
Table of Contents	Page
1. Outline of the Game	1
2. Characteristics of a Card	2
3. Owner, Master and Player Notation	4
4. Zones	4
5. Specific Actions	7
6. Setting Up the Game	9
7. Game Procedure	10
8. Attacking and Battle	11
9. Play and Resolve Cards and Abilities	13
10. Rule Action	17
11. Keyword Abilities	17
12. Miscellaneous	18

Rules Summary Main Body

1. Outline of the Game

1.1. Number of Players

- 1.1.1. This game is played by two players. These comprehensive rules do not apply to games played outside of two players.

1.2. Winning and Losing

- 1.2.1. If any player loses, then the game ends immediately. If you do not lose and your opponent does, then you win the game.
- 1.2.2. If any player fulfills any losing conditions during a check timing (9.5.1), then that player loses the game by rule action (10).
 - 1.2.2.1. During the game, if either player no longer has any face down gates, that player fulfills the losing conditions.
 - 1.2.2.2. During the game, if either player has two or more face down cards from their main deck in their refresh zone, that player fulfills the losing conditions.
- 1.2.3. If all players lose simultaneously, then the game ends in a draw.
- 1.2.4. Any player may concede the game at any time. Any player who concedes the game is eliminated from it immediately, loses the game without proceeding to a check timing, and the game ends.
 - 1.2.4.1. No effects can interfere with conceding. No effects can force a player to concede, and no

effects can replace losing the game with a concession.

- 1.2.5. Players may win or lose the game by an effect. In this case, that player wins or loses while resolving the effect, and the game ends without proceeding to a check timing.

1.3. Golden Rules of the Game

- 1.3.1. If a card's text does not match the text in the comprehensive rules, the text on the card will take precedence.
- 1.3.2. If by any reason a player is forced to perform an action that he or she is unable to perform, then they don't perform any action. If by any reason a player is forced to perform multiple actions and they are only able to perform partially, then they perform the actions as much as they are able to.
 - 1.3.2.1. If by any reason the state of something is forced into a state that it is already in, then it does not become the state again, and that action is not performed.
 - 1.3.2.2. If by any reason an action is forced to be performed zero or a negative number of times, then no action is performed. No reverse action will take place if it is a negative number of times.
- 1.3.3. If an effect from a card attempts to do something, and at the same time an effect from a card stops the action from taking place, then the effect that stops the action takes precedence.
- 1.3.4. If by any reason more than one player is required to make a decision at the same time, then the turn player makes the choice first. The non-turn player will make their choice after knowing the decision made by the turn player.
 - 1.3.4.1. If each player must choose a card from one of their hidden zones at the same time, the turn player chooses the necessary number of cards without revealing them, followed by the non-turn player. Reveal the cards after the cards are chosen by both players.
- 1.3.5. If by any reason, a player is forced to choose a number, then they must choose zero or a positive integer, if not specified. You cannot choose any fractions or negative numbers.
 - 1.3.5.1. If by any reason, a player must choose "up to" a number, and there is no minimum stated, the player can choose zero.

Logicalist	Foreigner	Tranceunion
Gate	Tactics	Paradox

- ① Card name
 - ② Type
 - ③ Covenanter
 - ④ Soul Information
 - ⑤ World
 - ⑥ Element
 - ⑦ Color
 - ⑧ Level
 - ⑨ Cost
 - ⑩ Territory
 - ⑪ Logic Icon
 - ⑫ Ability Text
 - ⑬ Power
 - ⑭ Aura
 - ⑮ Limit
 - ⑯ Paradox Rule
 - ⑰ Gate Number
 - ⑱ Illustration
 - ⑳ Design/Illustrator
- Credits

2. Characteristics of a Card

2.1. Card Name

- 2.1.1. The proper name to identify a card.
- 2.1.2. If the card is a member (2.2.2), the black text is the card's title, and the white text is the character's name. If the card is not a member, the card name does not contain a title.
- 2.1.3. If something is referenced in the text with "" (Quotation Marks), depending on the context, it can be referring to a card name, title, or character name; or a card that is referenced by the card name, title or character name.
 - 2.1.3.1. If the card in "" does not reference a specific zone, it is referencing a card on a circle on the field.

2.2. Type

- 2.2.1. The type of the card.
- 2.2.2. There are six different types of cards. Logicalist, Foreigner, Tranceunion, Gate, Tactics, and Paradox. The general term for all Logicalists, Foreigners, and Tranceunions is member.
 - 2.2.2.1. Logicalists can perform a trance with a Foreigner to become a Tranceunion.
 - 2.2.2.2. Foreigners can perform a trance with a Logicalist to become a Tranceunion.
 - 2.2.2.3. Tranceunions are the aftermath of a Logicalist and Foreigner performing a trance.
 - 2.2.2.4. Gates are cards that connect this world with parallel worlds.

2.2.2.5. Tactics are cards that have an effect once, and then are used up.

2.2.2.6. Paradox cards change the criteria of battle.

- 2.2.3. If a card references the type of a card, but does not reference the zone, it is referencing the zone the type of card is normally placed into.
 - 2.2.3.1. If it pertains to a member, it is referencing cards on a circle on the field.
 - 2.2.3.2. If it pertains to a gate, it is referencing cards in the gate zone.
 - 2.2.3.3. If it pertains to a tactics, it is referencing cards in the battle zone.
 - 2.2.3.4. If it pertains to a paradox, it can be referencing either the Battle zone or paradox zone.

