditions will typically be present for common events or uncomplicated conditions, such as On Enter, On Attack, or On Death. E.g., Lorraine, Wandering Warrior has "On Enter: Materialize a weapon card with memory cost 0 from your material deck." The "On Enter" is a conditionally triggered ability that will place the effect of "Materialize a weapon card with memory cost 0 from your material deck" onto the Effects Stack when the trigger condition is met.
 - c. For each case, the trigger or trigger condition must be fulfilled for the trigger to enter the Effects Stack.
3. These abilities follow the resolution conventions the same way activated abilities do after they are placed into the Effects Stack.
4. If a triggered ability asks that a player chooses a mode, that mode is chosen as the ability enters the Effects Stack and can't be changed while it is there.

- a. If there are no legal modes that can be chosen, the ability will fizzle.
- 5. Some triggered abilities are delayed trigger abilities, which can generate delayed triggers that cause the ability to enter the Effects Stack at a later time, such as at the end of a turn. They may also use words such as “At” or “When,” but may not necessarily start with those words.
 - a. Delayed triggers are generated as a result of the resolution of another ability.
 - i. If the original ability that would generate the delayed trigger is negated or fizzles, the delayed trigger will not be generated.
 - b. Delayed triggers only happen once, like normal triggered abilities. If the trigger fails at the next possible opportunity, it will not generate another delayed trigger to attempt resolving again.
 - c. Delayed triggered abilities are still considered abilities and may be negated or fizzled.
- 6. When multiple triggered abilities enter the Effects Stack simultaneously, they will be stacked in turn order starting with the abilities that belong to the turn player. Each player will be able to select which order their own abilities will enter the Effects Stack when it is their turn to place their abilities into the Effects Stack. Only after each triggered ability is placed into the Effects Stack this way will the turn player be granted Opportunity and the triggered abilities will have a chance to resolve after the sequential passing of Opportunity.
- 7. If a trigger is generated while another effect or activation is resolving, the trigger will be placed onto the Effects Stack only after that effect/activation is completely resolved.

2.4.c Static

- 1. Static abilities do not use the Effects Stack and instead are always passively and persistently enabled, affecting the game state continuously.
- 2. An ability is static if it does not have a point at which it ends or would be specified to end.
- 3. If two static abilities modifying the same characteristics are in play simultaneously in a mutually-exclusive fashion, the newest static ability will override the older one. If they are not mutually exclusive, they will both be in effect.

- a. A “timestamp” can be tracked as an attribute in this situation where objects and their effects can be categorized as older or newer based on when that object came into play or when an effect began.
- 4. Cost-modifying static abilities will not change the cost of the card as printed in any zone; they will only modify the payment for that cost. E.g. A card with a reserve cost of 7 and Efficiency with the champion’s level equal to 3 will require that the player pay 4 reserve for activating the card, however, if a card were to negate the activation of cards with reserve cost of 6 or higher, the card would still be negated.

2.4.d Restriction

- 1. Restrictions grant additional abilities or functional rules text for a card or object based on whether or not a specified condition is fulfilled. These restrictions will typically be represented as a restriction bubble or a level threshold bolded on the card. Examples of restriction bubbles are Class Bonus and Element Bonus while a level restriction will show as a bolded level threshold.
- 2. Multiple conditions can restrict the same ability or card text. In this case, each restriction condition must be fulfilled for the ability or rules text to be active. If any of the restrictions preceding an ability on a card are not met, the associated effect rules text is ignored in all zones. If any intrinsic properties would be granted to a card based on the restriction conditions, none of those properties would be granted if the conditions are not met.
- 3. If a restriction or combined restrictions are not met, any abilities or rules text associated with that level restriction is ignored in all zones.
- 4. Level Restrictions
 - a. A card or ability might specify that an effect was only to happen if the level of a champion is sufficient to match the restriction. E.g., a restriction of 2+ required the champion’s LV to be 2 or higher.
 - i. This considers any positive or negative level modifications for calculating the level for the requirement and not just the level printed on the champion card in play.

2.5 Effects

2.5.a Game Effects

1. Game effects are those that only impact the game as a result of the game mechanics taking effect to resolve a game state and to move the game to a state where players can again act.

Game effects include:

- Temporary effects ending (apart from those ending during the end phase)
 - A weapon being destroyed or banished as a result of having 0 durability during the damage step of attacks
 - Allies being destroyed by having marked damage equal to or greater than the life stat of the ally card
 - Players losing the game as a result of having marked damage on their champion equal to or greater than the life state of the champion
 - Players losing the game as a result of attempting to draw from an empty deck (“decking out”)
 - Tokens ceasing to exist if they are existing in a zone other than the field during game state checks
 - Players being required to sacrifice copies of a controlled Unique object
2. Game effects often rely on the state of the game for determining what events occur.
 3. The game will check the game state when a player receives Opportunity or as phases begin and end. State-based effects/actions will take place during this time
 4. No players receive Opportunity nor may take player actions when game effects are taking place.
 5. If static effects in the game set new rules within the game or are persistent or continuous effects, these effects use the most recently generated effect if there are contradicting effects.
 - a. E.g., if a player has permanently enabled the fire element, and another player has permanently disabled the fire element afterward, the element is considered disabled.
 - b. If, after this, the original player re-enables the fire element permanently they have that element considered permanently enabled.
 - c. The same rules are applied for the duration of the temporary effects.

- d. For all such contradicting effects, “can” does not overwrite “can’t” even if the permission-granting effect is more recent.
6. Effects dependent on the destruction of an object do not produce effects if the object is instead put into Banishment.
7. Effects that would copy cards or objects copy all characteristics of those cards or objects at the time that effect resolves.

2.5.b Replacement Effects

1. Replacement effects are effects that will cause a specified effect or outcome to occur instead of another or that override the default effects or outcomes as described in the game rules.
2. Replacement effects are applied in the order desired by the controlling player whose objects, zones, cards, etc, those replacement effects pertain to. Replacement effects do not function like the Effects Stack which has a first-in-last-out structure. The replacement effect order is determined sequentially in a step-wise fashion.
 - a. When replacement effects are being applied, if multiple effects are replacing or modifying a single type of outcome (such as damage a unit would receive), the replacement effects of a given nature will be applied sequentially and determined discretely until there are no further replacement effects to consider. After a replacement effect is applied, only any remaining effects that can apply will be pending replacement.
3. Replacement effects typically use phrasing such as “When/Whenever/If [X event] would occur, [do Y]” and commonly use the word “instead.”
 - a. Damage prevention is a common type of replacement effect that will also use the word “prevent.” Effects using this word are almost always replacement effects.
 - b. Replacement effects may still be generated as a result of a triggered ability. Vice versa, triggered abilities may become triggered as a result of an alternative outcome from the result of a prior replacement effect.

2.6 Attacking

1. An attack is an event that may be initiated by a player through an ally object or a champion object to an attackable unit or object.

- a. All units may attack the turn they enter the field as long as they are awake
 - b. Attacks are declared as a slow player action during a player's main phase.
 - c. Attacks can't be performed by units without a power stat or with 0 or less power.
 - d. Attacking will rest the attacking unit as a cost to declaring an attack or activating an attack card.
 - e. Attacking is a player action that begins a Combat phase.
 - f. Only one combat phase will be initiated per attack declaration and only one combat phase may resolve at a time.
 - i. No player receives Opportunity during attack declarations.
2. Attacking has steps involving attack activation (if it is an attack card), declaration of the attack, and initiation of a Combat phase involving a Retaliation step, then a Damage step.
 - a. All attacks with attack declarations instead.
 - b. Attack cards can still be activated without a legal target in play, however, the attack will immediately fizzle when a target declaration can't occur.
 3. Targets of attacks using attack cards are declared after they enter the intent.
 - a. There is no window between an attack card resolving and entering the intention zone in which a player is given Opportunity.
 4. The player controlling the attacked unit(s) or object(s) is designated as the defending player.
 5. Attacks performed through a champion may be performed through the use of a weapon, through activating an attack card, attacking normally if the champion has a power stat greater than 0, or any combination of these simultaneously.
 - a. Attacks performed with a weapon may be performed in the main phase using slow timing conventions.
 - b. If a player attacks through their champion using an attack card, the player must announce whether or not they will use a weapon during the attack declaration.
 - c. The power stat of the champion (if the champion has a power stat) and all of the cards and effects involved in the attack as well as damage-altering effects are combined only during the damage step.
 - d. If a weapon would leave the field before damage would be dealt by a champion, any damage that would be dealt due to the weapon will not happen.
 6. After an attack card resolves, it enters the intention zone where the attack is reflected and modifiers may affect it.

- a. To represent a resolved attack card, players should place the card somewhere in the play area visible to all players and this will be considered a part of the intention zone until the end of combat.
 - b. While in the intention zone until the Damage Step, the attack is subject to any effects that may modify that attack.
7. Attack Declarations
 - a. After an attack declaration, the turn immediately enters the combat phase. (See 2.2.g)
 - b. Attack declarations cannot be responded to and no player receives Opportunity as a result of an attack declaration.
 8. For attacks, whenever a unit attacks with an attack card (attack cards being represented in the intention zone) or a weapon, the On Attack, On Hit, and On Kill effects of that attack or weapon will act as if they are owned by the attacking unit. (The attacking unit will be considered the source of damage for triggering these abilities.) E.g., Lorraine using Wind Cutter will trigger Wind Cutter's On Hit effect whenever she deals damage using Wind Cutter.
 9. If an attacking unit were to leave the field before the damage step, that unit will never deal the damage it would have dealt.
 10. If an object being attacked were to leave the field before the damage step, that object will never be dealt the damage it would have been dealt.
 11. Players can't attack their own units, i.e., units under their control. Players may still attack units they own that are no longer under their control.

2.7 Objects, Activations, Materializations, Intent, Non-objects, and Targeting

1. Objects are typically things on the field that are interactable which include champion objects, ally objects, weapon objects, item objects, and domain objects, as well as any generated objects such as tokens on the field.
 - a. Units are a sub-category of objects which only include allies and champions.
2. Activations are either cards or abilities that have been activated and are in the Effects Stack.
3. Materializations are cards that have been materialized and are in the Effects Stack.
4. Intents are attacks (cards) that have resolved and are in the Intention Zone during combat.
5. Non-objects exist as cards in their respective zones, i.e., a card in the hand, graveyard, deck, memory, or banishment is not considered an object. These are not considered any of the above (2.7.1 through 2.7.4).
6. A target can be an object, activation, materialization, or intent.

- a. If an effect specifies a specific object type as a target, it can only target that object. If an effect specifies objects by exclusion, it can target any objects that are not excluded.
E.g., “Target ally” can only target allies. “Target non-champion object” can target any object that is not a champion (allies, weapons, items, domains, etc.)
 - b. If an effect specifies or targets one or more cards in a certain zone, it may only affect cards in that zone.
 - c. Tokens of a certain type (such as ally or regalia) follow the targeting conventions of those cards
E.g. A token ally can be targeted by any effect that can target an ally or a token.
7. Special cases with targeting involve an effect specifying that something is chosen rather than targeted.
- a. This usually occurs during the resolution of the effects in situations where targets can't be anticipated or specified during the activation process.
 - b. E.g., the card Creative Shock instructs the player to choose a unit and deal 2 damage to it if a Fire card is discarded during the resolution of the spell.
 - i. This only has a chosen unit after the spell has resolved and can't be specified before as the card to be discarded is yet unknown.

2.8 Timing

2.8.a Fast and Slow

1. The timing for playing cards and activating abilities falls under two categories: Slow and Fast timing conventions or speeds.
 - a. Allies and attacks are activated at a slow speed.
2. Slow speed follows the following conventions:
 - a. The turn player may play slow action cards (Action cards with slow speed), allies, weapons, items, domains, champions, or slow abilities, and may declare attacks when they have Opportunity and the Effects Stack is empty. These are referred to as “Slow Player Actions.”
 - b. The non-turn player can't perform Slow Player Actions.
3. Fast speed follows the following conventions:
 - a. Any player may activate fast cards when they have Opportunity in the turn or no events are otherwise taking place and

Opportunity passes as a result of the game state. These are referred to as “Fast Player Actions.”

- b. Activated abilities can be activated at a fast speed.

2.8.b Opportunity

1. Opportunity is a concept that governs the activation of cards and abilities at a fast speed.
 - a. Opportunity for players arises as a result of a game event taking place which designates a player to receive Opportunity.
 - i. Activation of cards or abilities or a triggered ability being placed on the Effects Stack all generate opportunities for players to act upon.
 - ii. Opportunity will always arise whenever there is an effect pending resolution in the Effects Stack.
 - b. While a player has Opportunity, that player may activate any card or activate any ability with a fast speed.
 - c. Players pass Opportunity in turn order declining to take further player actions.
 - d. Players pass Opportunity until every player has had a chance to respond to the top effect of the Effects Stack.
 - e. The top effect in the Effects Stack resolves after all players in a game have successfully passed on Opportunity for one cycle.
 - f. Following this, the process is repeated until all effects or activated cards and abilities have been resolved and the turn player regains control of the Main phase or the game assumes control and advances the game phases.
2. Situations in which Opportunity arises:
 - At the beginning of Recollection and End Phases
 - After activation of a card or ability
 - After a triggered effect enters the Effects Stack
 - At the beginning of the retaliation/damage steps of the combat phase

2.9 Damage

1. Damage dealt is always calculated at the resolution of an event and is calculated based on all damage-modifying factors.
2. Damage is classified as attack damage and non-attack damage. Any damage dealt during the resolution of the damage step of the combat phase is dealt as attack damage. Non-attack damage includes most other instances of damage being dealt, such as by action cards or by abilities.

3. Damage can also be characterized as unpreventable damage. This indicates that prevention effects (2.9.a) will not be able to prevent that damage.
4. Ally damage is inflicted according to the power stat denoted on the ally card in addition to damage modifiers.
 - a. Each power stat point on an ally results in one damage dealt per attack point by that ally.
5. Each power stat point on an attack card results in one damage per point when a champion attacks with an attack card.
6. Each power stat point on a weapon results in one extra damage per attack point after a champion attacks with a weapon.
7. A champion can only attack if a declared attack would have more than 0 power.
 - a. The attack still happens if the power is reduced to 0 or less after the attack was declared and durability from a weapon is removed normally during the damage step.
8. If an effect were to prevent damage, that damage does not happen; it is not simply reduced.
9. No player actions may be taken during the time damage is dealt to units and the time in which those units are determined to be destroyed or banished as a result.
10. Damage is only considered dealt and objects are only considered hit whenever the value of damage taken is greater than 0.
11. The designated object for a damage source will always be the object dealing damage.
 - a. For attacks, the damage source is considered to be the attacking unit.
 - i. Whenever a champion deals attack damage, it will be considered the sole source of damage regardless of whether it used an attack card, a weapon, or both for the attack.
 - b. For actions dealing damage, the action is considered the source of damage.
 - c. The object that owns the ability is considered the source of damage for abilities dealing damage.
12. If an effect on a card states to “Deal X damage” where X is a damage value defined by the card, that card marks that much damage on the chosen target.
13. Damage marked on allies is removed during the end phase before the start of the next turn.
14. Damage is marked on champions in the form of damage counters which stay until removed by another effect or until it is equal to or exceeds the life of that champion, at which point the game ends.