2.3. Covenanter

- 2.3.1. Covenanters are only found on Tranceunions, and references the foreigner used to perform a trance to call the Tranceunion.

2.4. Soul Information

- 2.4.1. Soul Information is only found on Logicalists and Foreigners, and references the effect when a card is in the soul zone.

2.5. World



Monolium

Disfia

Tetra-Heaven

- 2.5.1. The name of the world a card belongs to.

2.5.2. The world of a card creates restrictions on whether it can be played. For more in depth rules, please read “Playing and Resolving Cards and Abilities (9).

2.5.3. If something is referenced in << >> (Double Bracket’s) in a card’s ability text, and no specific type is referenced, it is referencing a card with the specified world.

2.6. Element

2.6.1. The element of the card.

2.6.2. A card’s element does not have a large impact in the rules, but can be referenced in card’s abilities or effects.

2.6.3. If something is referenced in < > (Single Bracket’s) in a card’s ability text, and no specific type is referenced, it is referencing a card with the specified element.

2.7. Color

2.7.1. The color of the card.

2.7.2. The color of a card creates restrictions on whether it can be played. For more in depth rules, please read “Playing and Resolving Cards and Abilities (9).

2.8. Level

2.8.1. The minimum level required to play a card.

2.8.2. A level of a card creates restrictions on whether it can be played. For more in depth rules, please read “Playing and Resolving Cards and Abilities (9).

2.9. Cost

2.9.1. The payment required to play a card.

2.9.2. To play a card, the player must put cards from their Stock Zone into their Drop Zone equal to the number specified in the card’s cost. For more in depth rules, please read “Playing and Resolving Cards and Abilities (9).”

2.10. Territory

2.10.1. The number of spaces a card occupies on the field.

2.10.2. When a card is played or moved, a card must be placed on an equal number of circles specified by its territory number.

2.10.2.1. Cards with territory , must occupy one circle.

2.10.2.2. Cards with territory , must occupy two adjacent circles on the same field.

2.10.2.3. Cards with territory , must occupy a player’s two middle circles, and either that player’s two left or right circles for a total of 4 circles.

2.10.3. If a card is occupying multiple circles and the circles it occupies are referenced, reference all circles the card occupies. Similarly, if you must check whether something occupies a circle, and the circle is one of the circles a card occupies, the card is considered to be occupying that circle.

2.11. Logic Icon

2.11.1. It is information that indicates effects or change in information of when a card is placed, or while it is placed on the battle zone or intercept zone.

2.11.1.1. If there is black text on a white background in this icon, it is indicating which logic or intercept the card is capable of. If there is a / between the words, it is indicating that it is capable of both logic and intercept before and after the /..

2.11.2. There are five different types of Logic. They are: power logic, aura logic, limit logic, tactics logic, and paradox logic.

2.11.2.1.  If there is a “P” in black text on a white background it is power logic, and increases a member’s power based on the amount stated.

2.11.2.2.  If there is an “A” in black text on a white background, it is aura logic, and increases a member’s aura based on the amount stated.

2.11.2.3.  If there is an “L” in black text on a white background, it is limit logic, and increases a member’s limit based on the amount stated.

2.11.2.4.  Tactics logics are logics with an ability, and an array of effects can occur depending on the ability.

2.11.2.5.  Paradox logic is produced by paradox cards, and change the winning criteria of a battle.

2.11.3.  If there is an “IC” in black text on a white background, the card has the ability to intercept, and players can choose to intercept (5.17) with them.

2.12. Text

2.12.1. The set of abilities a card has is written inside the text frame. The contents within the frame is referred to as “text.”

2.12.2. Unless otherwise stated, all text will only be active in the specified zone.

2.12.3. Some cards have italic text in () to show the description of a keyword or a keyword ability. This is called reminder text. Reminder text is also part of a text, but is just for explanatory purposes, and does not affect the game.

2.13. Power

2.13.1. The numeric value that expresses the combat strength of a card.

2.14. Aura

2.14.1. The aura level of a card.

2.14.2. The numerical value that expresses the aura level of a card is referenced by the number of aura icons (). The card has 1 aura for each aura icon.

2.15. Limit

- 2.15.1. The numeric value that expresses the limit of a card.
- 2.15.2. The number of cards a player can place on their battle zone during Logic Definition (5.16) is determined by the card in battle's limit.

2.16. Paradox Rule

- 2.16.1. Paradox rules are exclusive to paradox cards, and change the winning criteria (8.5.3.4.2) of a battle.
 - 2.16.1.1. "Aura Battle" from a paradox rule If a card with () is used during a battle, all members in battle switch to their aura amount, and the member with the larger aura amount wins the battle. If the amount is the same, the attacking member will win the battle.

2.17. Gate Number

- 2.17.1. Gate numbers are exclusive to gates, and creates restrictions on the amount you can add to your deck during deck construction.

2.18. Illustration

- 2.18.1. The illustration that contains the image of the card's contents.
- 2.18.2. The illustration has no special meaning to gameplay.

2.19. Flavor Text

- 2.19.1. A sentence that encapsulates a card's theme.
- 2.19.2. The flavor text has no special meaning to gameplay.