2.9.a Damage Prevention

1. Damage prevention, usually provided by replacement effects, can either reduce, wholly or in part, the damage that would be taken by a unit.
2. Damage prevention will follow the order of determining replacement effects as described under section 2.5.b.
3. Damage prevention may be characterized by damage types, such as attack or non-attack damage. If a type is specified, the prevention effect will only reduce the damage of that type. If no type is specified, damage prevention will act upon any type of damage, regardless of type.
4. Damage prevention quantities can be divided into categories of “shielding” versus “instance” damage prevention effects.
 - a. Shielding damage prevention effects will create a damage buffer that absorbs a certain amount of damage. In this case, the buffer will only be reduced if the damage taken is not zero. Any damage exceeding the buffered/shielded amount will still be dealt as normal.

E.g. A player using Deflecting Edge which prevents the next 3 attack damage that would be dealt to their champion would not be able to reduce 3 unpreventable damage from an attack, but will still be able to reduce 3 attack damage from a subsequent attack. Similarly, Clarent, Sword of Peace’s ability will still make a 1 damage buffer that will persist through an unpreventable non-attack source and will only be used when
 - b. Instance damage prevention effects will not track the amount of damage to be absorbed but will instead try to prevent some or all of that damage. In this case, the instance of prevention will still be used up if the amount of damage prevented was zero, as long as there was still an attempt at damage prevention. If damage exceeds a quantity set by a prevention instance, the remaining damage will be dealt as normal.
5. Prevention effects will persist as long as the effect specifies.
6. In the case of unpreventable damage, prevention effects will still attempt to prevent that damage in one instance. Unpreventable damage will not detract from “shielding”-type prevention effects (See 2.9.a.4 regarding shielding and damage buffering)
7. Prevention effects will specify which units will be affected under the damage prevention.
 - a. If prevention is applied to each unit or multiple specified units a player controls, the instances of prevention effects are tracked

independently for each unit. However, if an effect uses the wording “the next time [damage threshold] [damage type] would be dealt to one or more [designated units],” that instance will only be prevented once, regardless of how many units are controlled.

8. Prevention can also specify the source of damage for damage instances, such as allies, champions, or actions/spells of certain classes.
9. If prevention is a given as a whole number, that many points of damage can be subtracted from the damage calculation when damage is dealt.
10. Damage prevention can have additional effects tied to the replacement effect. In these cases, the entire effect is part of the replacement effect. If any delayed triggered or triggered dependent upon the prevention of damage are to be made, they will be separated by a paragraph break and listed as a separate effect on a new line. E.g. Spellshield: Arcane specifies to put enlighten counters on a champion equal to the amount of damage prevented. This is in the same text paragraph as the damage prevention effect and so the enlighten counters will be placed as part of the damage prevention replacement effect, not underneath a separate trigger.

2.10 Drawing Cards

1. Events that result in a drawn card force the player to take the top card of their deck and place it into their hand or their memory as specified.
2. A drawn card is a discrete event.
 - a. E.g., a player drawing N cards requires that player to draw one card N times. This occurs within one effective player action and no Opportunity to act as a result of this arises.
3. If an effect would be placed into the Effects Stack due to a player drawing a card, this effect takes place after all N cards are drawn.
4. Cards being selected from one or more revealed cards from the deck and added into the hand is not considered drawing a card. In every case where a player would be instructed to draw a card by an event, the rules state the words “Draw X cards” where X is the number of cards to be drawn.
5. If a player would otherwise be told to place a card from anywhere in their deck into their hand or their memory, this is not considered to be drawing a card unless the rules text of the effect states uses the word “draw.”
6. A player attempting to draw a card from their deck without having any remaining cards in the deck results in an automatic loss, i.e. decking out.

2.11 Counters

1. Counters are a special attribute of an object which holds both a type and numeric value.
2. Depending on the type, counters will have various effects or enable certain abilities.
3. Counters can be tracked by using tokens, dice, or an agreed method by players in a game to denote the number and type of each counter on an object.
4. The quantity of a type of counter can be positively modified by gaining and negatively modified by spending to pay for a cost, or by loss/removal as a result of an effect.
5. Counters persist on an object or card in a zone as long as that card or object does not change zones.
 - a. Cards being moved to another zone will cause its counters to be lost.
6. List of counters:
 - a. Buff
 - i. Buff counters statically modify an object's power and life stats by +1 to each of those stats for every buff counter on that object.
 - ii. If the object does not have a power or life stat, that stat will not be generated due to a buff counter being placed on that object.
 - iii. Modifications from buff counters will be applied after any other changes to the base power and life stats of an ally. E.g. If an ally has its power and life doubled, the effect will double only the base amount before applying the modifiers from buff counters.
 - b. Damage
 - i. Damage counters are permanent counters on champions that are placed whenever a champion is dealt any type of damage.
 - ii. Damage counters will mark damage in whole numbers starting from 0.
 - iii. Damage counters reaching or exceeding the life stat of a champion is a condition that causes that champion to die or become defeated and a player loses if all of their champions die or are defeated.
 - iv. Damage counters are removed by effects that Recover.
 - c. Durability

- i. Cards with a durability stat will enter the field with a number of durability counters equal to that stat.
 - ii. Durability counters on an object can exceed the printed durability stat of an object.
 - iii. Weapons will be destroyed by state-based effects if their durability reaches 0.
 - iv. If the object does not have a durability stat, the stat will not be generated as a result of a durability counter being placed on that object.
- d. Enlighten
 - i. Each champion has the following innate ability: “Remove 3 enlighten counters from [CARDNAME]: Draw a card.”
- e. Level
 - i. Level counters on champions give that champion +1 Level for each level counter on that champion.
- f. Music
 - i. Music counters are a counter type for some cards related to Melody and Harmony subtypes.
 - ii. Music counters do not have any inherent attributes.
- g. Preparation Counters
 - i. Preparation counters are a type of counter that may be placed on champions.
 - ii. Preparation counters can be treated as a secondary resource to be paid while activating cards with the Prepare keyword.

2.12 Other topics

2.12.a Trackable Information

1. Trackable information includes marked champion damage and the various counters that can be placed on objects.
 - a. Players may track temporary marked damage on allies using similar methods, however, players must clear this tracked damage at the end of each turn to properly represent the game state.
2. Multiple objects may be used to keep track of any counters on an object, such as dice, coins, or other countable markers or symbols.

2.12.b Permission

1. In all situations, rules text of cards, or effects that restrict a player from performing a player action using the words “can't” or “may not” overrule any effects that grant permission for that player to perform that player action if both effects are static.