2.20. Accessory Clause

- 2.20.1. The following are grouped together as the "accessory clause" and have no impact on game play: card number, rarity, illustrator/design credits
- 2.20.2. The accessory clause has no special meaning to game play.

2.21. Card Back



Standard card
back



Gate card back

- 2.21.1. Card backs are differentiated by gate cards and non-gate cards.
- 2.21.2. If a card is placed in the gate zone (4.3) face down, it is considered a gate.

3. Owner, Master and Player Notation

3.1. Owner

- 3.1.1. The owner is the player who owns the card.
 - 3.1.1.1. The owner of a card is the player who had it in their deck at the beginning of the game.
 - 3.1.1.2. At the end of each game, each player retrieves each card that they own.

3.2. Master

- 3.2.1. The master is the player who is currently using a card, ability, or effect.
 - 3.2.1.1. The master of a card in a zone is the player whom the zone belongs to.
 - 3.2.1.2. The master of an effect is the master of the ability that generated that effect.
 - 3.2.1.2.1. The master of a continuous ability is the master of the card that has the ability.
 - 3.2.1.2.2. The master of an automatic ability is the master of the card that has that ability, or the master of an effect that created that ability.
 - 3.2.1.2.3. The master of an activated ability is the player who played it.
 - 3.2.1.3. The master of an effect is the master of the ability that generated the effect.
 - 3.2.1.3.1. If an effect does not reference a player but requires an action from a player, that action is referencing the master.

3.3. Player Notation

- 3.3.1. If "you" is referenced in a card's text, it is referencing the card's master.
- 3.3.2. If "opponent" is referenced in a card's text, it is referencing the non-master player.
- 3.3.3. If "their" is referenced in a card's text, it is referencing the player that was just referenced.
 - 3.3.3.1. If multiple players were just referenced, "their" refers to all referenced players.

4. Zones

4.1. General

- 4.1.1. For each zone, each player has their own one if not specified.
- 4.1.2. Whether information of cards is public or hidden will depend on the zone it is in. Zones with public information are called "public zones" and zones with hidden information are called "hidden zones."
 - 4.1.2.1. If a card is in a "public zone," the card is public to all players and can be verified at any time. If a card is in a "hidden zone," the card is hidden to all players and cannot be verified at any time.
 - 4.1.2.2. Any player may verify the number of cards in a zone, regardless if the zone is "public" or "hidden."
- 4.1.3. The orientation status of a card is independent to each zone. The orientations include a status where the direction is stated, and a status where the display surface is stated.
 - 4.1.3.1. An orientation where direction is stated includes Stand and Rest. Cards will determine an orientation between these two orientations, and cannot be in more than one, or neither orientation at a time.



Standing orientation



Rest orientation (▢)

- 4.1.3.1.1. Standing: cards are placed vertically. Changing orientation of a card into a standing state is called “to stand (a card).” In card text, the word “stand” or “standing” is indicated by a  icon.
- 4.1.3.1.2. Resting: cards placed horizontally. Changing orientation of a card into a resting state is called “to rest (a card).” In card text, the word “rest” or “resting” is indicated by a  icon.
- 4.1.3.1.3. If a zone does not specify the orientation of a card, the card will be in a standing orientation.
- 4.1.3.2. An orientation where the display surface is stated includes face up, and face down. A state where the display surface is stated will determine an orientation between these two orientations, and cannot be in more than one or neither orientation at a time.
- 4.1.3.2.1. Face up: cards placed with art side up so that the master can see the text.
- 4.1.3.2.2. Face down: cards are placed with back side up so that the master cannot see the text. Face down cards do not possess the face up text effect.
- 4.1.3.2.2.1. It is possible for a face down card to gain text or an ability from an effect.
- 4.1.3.2.3. If a card is placed in a public zone, and the orientation of the card is not specified, the card is placed face up in the zone.
- 4.1.3.2.4. Unless specified, players cannot see the information of face down cards.
- 4.1.4. Depending on the zone, the order of cards placed can be managed. If the order is managed, place cards in a vertical relationship. For zones where the order is managed, unless stated, players cannot change the order of cards.
- 4.1.4.1. When placing a card in a zone where the order is managed, unless stated, place the card on top of the previously placed cards.
- 4.1.4.2. When referencing the “top” of a zone where the order is managed, it is referencing the top card of the pile. When referencing “the top N cards,” of a zone where the order is managed, it is referencing the top N cards of the pile.
- 4.1.5. If a card moves from a zone to another zone, and it is not a “circle to circle” or “gate zone to gate zone” movement, then the card is considered a new card in a new zone. All effects applied in previous zones do not apply in the new zone.
- 4.1.6. When multiple cards move from a zone to another zone at the same time, unless otherwise specified, the order of the cards to be moved to the new zone is decided by the owner of those cards, and those cards are moved to the new zone simultaneously.
- 4.1.6.1. When multiple cards move from a public zone to a hidden zone at the same time, the owner of those cards can decide the order in which to place them. The other players cannot know the order of those cards in the new zone.
- 4.1.7. If an ability or effect instructs you to move a card from a zone to another zone, and the zone of which player isn’t stated, it is referencing a zone of the master of the moving card.
- 4.1.8. If an ability or effect instructs you to choose a card, and the zone of which player isn’t stated, unless stated otherwise, you can choose either player’s zone.
- 4.2. Circle
- 4.2.1. The zone where you mobilize your members and set (5.24) your cards. Each player has six circles.
- 4.2.1.1. The circles are a public zone.
- 4.2.1.2. Cards on a circle have an orientation status where the direction and display surface are stated. Face down cards on circles can be looked at by the master of the face down card at any time.
- 4.2.1.3. The order of cards on your circles are not managed.
- 4.3. Gate Zone
- 4.3.1. The zone where each player places their gates at the beginning of the game. Each player has six gate zones.
- 4.3.1.1. The gate zone is a hidden zone. Cards in this zone have an orientation where the direction and display surface are stated.
- 4.3.1.1.1. If there is a face down card in this zone, and the card back (2.21) is a gate, then that card is considered a “gate.”
- 4.3.1.2. The order of cards in your gate zone are not managed.
- 4.3.2. If “a gate on a circle” is referenced in text, it is referencing the gate in the gate zone that is associated (4.4.2.2) with the circle.
- 4.4. Field
- 4.4.1. There are six circles and six gate zones within this zone. Cards on circles or gate zones are also considered on the field.
- 4.4.2. Circles, the gate zone, and cards have location information.
- 4.4.2.1. Circles and the gate zone are divided between three “front row” circles and gate zones, and three “back row” circles and gate zones. Starting from the left, the front row and