2.12.c Concession

1. At any point in the game, a player may choose to concede the game.
 - a. In a two-player game, the opponent of the player immediately wins the game.
 - b. In a multiplayer game, the game will continue considering that player to have to have lost until there is a winner of the game.
2. Conceding is not bound by any timing restrictions and may be done at any point of the game.
3. Conceding supersedes any effects that specify that the conceding player cannot lose the game.
4. After a game result is obtained through a concession, any subsequent games will follow as normal, following format conventions and match structures.

2.12.d Randomization

1. Randomization in this game is used to determine outcomes of random events and the random ordering of decks after shuffling.
2. For a method to determine outcomes to be random, an object used to generate a random result must be fair.
 - a. Objects considered fair include dice with two or more sides in which each side has an equal chance of resulting after tossing that object.
 - i. A fair coin is acceptable as a two-sided die for this purpose.
3. When selecting random events, a die with more sides than results needed to be determined can be used if it is easily scalable or if there is a fair method agreed upon among players to determine results.
 - a. E.g. if a player must banish a card among five from memory, a D20 may be used where values 1-4 are assigned to the card in the 1st position, 5-8 are assigned to the card in the 2nd position, 9-12 for the 3rd position, 13-16 for the 4th position, and 17-20 for the 5th position.

4. Sufficient shuffling and randomization of cards that are not uniquely identifiable and having an opponent choose from among those cards are considered a fair selection method.
5. For shuffling a deck, only methods that generate a sufficiently random state may be used.
 - a. The deck shuffled must be in plain view of your opponent and/or event judge.
 - b. After a player shuffles a deck, they present their deck to an opponent to cut or further shuffle the deck.

2.12.e Rounding

1. If a situation would require rounding a numeric value, that number is rounded down to the nearest whole number.

2.12.f Searching and Finding

1. Any time an effect would specify that a player would search for or activate a card from a zone, or that a player would materialize a card from the material deck, if no card is a legal choice or no card is found, the effect resolves normally but without anything happening.
2. If a player is able to choose a card that is a valid choice for such an effect, that player has the option to not choose that card, if they wish.
3. All such effects are optional and do not force the player to select a valid card if the effect does not specify that a player targets a card.
 - a. If an effect specifies that a player would target a card, the target must be chosen as the effect is put into the Effects Stack, there is a valid target.

2.12.g Special Game Actions and Turn-based Actions

1. Special and turn-based game actions are events that either a player takes or which the game will perform that cannot be responded to by any players in any circumstances.
2. Opportunity is never given nor are players able to obtain priority during special and turn-based actions being completed.
3. Special actions:
 - a. Putting into play a Lv 0 champion at the start of the game. This also does not count as a materialization.
 - b. Players drawing cards.
 - c. Player concession
4. Turn-based actions
 - a. Waking up objects as part of the Wake Up phase

- b. Players returning cards from their memory to their hands as part of recollection

2.12.h State-Based Effects

1. State-based effects occur as a result of conditions in the state of the game being met and often do not require any additional input from the player to be completed.
2. Checks to see if state-based conditions are met happen every time the state of the game changes in the span of time between a player losing or passing Opportunity and the moment at which another player receives Opportunity.
3. Damage: If enough damage is marked on a unit to bring that unit's life to 0 or less, the unit will die.
4. Durability: If a weapon has no durability counters, the weapon will be destroyed.
5. Unique Objects: If a player controls 2 or more unique objects with the same name, the game will force the player to choose one of them to keep, and the player must sacrifice the rest of those objects before the game continues.
6. Copy: If a copy of a card activation is sent to a zone other than the Effects Stack, it will cease to exist unless it has a corresponding card. If a copy of an object is sent to a zone other than the field, it will cease to exist unless the copy has a corresponding card.
7. Clean-Up: The game will remove all ally damage counters, "until end of turn" or one-shot effects, and other temporary conditions at the end of each turn. If any limitations would be placed on players such as maximum hand sizes, the active player must fulfill actions in order to fulfill such limitations before the game continues.

2.12.i Player Action Legality

1. A player action is considered illegal if it directly contradicts any of the above rules of the game and results in a game state which can't be resolved.
2. If a card's rules text contradicts the rules of the game, the card's rules take precedence.
 - a. In all cases, "can't" overrules "can" if there are conflicting effects of the same kind.
3. A player action is not illegal if it is simply unclear and the case should be brought to an event judge or game authority.

- a. A situation is unclear if both players in a game reach different conclusions regarding the outcome of an event or process within the game.
4. If necessary, the ruling goes through an official process via a rules committee for amendment of the game rules.

2.12.j Changing Characteristics

1. Type Overwriting
 - a. If an effect confers a specific typing to an object, it will replace the originally noted typing by default. Any typing not modified is retained, such as subtyping.

E.g. Triskit, Angel of Guidance loses the original Unique Ally typing if a player accepts the On Enter ability and will instead become a Unique Champion. Subtyping is conserved and Triskit will still be a Warrior Angel.
2. Type Acting
 - a. If an effect states that an object may perform an action “as though it were [object type],” it will not set not overwrite its own type to match that as the type it is acting as.
 - b. These effects may allow objects to behave as other object types but will not innately change their own type nor the targeting, damage, timing, and other attributes specific to its own type.
 - c. Card effects will generally specify what behavior is granted in the effect text.
3. Type Expansion
 - a. If an effect confers additional types to an object or card, it will then have all attributes of all of its card types without duplication of any overlapping attributes or behaviors.
 - i. If any attributes overlap exclusively such as being sent to banishment versus graveyard when being destroyed, the more restrictive attribute applies (banishment being more restrictive than the graveyard as a designated zone).

2.12.k Naming

1. The source of an ability is considered the object that generated the ability, whether the ability was triggered or activated.
 - a. If any effects are dependent upon the characteristics of the source object and that object were to no longer exist at the

time the associated ability resolves, it will consider last-known characteristics or values.

2. Each card will always refer to itself as “this card” when it is a non-object card.
3. Cards will use the printed name of the card when it becomes an object.
 4. And references to that name are self-referential and an ability will only refer to other objects with the same name explicitly.
 5. Each ability that refers to its source by its object name will only refer to the source of those abilities and not any other objects by the same name.
 6. Self-referential names in the rules text of an object can be dynamically changed if another object gains that ability or becomes a copy of that object with a different name. E.g. A Tome of Sacred Lightning that has banished a Tome of Knowledge after activation will have “Banish Tome of Sacred Lightning: Draw a card.” rather than “Banish Tome of Knowledge.”

2.12.l Effects

1. Effects are considered to be all of the rules text of an ability that impacts that game.
2. Some effects may state that a player “may” (do something) as it is resolving. The effect is in this case is optional and the player or players only must decide whether they opt for the effect as the ability is being resolved.
3. Some effects will use the word “unless.” These effects will generally check for a specified condition and will change their behaviors based on whether or not that condition is satisfied or absent. These abilities may also use the words “If not” to represent an alternative effect.

2.12.m Copy

1. Some cards or abilities can become a copy of a card, object, or ability, or may generate an object that is a copy of a card, object, or ability. Copying can refer to the effect of copying an object or card activation. A copy can refer to the copied card, object, or ability.
2. Copying Objects
 - a. When an object is copied, the new copy has all characteristics of the card without any modifiers such as counters, rested/awake statuses, or other continuous one-shot effects applied to the card.