back row circles and gate zones are known as the “left,” “middle” and “right”.

4.4.2.2. Circles and gate zones with the same location information are associated.

4.4.2.3. Cards on a circle or gate zone have the same location information as that zone.

4.4.3. Circles, the gate zone, and cards can have a front and behind relation by their stage positions.

4.4.3.1. The front row left circle or gate zone and the back row left circle or gate zone have a front and behind relation by their stage positions. Similarly, the front and back row middle, and front and back row right also have a front and behind relation to each other by their stage positions.

4.4.3.2. If zone A and zone B have a front and behind relation to each other by their stage positions, then the card in zone A and the card in zone B also have front and behind relation to each other by their stage positions.

4.4.3.3. From the respective back row positions, the respective front row positions are called cards or zones “in front.” From the respective front row positions, the back row positions are called cards or zones “behind.”

4.4.4. It is possible for circles, gate zones, or cards placed there to be adjacent.

4.4.4.1. Cards or zones that have front and behind relation to each other by their stage positions are considered to be adjacent.

4.4.4.2. If a player has two zones or cards are both in the front or back row, and one is in the middle while the other is on the left or right, those zones or cards are considered to be adjacent.

4.4.4.3. A player’s zones or cards in the front row left position are considered to be adjacent to the opponent’s front row right position zone or cards. The same is true for the player’s front row middle position to the opponent’s front row middle position, and the player’s front row right position to the opponent’s front row left position.

4.5. Deck

4.5.1. The zone where you place your main deck at the beginning of the game.

4.5.1.1. The deck is a hidden zone. Neither player can look at the information of cards in this zone.

4.5.1.2. The order of cards in your deck are managed.

4.5.2. If multiple cards move from your deck, move them one at a time.

4.5.2.1. For any reason, if the number of cards moving from your deck is greater than the number of cards in your deck, move all of the cards remaining in your deck to the appropriate zone, and afterwards perform a reshuffle (10.2), and move the required remaining number of cards to the zone.

4.6. Hand

4.6.1. The zone where you put the cards that you draw.

4.6.1.1. The hand is a hidden zone, but you can see the information of cards in your own hand. You may not see the information of cards in your opponent’s hand.

4.6.1.2. The order of cards in your hand are not managed.

4.6.2. The text “N cards that are in your hand” can be simply written as “N cards from your hand.”

4.7. Level Zone

4.7.1. The zone where cards are placed as the game progresses.

4.7.1.1. The level zone is a public zone.

4.7.1.2. Face up cards in your level zone have an orientation where the direction is stated. You, and only you, can look at the information of face down cards in your level zone freely.

4.7.1.3. The order of cards in your level zone are not managed.

4.7.2. For each player’s level zone, there is a maximum level they can become. The standard maximum level is four.

4.8. Stock Zone

4.8.1. The zone where cards are placed as the game progresses.

4.8.1.1. The stock zone is a hidden zone. Neither player can look at the information of cards in this zone.

4.8.1.2. The order of cards in your stock zone are managed. If you place a card in this zone, put it on top of the previously placed cards. If you are moving a chosen number of cards from your stock zone, choose from the top card in the stock zone.

4.9. Drop Zone

4.9.1. The zone where used cards are placed.

4.9.1.1. The drop zone is a public zone.

4.9.1.2. The order of cards in your drop zone is not managed.

4.10. Remove Zone

4.10.1. The zone where you place cards intended for the remove zone.

4.10.1.1. The remove zone is a public zone.

4.10.1.2. Cards in the remove zone have an orientation where the display surface is stated.

4.10.1.3. The order of cards in your remove zone are not managed.

4.11. Refresh Zone

4.11.1. The zone where you place cards intended for the refresh zone.

4.11.1.1. The refresh zone is a hidden zone. Neither player can look at the cards in this zone.

4.11.1.2. The order of cards in your refresh zone are not managed.

4.12. Battle Zone

- 4.12.1. The zone where you place cards used for logic definition (5.16)
 - 4.12.1.1. The battle zone is a public zone. Cards placed in this zone have an orientation where the display surface is stated. Face down cards on the battle zone can be looked at by either player.
 - 4.12.1.1.1. Cards placed on the battle zone with logic including power logic, aura logic, limit logic, and paradox logic only apply their logic from their logic icon (2.11) while face up.
 - 4.12.1.1.2. Automatic effects that trigger when a card is placed on a battle zone will continue to have an effect even when the card is turned face down.
 - 4.12.1.2. The order of cards in your battle zone are managed. If you place a card in this zone, put it on top of the previously placed cards.

4.13. Paradox Zone

- 4.13.1. The zone where paradoxes are placed.
 - 4.13.1.1. The paradox zone is a public zone.
 - 4.13.1.2. Cards placed in the paradox zone have an orientation where the display surface is stated. Face down cards in the paradox zone can be looked at by either player.
 - 4.13.1.3. The order of cards in the paradox zone are managed.

4.14. Intercept Zone

- 4.14.1. The zone where intercepting members during battle are placed.
 - 4.14.1.1. The intercept zone is a public zone.
 - 4.14.1.2. The order of cards in your intercept zone are not managed.

4.15. Soul Zone

- 4.15.1. The zone where the soul of members is placed.
 - 4.15.1.1. The soul zone is a public zone.
 - 4.15.1.2. The order of cards placed in the soul zone are not managed.
- 4.15.2. Cards in the soul zone are associated and attached to a member on a circle. If it is associated and attached with a member, that member is considered to “have soul.”
 - 4.15.2.1. If a member’s soul is being referenced, reference the soul associated and attached to that member.
 - 4.15.2.2. If a member’s soul quantity is being referenced, reference the quantity of soul associated and attached to that member.

4.16. Resolution Zone

- 4.16.1.1. The zone where abilities and cards are placed temporarily during the progress of a game.
 - 4.16.1.1.1. The resolution zone is a public zone.
 - 4.16.1.1.2. The order of cards in the resolution zone are managed.

5. Specific Actions

5.1. Summary

- 5.1.1. Specific actions reference actions that hold special meaning, or special orientations.

5.2. Stand/Rest

- 5.2.1. If you are instructed to  (stand) or  (rest) a card, depending on the direction instructed, put the card into “stand” or “rest.”

5.3. Turn Face Up / Turn Face Down

- 5.3.1. If you are instructed to “turn face up” or “turn face down” a card, depending on the display instructed, put the card face down, or face up.

5.4. Return/Add/Place/Enter

- 5.4.1. If a card has “Return,” “Add,” “Place,” or “Enter,” in its card text, put that card in the specified zone.

5.5. Shuffle

- 5.5.1. If you are instructed to “shuffle your deck,” the owner of the deck randomizes the cards in their deck.
 - 5.5.1.1. If you must shuffle your deck when it has only one card in it, while the card does not change in order, it is considered to have been shuffled.
- 5.5.2. If you are instructed to shuffle a group of specific cards, the owner of those cards changes the order of them at random.

5.6. Draw

- 5.6.1. If you are instructed to “draw a card,” the designated player takes the top card from their deck, and adds it to their hand.
- 5.6.2. If you are instructed to “draw N cards,” and N is 0, nothing will occur. If N is 1 or more, the designated player “draws a card” N times.
- 5.6.3. If you are instructed to “draw up to N cards,” and N is 0, nothing will occur. If N is 1 or more, the designated player will choose one of the following actions:
 - 5.6.3.1. The designated player may choose to end this action.
 - 5.6.3.2. The designated player draws a card.
 - 5.6.3.3. If the number of times N is repeated in 5.6.3.2 is equal, end the process. For all other, return to 5.6.3.1.

5.7. Look at the top

- 5.7.1. If you are instructed to “look at the top N cards from your deck,” and N is 0, nothing will occur. If N is 1 or more, the designated player can know the information of the top N cards of their deck.
- 5.7.2. If you are instructed to “look up to the top N cards from your deck,” and N is 0, nothing will occur. If N is 1 or more, the designated player will choose one of the following actions:
 - 5.7.2.1. The player designates the number as 1.
 - 5.7.2.2. The designated player may choose to end this action.