- b. Any choices or modes made while the original was on the field do not count as copiable information or characteristics for the new object. If any abilities ask that a player chooses an effect, this choice is not impacted by nor will impact the original object's choice. E.g. If a copy was made of Nia, Mistveiled Scout, the copy's controller may choose a different card name from what was named by the original Nia while the new object's On Enter ability is resolving. The new Nia will not "remember" the card chosen from the original.
 - c. Any subsequent changes to the original copy will not cause any changes in characteristics to any of the copies of the original.
 - d. When an object is copied, the copied object is solely used to reference characteristics, regardless of whether or not the copied object is itself a copy.
- 3. Static Copying
 - a. Some objects may enter the field as a copy of another object. If it does, the generated object will act as if it enters as the original card with any On Enter abilities being placed onto the Effects Stack, if able.
 - i. Entering as a copy is not a triggered ability like On Enter.
- 4. Copying Ability and Card Activations
 - a. Copying an ability or card activation will cause another instance of that ability or card to be placed onto the Effects Stack with any chosen modes, alternative costs, values of X, or other choices made during activation to be identical to the new copy.
 - b. Any choices made during resolution are separate from those made during activation and may be different.
 - c. If there is any information or characteristic of cards or objects associated with the activation, that information is also copied.
- 5. Copied card activations and copied objects are under the control of the player who generated the copy.
- 6. A copied ability has the same source as the original ability activation and references by name will refer to the source of the original ability.
- 7. Copy effects that state a player may choose new targets or modes for the copied ability or card activation allow the player to choose new targets or modes. This will not allow the player to modify any choices made in activating the original copy.

2.12.n Card and Object Properties

1. Properties are characteristics of cards or objects relating to its individual information or certain mutable or temporary characteristics. Some cards or effects may reference or depend upon these properties.
2. If a state property (Awake/Rested) were to try to be set to the state it already is in, the state will not change.
3. General Card Properties
 - a. Face up and face down is a property common to all cards that determine whether its information is considered public or private.
 - i. Face down cards in all zones except for the field have no properties except for being a card.
 - ii. Face down cards that exist as objects on the field will generally be granted stats, properties, and abilities by other effects or cards. In this case, the properties of the card front will be ignored.
 - b. If a card has a keyword ability, that is considered an intrinsic property of the card.
4. Intrinsic Card Properties
 - a. The intrinsic abilities of a card are considered a characteristic of a card. These predominantly include keyword abilities which may be referenced as a card property.
E.g. An effect may specify “a card with floating memory” as a target.
 - b. Some intrinsic abilities function only in certain zones. Cards will still have the intrinsic characteristic of that ability in all zones in and out of the game. E.g. A card with efficiency will only allow efficiency to work while being placed onto the Effects Stack during activation, but the card will be considered to “have efficiency” in all zones.
5. Activation Properties (listed)
 - I. Prepared
6. List of Object Properties (listed)
 - I. Attacking
 - II. Defending
 - III. Awake
 - IV. Rested
 - V. Damaged
 - VI. Undamaged
 - VII. Distant

- VIII. Intercepting
- IX. Retaliating

2.12.XX Default Case

1. All rules listed in this document are considered the default cases for resolving player actions and game states within a match and do not account for changes in rules structure permitted or disallowed by various effects that may occur within a game.
2. Rules text of cards and any specified abilities will supersede the base/default rules of the game.

X. Glossary

X.A Keywords and Abilities

In this section, [CARDNAME] refers to the implied name of the card itself.

1. Class Bonus
 - a. Class Bonus is a restriction ability that defines a bonus effect or replacement effect for a card that is enabled if and only if a player's champion's class matches the class of the card or object.
 - i. To unlock a class bonus, a player's champion must match at least one of the classes on the card with class bonus that player controls.
 - b. Class Bonus functions in all zones.
 - c. If a card with class bonus and a champion differ such that the condition for class bonus is not met, the keywords and effects associated with the bonus are ignored as part of the rules text in every zone.
 - i. E.g., Merlin, Memory Thief banishing a Flame-Rune Swordsman from the graveyard of a player controlling Tristan, Grim Stalker does not gain a level counter upon resolving Merlin's ability.
2. Cleave
 - a. Cleave is a static ability of attacks, weapons, and units that makes an attack hit all units a chosen opponent controls.

- i. Rather than specifying a unit to attack on attack declarations, the attacking player will specify which opponent is receiving the attack.
 - b. Cleave does not target during attack declarations and therefore can't be intercepted.
 - c. Attacks with cleave involve only one combat step, i.e., damage is done simultaneously to each depending unit and retaliation is selected for each defending unit during the retaliation step of that combat.
 - d. An attack with Cleave may be retaliated against by each attacked unit.
 - e. Each damage calculation is done independently but damage resolution happens simultaneously.
 - f. Damage done as a result of an attack with Cleave only causes the loss of one durability counter on a weapon if that weapon is used with the attack.
 - g. Multiple instances of cleave on an object are redundant. Any instances beyond the first are ignored.
3. Critical N
- a. Critical N is a static ability which means "If attack damage would be dealt by a source with critical N, double that damage unless an opponent discards N cards."
 - i. Any opponent may discard the specified number of cards even if a unit they control is not receiving the damage.
 - b. Critical N produces a replacement effect; it is not a triggered ability.
 - c. The only critical abilities considered for the replacement effect are those belonging to the source dealing the damage.
 - d. Multiple instances of critical stack from a single source additively. E.g. An ally with both Critical 2 and Critical 3 will require opponents to, in any combination, discard 2 and 3 cards, otherwise the damage is doubled. Damage will only be doubled once, regardless of how many instances of Critical are involved.
4. Divine Relic
- a. Divine Relic is a static ability which means "You can only have one card with this keyword in your material deck."
 - b. This keyword places a deck-building restriction on players which makes any deck with more than one Divine Relic in the material deck illegal.
5. Efficiency
- a. Efficiency is a cost-modifying static ability for a card or ability which means "This card costs LV less to activate where LV refers to your champion's level."

- i. Champion level is calculated as the denoted level of your champion card in addition to any level-granting or reducing effects.
 - b. Efficiency functions only while a card is being placed onto the Effect Stack.
 - c. Efficiency does not modify materialization costs, only activation costs.
- 6. Element Bonus
 - a. Element Bonus is a restriction ability that defines a bonus effect or replacement effect for a card that is enabled if and only if the player's champion's element(s) matches the element of the card or object.
 - b. Element Bonus functions in all zones.
- 7. Floating Memory
 - a. Floating memory is a static ability of non-material deck cards.
 - b. Cards with floating memory have "While paying for a memory cost, you may banish this card from your graveyard to pay for 1 of that cost."
 - c. When paying a memory cost, the part of the cost paid with floating memory must be declared before determining the number of cards that are randomly banished as part of paying for memory costs.
 - d. Multiple instances of floating memory on a card are redundant. Any instances beyond the first are ignored.
- 8. Immortality
 - a. Immortality is a static ability which means "This object can't be sent from the field to the graveyard."
 - i. Immortal units do not go to the graveyard as a result of having 0 or less life.
 - ii. Immortal units are not destroyed by an effect that specifies that it would.
 - iii. Immortal units can't be sacrificed.
 - iv. Immortal units can still be banished.
 - b. Multiple instances of immortality on an object are redundant. Any instances beyond the first are ignored.
- 9. Inherited Effect
 - a. An Inherited Effect is a static ability applied to champion cards which means "Your champion has this ability as long as this card is part of its lineage."
 - b. Inherited Effects persist through all subsequent levels of that champion in the lineage or champion stack.
 - c. This ability only functions in the Lineage.
- 10. Intercept
 - a. Intercept is a triggered ability which means means "Whenever your champion is attacked while this ally is awake, you may redirect that attack to this ally." This enables an ally to change the target of an

opponent's attack against a defending player's champion to itself after the attack is declared.

- b. The ally must be awake for this to occur.
- c. After an attack is intercepted, combat proceeds normally with the ally being the target of the attack and the ally may retaliate if awake during the Retaliation Step.
 - i. This does not count as declaring an attack against an ally.
- d. Multiple instances of intercept on an object are redundant. Any instances beyond the first are ignored.

11. Lineage (keyword)

- a. Lineage is a static restriction ability for leveling up a champion which means "[CARDNAME] must be leveled from a previous level 'X' champion" where X is the character name of the previous champion. E.g., Lorraine, Wandering Warrior is a Lorraine champion and would be a valid condition for leveling into Lorraine, Blademaster.

12. On Attack

- a. On Attack is a triggered ability condition that is fulfilled when an attack is declared and will generate the corresponding ability effect.
 - i. Regarding attacks and weapons, see section 2.4.10 referencing ability ownership and sourcing during attacks.
- b. These effects enter the Effects Stack during the retaliation step of the combat phase and resolve following normal triggered ability conventions.

13. On Death

- a. On Death is a triggered ability condition that is fulfilled as a result of an object dying and will generate the corresponding ability effect.
 - i. The object is only considered to have died if it goes directly to the graveyard when being destroyed; On Death will not trigger if the object is sent to banishment as a replacement for being sent to the graveyard.

14. On Enter

- a. On Enter is a triggered ability condition that is fulfilled when an object enters the field and will generate the corresponding ability effect.
- b. A champion's On Enter effect will trigger when that champion card enters the field and becomes part of the lineage.
 - i. If an entire lineage leaves and then enters play again, only the top-most champion card, i.e., that player's champion will have its On Enter ability trigger, if any.
- c. Ordinarily, there is no window for Opportunity to arise between an object entering the field and a player being able to declare attacks. As a result of an ability being generated by an On Enter effect,

Opportunity must be passed and so players will have a chance to interact with an ally or object before any attack might be declared.

15. On Hit

- a. On Hit is a triggered ability condition that is fulfilled when a unit, attack card, or weapon deals combat damage to a target and will generate the corresponding ability effect.
- b. On Hit triggers can be subdivided into categories of On Hit, On Ally Hit, and On Champion Hit.
 - i. On Hit triggers on any unit being dealt damage by an attack.
 - ii. On Ally Hit triggers only when the damage dealt by an attack is dealt to an ally unit.
 - iii. On Champion Hit triggers only when the damage dealt by an attack is dealt to a champion unit.

16. On Kill

- a. On Kill is a triggered ability condition that is fulfilled when damage inflicted by that source to another unit directly results in that unit being destroyed by state-based effects related to damage or if that unit would be destroyed directly as a result of an effect and will generate the corresponding ability effect.
- b. If the damaged unit is dealt damage by another source prior to the attack dealing damage and the unit would die as a result of this damage source, it does not count as having died to the attack with the On Kill effect.

17. On Leave

- a. On Leave is a triggered ability condition that is fulfilled when an object leaves the field and will generate the corresponding ability effect.
- b. On Leave will trigger regardless of how an object left the field and where the object was sent or placed

18. Prepare N

- a. Prepare is a static ability of some cards which means, “As an additional cost to activate [CARDNAME], you may remove N Preparation counters from your champion. If you do, [CARDNAME] becomes prepared as it’s activated.”
- b. Prepare N is an optional cost-modifying ability that can the property of an activated card to “prepared.”
- c. Exactly N preparation counters must be removed in order to consider a preparation cost to have been paid.

19. Preserve/Preserved

- a. Preserve on objects means, “When [CARDNAME] is destroyed, put it into its owner’s material deck Preserved. You may return a preserved card from your material deck to your hand instead of materializing when you would materialize.” Object will have a trigger on death which

will cause the object's card to be sent from the graveyard to the material deck "Preserved."

- b. Preserve on non-objects means, "As [CARDNAME] resolves and would be placed into the graveyard, instead put it into its owner's material deck preserved. You may return a Preserved card from your material deck to your hand instead of materializing when you would materialize." Non-objects will have a replacement effect generated which will send the card to the material deck "Preserved" as it resolves rather than entering the graveyard.
 - i. If a non-object card does not resolve, the card will go to the graveyard and will not be preserved.
 - ii. If a non-object card with preserve would be banished instead of going to the graveyard as it resolves, the card's controller may choose whether the card is preserved or is banished.
- c. Every card that is Preserved is added to the material deck face-up and remains face-up until it moves to the hand, memory, or other zone considered as private information.
- d. "Preserved" is a card property that allows the card to be added back to a player's hand when they would materialize instead of materializing a card.
 - i. This will not count as a materialization action for the turn.
 - ii. The chosen preserved card must stay revealed for as long as it remains in the material deck preserved.
- e. Multiple instances of preserve on a card are redundant. Any instances beyond the first are ignored.

20. Pride N

- a. Pride is a static ability which means "This ally won't obey you unless your champion is level N or higher." (Refer to section X.B.24 for obedience.)
- b. If an object has multiple instances of pride, only the highest value is taken into consideration for obedience.

21. Spellshroud

- a. Spellshroud is a static ability of objects which means "[CARDNAME] can't be targeted by Spell cards." where Spell cards are cards with the Spell subtype.
- b. Multiple instances of spellshroud on an object are redundant. Any instances beyond the first are ignored.

22. Stealth

- a. Stealth is a static ability of units which means "This unit can't be targeted by attacks unless permitted by True Sight."
 - i. Stealth does not prevent that unit from being chosen for an attack rather than targeted.

- ii. Units with stealth still can be retaliated against and receive damage from retaliation.
 - iii. Units that were declared as retaliating against an attack before receiving stealth will still retaliate against their retaliation target and will deal damage accordingly during the combat phase.
 - iv. Units with stealth can still receive attacks and be dealt damage by cards with cleave.
 - v. If a unit receives stealth while being the target of an attack, that target is considered illegal for the attack, and the attack is negated unless the attacking object has true sight.
- b. Multiple instances of stealth on an object are redundant. Any instances beyond the first are ignored.

23. True Sight

- a. True Sight is a static ability.
 - i. On units, True Sight means "This unit's attacks can target units with stealth."
 - ii. On weapons, True Sight means "Attacks using this weapon can target units with stealth."
- b. True Sight can be granted by effects.
 - i. If an attack was made illegal by stealth granted to a defending unit after attack declarations and True Sight is later applied to the (formerly) attacking unit, that attack does not now become legal and will still not happen. True Sight must be applied before a defending unit were to gain stealth in order for an ongoing attack to remain legal.
- c. Multiple instances of true sight on an object are redundant. Any instances beyond the first are ignored.

24. Vigor

- a. Vigor is a triggered ability of units that means "This unit wakes up at the beginning of your end phase"
- b. Multiple instances of vigor on an object are redundant. Any instances beyond the first are ignored.

25. Level Restriction

- a. Level Restrictions (formatted as bubbles with Level N+) are restriction abilities that checks if a player's champion is at least level N.
- b. Level Restrictions function in all zones.

X.B Game Terms

- 1. Activate/Activating (a card)
 - a. To activate a card is to take the card from the zone it is currently in (usually the hand), pay its costs, and put it onto the Effects Stacks for

resolution. A player may activate a card if they have priority and are legally allowed to activate the card.