- 5.7.2.3. The designated player can know the information of the top cards of their deck up to N cards.
- 5.7.2.4. If the number of times N is repeated in 5.7.2.3 is equal, end this action. For all other, add 1 to the number, and return to 5.7.2.2.
- 5.8. Discard
- 5.8.1. If a card instructs you to “discard a card,” the designated player puts a card of their choosing from their hand to their drop zone.
- 5.9. Put into your drop zone
- 5.9.1. If a card instructs you to “put into your drop zone,” the designated player puts the chosen card from its current zone to their drop zone.
- 5.10. Put into your stock zone
- 5.10.1. If a card instructs you to “put into your stock zone,” the designated player puts the chosen card from its current zone to their stock zone.
- 5.11. Exchange positions
- 5.11.1. If a card instructs you to “exchange positions” with another card, put the designated card in the other card’s previous position in the zone it was in, and put the other card in the other card’s previous position in the zone it was in.
- 5.11.2. If a card exchanging positions is unable to occupy the new zone, the exchanging of positions does not occur.
- 5.12. Mobilize
- 5.12.1. Member’s with card text that reads “mobilize this member” or “mobilize that member” references the placement or playing of a designated member onto a circle.
- 5.12.2. Unless stated by effect, the player mobilizing a member places the member on the circles designated by its Territory (2.10) (2.1.0.2). Upon resolution, the member is placed on the circle.
- 5.12.2.1. If that circle is occupied by another member, the occupying member is placed into your drop zone. Then, place the mobilized member on that circle.
- 5.12.3. For mobilizing, there are two methods. Mobilizing by the standard rules, and mobilizing from a card effect.
- 5.12.3.1. When mobilizing from standard rules, in order to play the card, the requirements (9.6.2.1) must be met, and the cost (9.6.2.3) must be paid.
- 5.12.3.2. When mobilizing from a card effect, the requirements to play the card are not required, and the cost is not paid.
- 5.13. Trance
- 5.13.1. To “trance” is to mobilize a tranceunion from your deck or hand.
- 5.13.1.1. To trance, choose a logicalist and foreigner on your circles.
- 5.13.1.2. You can search your deck for a tranceunion. When searching, you can refresh (5.21) your deck.
- 5.13.1.2.1. If you search and choose a tranceunion from your deck, you can mobilize that tranceunion.
- 5.13.1.2.2. If you search your deck for a tranceunion, even if you do not choose a tranceunion, shuffle your deck.
- 5.13.1.2.3. If you search your deck for a tranceunion, but do not choose one, or you did not search your deck for a tranceunion, you may mobilize (5.12) a tranceunion from your hand.
- 5.13.1.3. When you mobilize a tranceunion by trance, when placing it on a circle, put the chosen logicalist and foreigner from 5.13.1.1 into the soul zone, and then place them underneath the tranceunion on the circle. The logicalist and foreigner placed in the soul zone, and subsequently placed underneath the tranceunion, are associated with the tranceunion.
- 5.13.1.4. After announcing a “trance,” if you did not mobilize a tranceunion, put the logicalist and foreigner chosen in 5.13.1.1 into the drop zone.
- 5.13.1.5. If a card recognizes a specific piece of information of the mobilized tranceunion by a card effect, that card does not need to meet the world, color, or level requirements (9.6.2.1) of the card.
- 5.14. Move
- 5.14.1. If a card instructs you to “move” a card, put that card into the designated zone.
- 5.14.2. When a member moves to another circle during your main phase (7.5.3.5), that member is considered to have “moved.”
- 5.14.3. If a card “can’t be moved” by a card effect, it only pertains to moving from a circle to another circle.
- 5.15. Level Boost
- 5.15.1. To “level boost,” rest a standing card in your level zone, and draw a card.
- 5.16. Logic Definition
- 5.16.1. To “logic definition,” place a card from your hand in your battle zone face up.
- 5.16.2. If a card placed in the battle zone for logic definition has an automatic ability, resolve the ability. Abilities and logic other than automatic abilities will continue to affect the master’s member in battle while face up on the battle zone.
- 5.16.3. Cards used for logic definition are not considered played, and do not need to meet any world, color, or level requirements (9.6.2.1).

- 5.17. Intercept
- 5.17.1. To “intercept,” place a member with the intercept icon (2.11.3) into the intercept zone.
- 5.18. Luck Drive
- 5.18.1. To “luck drive,” put three cards from the top of your stock zone into your drop zone, and draw a card.
- 5.19. Reveal
- 5.19.1. “To reveal” is a specific action to show cards to all players for a certain time.
- 5.19.2. When revealing cards as a cost, decide all costs first, and reveal the cards at the same time that all other costs are paid.
- 5.19.3. If an effect asks you to reveal cards, then show them until the end of the effect.
- 5.19.3.1. When the effect ends, return the card to its previous state.
- 5.19.4. Revealing cards does not change the zone of the card, or the order or state they are in within their zone.
- 5.20. Reshuffle
- 5.20.1. To perform a reshuffle, the designated player takes all of the cards in their drop zone, adds it to their deck, and shuffles (5.5) their deck
- 5.21. Refresh
- 5.21.1. When you are instructed to refresh your deck, that player shuffles (5.20) their deck, and afterwards, that player increases their refresh point by one.
- 5.22. Pay a cost
- 5.22.1. When performing an action, or playing a card or ability, the payment to use the action, card or ability is known as “paying a cost.”
- 5.22.2. When paying a cost, first determine all of the costs, and then pay them. If multiple actions are necessary for the cost, perform them simultaneously.
- 5.22.3. If you must pay a cost to perform an action, and you cannot pay all of the costs, the action will not take place. You cannot partially pay for a cost.
- 5.22.4. If you are instructed to pay “all” of the cards in a designated zone, even if there are no cards in that zone, the cost will be considered payed and the action will take place. Similarly, if you are instructed to pay “all” of the cards in a designated zone, but there are no cards that meet the requirements of the cost, the cost is considered to have been payed and the action will take place.
- 5.23. Look
- 5.23.1. If a player is instructed to “look” at a hidden zone or face down card, the designated player can look at that card’s information.
- 5.23.2. A player may continue to look at the information of a card until the effect granting the player to look

at the card ends, or until the resolution of the effect.