2. Activate/Activating (an ability)
 - a. To activate an ability is to indicate the ability being activated, pay the costs, and put the ability onto the Effects Stack for resolution. A player may activate a given ability if they have priority and are legally allowed to activate the ability.
3. Awake
 - a. A card on the field is considered awake if it is in an upright position.
 - b. Abilities of that card that require resting such as attacking or as a cost of activation can only be activated if that card is awake.
 - c. Cards enter the field awake.
4. Banish
 - a. To banish a card is to take a card from the zone it is currently in and put that card in its owner's Banishment zone.
 - b. A banished card is a card that has been put into the Banishment zone.
 - c. An object banished is not considered to have been destroyed or to have died when leaving the field this way.
5. Buff counters
 - a. Buff counters increase an object's power and life stats by +1 for each buff counter on that object.
 - b. Stat modifications due to buff counters are static.
6. Control/Controller and Ownership/Owner
 - a. Control of an object or card activation is given to the player that activated the corresponding card by default.
 - b. The player that controls a specified object is referred to as that object's controller.
 - c. If control of a card, object, effect, or ability is not specified, control defaults to the owner. E.g. If an ally is suppressed, the new object ally will be under the control of the owner of that ally card.
 - d. If a triggered ability is placed onto the Effects Stack from a card or object, control of that ability is granted to the controller of that card or object as the ability was placed onto the Effects Stack; changes in control of that object will not retroactively change the player in control of that ability.
 - e. The owner of the card does not necessarily always control the card.
 - f. Ownership of a card (within a game of Grand Archive) is designated to the player that began the game with that card in their main deck, material deck, or sideboard.
 - g. The player that owns a specified card is referred to as the owner of that card.
 - h. Change in control does not change ownership of the card.

7. Copy
 - a. Copy can refer to both the effect of copying an object or card activation or the copied object or card.
 - b. When an object is copied, the copy object becomes a clone of the printed face of the card disregarding any modifiers such as extra counters or status conditions (awake/rested, will not wake up, etc).
 - c. When a card activation is copied, the copy activation becomes a copy of the card in the Effects Stacks with all modes, activation choices, and otherwise modified activation attributes being identical to the original.
 - d. If an effect is copied, it is effectively put onto the Effects Stack a second time with any relevant modes or activation choices and parameters copied from the original.
8. Damage counters
 - a. Damage counters are marked on champions to track a champion's life.
 - b. Counters can tick upwards from 0 and a champion is considered defeated when the damage counters reach or exceed the life stat of the champion.
 - c. Damage counters can be removed by effects that recover.
9. Destroy/Destroyed
 - a. Destroy is an effect that can affect any object(s) on the field.
 - b. To destroy an object, move that object from the field to its owner's Graveyard.
 - i. If that card is a token, it will be removed from the game.
 - c. An object is destroyed if and only if it is specified to have been destroyed by an effect that specifies to destroy it or if it is destroyed as a result of state-based effects. Cards entering the graveyard or being placed into the graveyard for any other reasons does not mean it has been destroyed.
 - d. Destroyed objects are considered as having died when they go to the graveyard.
 1. They are not considered to have died if they would be banished, put on top/bottom of the deck, or put into the hand, instead.
 - e. An ally is considered destroyed by state-based effects of having damage marked equal to or greater than its life stat.
 - f. A non-regalia weapon is considered destroyed as a result of state-based effects that cause that weapon's durability to reach 0, either by combat or other means.
 - g. An effect or card that specifies an object to be destroyed only causes that object to die if and only if that card would immediately enter the graveyard upon resolution of effects.
 - i. Banishment as a result of a destruction effect does not allow effects dependent upon that object dying or being sent to the

graveyard to happen as there is not a time during the game in which that card can be considered to have entered the graveyard.

10. Die(s)/died (or Kill(s)/killed)

- a. These are interchangeable terms used to denote when a non-Champion object on the field would enter the graveyard as a result of being destroyed either by state-based effects or by player effects.
 - i. E.g., a destruction or destroy effect kills an ally card.
- b. Cards are only considered to have died or have been killed if and only if it enters the graveyard directly from play.
 - i. If it would instead be banished as a result of any effects instead of being sent to the graveyard, the card is, by definition, not considered to have died.

11. Discard

- a. When a player discards a card, they must move a card from their hand (or memory, as specified) to their Graveyard.
- b. Discarding a card can be required as an additional or alternative cost to playing a card or activating an ability.
- c. Generally, effects that cause players to discard or require discarding as a cost allow them to choose which card or cards are discarded. Some effects may require that discarding is done randomly.

12. Durability Counters

- a. Weapons have durability counters that represent how many times they may be used to attack.
- b. Durability counters can be added to exceed the durability stat of a weapon.
- c. Weapons are destroyed when durability reaches 0.

13. Enlighten counters

- a. Each champion has the following innate ability: "Remove 3 enlighten counters from [CARDNAME]: Draw a card."
- b. Enlighten counters persist through level-ups of a player's champion.

14. Fast

- a. Fast is an attribute of action cards that determines when that card may be activated. See the section on timing for further detail.
- b. Player actions or cards with the fast modifier may be activated while that player has Opportunity to act or during that player's main phase if they are the turn player.

15. Fizzle

- a. Fizzle can refer to cards or abilities failing to resolve as a result of a game state where targets or game conditions made the activation illegal and the card or effect will not resolve.

- b. A card or ability that has fizzled is not considered to have been negated.

16. Glimpse

- a. Glimpse defines the player action of glimpsing, usually worded as glimpse N.
- a. To Glimpse X, a player looks at the top X cards of their deck and places any number of those cards to the top of their deck in any order and the remainder on the bottom of their deck in any order.

17. Hit

- a. Hit will typically be considered in relation to On Hit triggered abilities.
- b. A unit is hit when it is dealt damage through an attack.
 - i. If no damage is dealt or damage dealt is zero, it is not considered hit.
 - ii. Non-attack damage sources will not cause the unit to be considered hit.
- c. Conditions on hit will only take into consideration the source attached to the effect referencing whether something was hit and not whether it had previously been hit by another source earlier in the turn or game.
 - i. The status of being hit by that source will only last for the duration of the resolution of the effect referencing the hit object.
 - ii. If the effect is continuous, the hit status ends at the end of the turn.

18. Label keywords

- a. Label keywords exist as bolded and italicized text followed by a long hyphen on cards that does not function as a normal keyword. Rather, they will refer to a broad class of similar mechanics with individual cards differing in the wording or conditions of the keyword.
- b. Label keywords can be referenced by abilities or effects and do count as a characteristic of the card.
- c. List of Label keywords:
 - i. Balance: This keyword represents that a card will offer additional effects based on whether the player has an equal amount of cards in their hand and memory.
 - ii. Harmonize: This keyword represents that a card will offer additional effects based on whether a Melody subclass card was activated previously during this turn during the resolution of the card.
 - iii. Upkeep: This keyword presents a cost or condition that must be fulfilled each turn, usually with the adverse effect upon not fulfilling the upkeep condition.

19. Last-known information

- a. Last-known information is information such as status, characteristics, or stats of an object or card that is tracked when that card changes zones.
- b. Some effects are reliant on information while a card or object was in a specific zone and will use the information as if that card was still in that zone for the purposes of determination of effects.

20. Level Counters

- a. Level counters represent +1 Lv for each level counter on the champion.