5.23.2.1. When the period to look ends, return the card to its previous state.

5.23.3. When looking at a card, you cannot change the zone it is in, or the order it is in within that zone.

5.24. Set

5.24.1. If Card A is instructed to be “set” to card B, set Card A in Card B’s circle (if it is on a circle), or set Card A in Card B’s circle associated with Card B’s gate zone (if it is on a gate zone) (4.4.2.2). After this, Card A is considered to be associated with Card B, and Card A is considered to be “set” to Card B.

5.24.1.1. After resolving Card A’s set, if for any reason that card is being set on a circle that Card B no longer occupies, Card A is not placed on a circle, and instead placed into the owner’s drop zone.

5.24.2. If Card A is set to Card B, and Card B moves to a different circle or gate zone, Card A will also simultaneously move to the circle or gate zone Card B is moving to.

5.24.3. If Card A is set to Card B, and for any reason Card B moves to a zone other than a circle or gate zone, Card A will be put into the owner’s drop zone by resolution (10.7).

5.24.4. If a player is instructed to set a card face down, the master of the set card may look at the information of that card freely.

5.24.5. If multiple cards are set, the master is responsible for their effects, which cards they are affecting, and the order in which they were set.

6. Setting Up the Game

6.1. Deck Preparations

6.1.1. Each player prepares their own main deck and gate deck before the game.

6.1.1.1. Preparing the Main Deck

6.1.1.1.1. A main deck must contain exactly 50 cards.

6.1.1.1.2. Each deck can only contain up to four copies of cards with the same name.

6.1.1.1.2.1. Even if any other information is different, if two cards have the same name, your main deck can only have up to four cards in total among them.

6.1.1.1.3. A main deck must contain exactly 8 paradox cards.

6.1.1.1.4. You cannot put gate cards into your main deck.

6.1.1.2. Preparing the Gate Deck

6.1.1.2.1. A gate deck must contain exactly 10 cards.

6.1.1.2.2. Each deck can only contain up to 2 copies of a card with the same gate number.

6.1.1.2.3. You cannot put non-gate cards in your gate deck.

6.2. Preparing the Game

6.2.1. Before the start of each game, prepare for the game in the following steps:

6.2.1.1. Present the main deck and gate deck you will use for this game to your opponent. The main deck and gate will need to fulfill the rules required for deck construction.

6.2.1.2. Each player shuffles their own main deck and gate deck. Then, each player may shuffle their opponent's main deck and gate deck.

6.2.1.3. Each player takes the top card from their gate deck one at a time and places them on their gate zones face down.

6.2.1.3.1. Unused cards in the gate deck are placed face down in the remove zone. Neither player can look at the information of these cards.

6.2.1.4. Place your main deck on your deck zone.

6.2.1.5. Randomly determine which player goes first.

6.2.1.5.1. The determination of the starting player cannot be mediated in any way. The player who is chosen by the random method cannot decide who will be the starting or goes second.

6.2.1.6. Each player draws five cards from their deck which forms the initial hand. Then, from the player going first, each player chooses any number of cards in their hand and puts them on the bottom of their deck, then draws the same number of cards put on the bottom of their deck. This action may only be performed once by each player.

6.2.1.7. Each player proceeds to set their refresh point at 0. This number is used when resolving a reshuffle (10.2) and resolving a refresh point (10.9).

6.2.1.8. The player that goes first becomes the turn player, and the game begins.

7. Game Procedure

7.1. Summary

7.1.1. The game progresses by repeating "turns." Players take turns progressing the game by becoming the turn player. The other player is known as the non-turn player.

7.1.2. The turn player proceeds with their turn according to the order of phases written from 7.2 to 7.7

7.2. Stand Phase

7.2.1. The phase in which the turn player stands cards that they are the master of. This phase is done in the following order:

7.2.2. Each automatic ability with the timing "at the beginning of the turn" or "at the beginning of the stand phase" becomes stand by. Additionally, if it is the turn-player's first turn, automatic abilities with

the timing "At the beginning of the game" will also trigger.

7.2.3. Resolve a check timing.

7.2.4. The turn player stands all of their cards in their level zone and field.

7.2.5. Resolve a check timing. After completing all actions in the check timing, proceed to the draw phase.

7.3. Draw Phase

7.3.1. During this phase, the turn player draws cards from their deck. The phase is carried out in the following order:

7.3.2. Each automatic ability with the timing "at the beginning of the draw phase" becomes stand by, and resolve a check timing.

7.3.3. The turn player draws two cards.

7.3.4. Resolve a check timing.

7.3.5. The turn player puts the top card from their deck into their stock zone, face down.

7.3.6. Resolve a check timing. After completing all actions in the check timing, proceed to the level phase.

7.4. Level Phase

7.4.1. During this phase, the turn player puts a card into their level zone. The phase is carried out in the following order:

7.4.2. Each automatic ability with the timing "at the beginning of the level phase" becomes stand by, and resolve a check timing.

7.4.3. The turn player chooses one of the following two options:

7.4.3.1. The turn player chooses a card from their hand and puts it into their level zone, face up. However, if it is the first turn player's first turn, the card placed in the level zone is placed face down.