21. Level Up

- a. A level up or the act of leveling up is when a player selects a champion whose level is N+1 from the material deck and adds it to the stack of champion cards, or the lineage.
 - i. This counts as a materialization.
- b. Leveling up typically increases the life pools of champions, adds new abilities, and unlocks advanced elements in the later stages of a lineage progression.

22. LV

- a. LV refers to the level of your champion as a sum of the level denoted on your champion card in addition to level modifying effects in the game.

23. Negate

- a. Some effects may specify to negate a certain card, game action, or effect.
- b. If something is negated, it does not happen and any effects that would otherwise have occurred as a result of the negated card/action/effect do not occur.
 1. Any triggers dependent upon activation of the negated card still occur.
- c. Paid costs are not refunded when something is negated.

24. Obedience

- a. A player cannot attack with or activate the abilities of an ally that does not obey that player.
- b. Allies obey their controlling players by default.
- c. Static abilities and triggered abilities of an ally will always happen regardless of obedience, but ownership of the abilities depends on the control of that ally.
 1. If an ally with intercept does not obey a player, the resolution of the intercept ability will fail and that ally will not be able to intercept. The trigger still occurs and Opportunity is presented if a player has any effects that might cause that ally to obey the controlling player.

2. Intercept will trigger, but will not allow the player to make that ally intercept if that ally does not obey that player.
- d. An attacking will continue performing the attack even after it no longer obeys the player who originally declared the attack or retaliation.
 1. This is included when pride conditions are suddenly not fulfilled or if control of the object changes during an attack.

25. Opportunity

- a. Opportunity is defined as the time in which a player has the chance to act in response to player actions taken by either themselves or by another player, in response to an effect or player action pending resolution, or in response to a phase change.
- b. When Opportunity arises, it first is given to the turn player and proceeds to other players in turn order.
- c. Phases apart from the main phase end according to when no players have Opportunity and no events are pending resolution.

26. Play/Played

- a. A card is considered played after it is either materialized or activated.
- b. Materializing or activating a card counts as playing the card.

27. Player Action

- a. Player actions are distinct actions in the game a player can take. E.g. activating or materializing cards, attacking, activating abilities, etc.

28. Preparation counters

- a. Preparation counters are a type of counter that may be placed on a champion.
- b. Preparation counters may be paid as an additional cost when activating a card with the keyword Prepare

29. Recover

- a. Recover defines the player action of recovering damage, usually worded as recover N.
- b. To recover N, a player removes N damage counters from their champion.
 - i. If a player would recover more than the number of damage counters on their champion, they just remove all damage counters from the champion.
 - ii. A player can't remove more than the number of damage counters present on a champion, e.g. if a champion has two damage counters and the player recovers 3, only 2 damage counters are removed.
- c. If a player controls multiple champions, they get to choose from which champion the damage counters are being removed as the effect is resolving.

30. Retaliate

- a. To retaliate, the defending player may rest a defending unit during the retaliation step of the combat phase to represent it as retaliating during combat.
 - i. Resting is a cost to retaliate; already-rested units cannot retaliate.
- b. A retaliating unit will deal damage according to its power against the attacking unit during the damage step.
- c. When retaliation is declared, the retaliating unit causes the attacking unit to become the retaliation target, which is maintained even if the attacking unit stops attacking during the combat phase.
- d. Units without a power stat or have a power of 0 cannot retaliate.

31. Rest

- a. To rest an object on the field, that object is turned from the upright (awake) orientation to the horizontal (rested) orientation.
- b. Rest Symbol
 - 1. The rest symbol will appear on a card as a black-bordered arrow turning 180 degrees to the right.
 - 2. The rest symbol will usually indicate resting as a cost for activating an ability.

32. Rested

- a. An object on the field is considered rested if it is in a horizontal orientation.
- b. Objects that are already rested can't rest; players cannot rest objects that are rested. If an effect attempts to rest an object that is rested, nothing will happen.

33. Retaliation

- a. Retaliation is the act of a defending unit resting in order to deal damage according to its power against a unit attacking it.
- b. A unit stops retaliating and being a retaliating unit when it no longer has a corresponding attacker.
- c. A unit can only retaliate if it existed "before retaliation."
- d. A unit that gained stealth after being declared as retaliating during the combat phase will still retaliate against its attacker during the damage step and deal damage accordingly.

34. Reveal

- a. An ability, effect, or game rule may tell a player to reveal a card or a group of cards in a game zone.
- b. To reveal a card, a player takes the specified card(s) in that zone and presents them to all players in the game face-up as public information.
- c. Cards remain revealed until the next discrete game state/until a player takes a player action, or until the next time state-based effects are checked.

- d. Revealed cards may be written down or recorded however a player wishes to do so but may not ask that the revealed cards stay revealed; the information state of the revealed card (private vs public) reverts to the original state before it was revealed after the card stops being revealed.
- e. Cards revealed from a private zone ought to be shuffled or randomized among the other cards in the zone after those cards stop being revealed.
- f. A card that is already public information or already known can be revealed any number of times.

35. Sacrifice

- a. Sacrifice can be, an effect or a cost that may be paid for activating cards or abilities.
- b. Sacrificing an object is a player action.
- c. To sacrifice means to remove an object from the field or in play and put it into the graveyard, or, if the object was a regalia or champion, into banishment.
 - 1. The type of object to be sacrificed will be characterized by the effect or cost.
 - 2. If an object is sacrificed as a cost to pay for an effect, ability, or activation, that object is sacrificed at the same time all other costs are paid.
 - a. If the object has an On Death trigger or would trigger an ability due to that object being sacrificed in order to activate a card or ability, the ability will be placed onto the Effects Stack on top of that card or ability and resolved first.
 - b. If the object has an On Death trigger or would trigger an ability due to that object being sacrificed as a result of an effect, the ability will be placed onto the Effects Stack after all effects of the original ability specifying the sacrifice have resolved.
- d. A sacrificed object is not considered to have been destroyed or killed but it will be considered to have died if it goes into the graveyard.

36. Slow

- a. Slow is an attribute of action cards that determines when that card may be activated. See the section on timing for further detail.
- b. Attacks and ally cards innately have a slow timing modifier, only being able to be activated by the turn player during their main phase when no effects are on the Effects Stack.

37. Suppress

- a. Suppress is a keyworded effect or game action that can target an object which means for its controlling player to “banish it and return it to the field under its owner’s control at the beginning of the next end phase.” The return of the object is caused by a delayed trigger created by Suppress.
 - i. The object that enters the field after it was suppressed is treated as a new object and will trigger any of its On Enter effects again.
 - ii. If a card banished with suppress were to leave banishment before the delayed trigger were to resolve, the delayed trigger will not return that card to the field from wherever it currently is; the card in banishment must be the same card that was initially banished.
 - iii. Suppressed objects will lose any of the counters they previously had (as a result of entering the field as a new object).

38. Unit

- a. A unit is any attackable or damageable object in play, whether it is a champion, ally card, or ally token object.
 - i. This considers only the card or object type and does not consider additional modifiers such as allies with Stealth.
- b. Units are the only objects that may receive damage, either by effects or attacks.

39. Wake Up

- a. To wake up an object on the field, that object is turned from the horizontal (rested) orientation to the upright (awake) orientation.
- b. Objects that are already awake can’t wake up; players cannot wake up objects that are awake. If an effect attempts to wake up an object that is awake, nothing will happen.