7.4.3.1.1. If the player's level zone is filled with the maximum number of cards allotted, the turn player may exchange a card from their level zone with a card in their hand.

7.4.3.2. The turn player may also choose to do nothing.

7.4.4. Resolve a check timing. After completing all actions in the check timing, proceed to the main phase.

7.5. Main Phase

7.5.1. The phase in which the turn player can perform several actions. This phase is done in the following order:

7.5.2. Each automatic ability with the timing "at the beginning of the main phase" becomes stand by. Resolve a check timing.

7.5.3. The turn player gets a play timing. In this play timing, the turn player can do any of the actions below, in any order and any number of times as long as there is no limit to the action.

- 7.5.3.1. The turn player can mobilize a member from their hand.
- 7.5.3.2. The turn player can perform a trance. This action can only be done once per turn.
- 7.5.3.3. The turn player can perform a luck drive.
- 7.5.3.4. The turn player can choose a member with soul's logic drive, pay for the logic drive's cost and use the ability. Logic drive can only be used once per turn. If the turn player uses a logic drive, they cannot use the logic drive of another card within the same turn.
- 7.5.3.5. The turn player can move a member to a different circle without changing the orientation state of the member. However, when moving a member, the member must still occupy the number of circles designated by its territory.
- 7.5.3.6. The turn player can pay for the cost and use an ACT ability that they are the master of.
- 7.5.3.7. The turn player can choose to do nothing.
- 7.5.4. If the turn player chooses and announces to do nothing, proceed to the battle phase.

7.6. Battle Phase

- 7.6.1. The phase in which the turn player can attack. For more details, see "Attacking and Battle" (8) for more information.

7.7. End Phase

- 7.7.1. The phase to signify the end of a turn.
- 7.7.2. Each automatic ability with the timing "At the beginning of the end phase" that have not become stand by in this phase becomes stand by.
- 7.7.3. Resolve a check timing.
- 7.7.4. Paradoxes on the paradox zone are put into the drop zone.
- 7.7.5. All effects with "until end of turn" or "during this turn," will cease to exist.
- 7.7.6. At this point, if there are no automatic abilities standing by, no rule actions to resolve, and no automatic abilities with "at the beginning of the end phase" that have not become stand by during this end phase, the opponent of the current turn player becomes the new turn player and the game advances to the next turn's stand phase. This turn ends. Otherwise, return to 7.7.2.

8. Attacking and Battle

8.1. Basics

- 8.1.1. In each battle phase, the turn player can attack with their standing members against their opponent's circles. The turn player performs a progression of steps beginning with the declare attackers step.
- 8.1.2. The series of steps from the declare attackers step to the end of battle step is called the "battle."
- 8.1.3. A battle is counted as one battle from the moment a battle begins. Even if the process of a battle is cut off midway and proceeds to the end of battle step, it is still counted as one battle.

8.2. Declare Attackers Step

- 8.2.1. The step in which the turn player chooses which member to attack with. The step is done in the following order:
 - 8.2.2. Each automatic ability with the timing "at the beginning of the declare attackers step," and if it is the first declaration of an attacker of the turn each automatic ability with the timing "at the beginning of the battle phase" becomes stand by. Resolve a check timing.
 - 8.2.3. Determine the number of times a player can attack. This is equal to the number of face up cards in the turn player's level zone.
 - 8.2.4. The turn player chooses one of the following two options. If the number of times the turn player has attacked is greater than the number of face up cards in their level zone, or they do not have any standing members, or there are no circles they can attack, or an effect is preventing them from attacking, the turn player automatically chooses to do nothing (8.2.4.2).
 - 8.2.4.1. The turn player chooses to attack. In this case, resolve a check timing. After resolving all necessary actions in the check timing, proceed to the battle.
 - 8.2.4.2. The turn player can choose to do nothing. In that case, move to the end phase (7.7).
 - 8.2.5. The turn player can choose a standing member to attack with, and rest it.
 - 8.2.6. If the attacking member has soul, increase the attacking member's power by the amount designated by the member's soul.
 - 8.2.7. The turn player chooses an opponent's circle as the attack target, and attacks that circle.
 - 8.2.7.1. Circles in the back row cannot be chosen as an attack target until the gate in front of it has been destroyed.
 - 8.2.7.2. Until the end of battle step, the chosen circle is considered "the circle being attacked."
 - 8.2.8. Until the end of battle, even if the member is no longer able to attack, the battle will continue.
 - 8.2.9. Resolve a check timing.
 - 8.2.10. If the circle being attacked does not have a member on it, follow the procedure below:
 - 8.2.10.1. Until the end of battle step, the member chosen in 8.2.5 is referred to as "the attacking member." If the attacking member moves from its current circle during the battle, it is still considered to be attacking.
 - 8.2.10.1.1. If the attacking member leaves the field during the battle, that member is no longer considered to be attacking.
 - 8.2.10.2. Each automatic ability with "when this member attacks" becomes stand by.
 - 8.2.10.3. Resolve a check timing.
 - 8.2.10.4. At this point, if there is an attacking member, the gate on the attacked circle is destroyed. Destroyed gates are turned face up,

and their automatic effects become stand by. If the gate is already destroyed, nothing will occur.

8.2.10.5. Resolve a check timing.

8.2.10.6. Proceed to the end of battle step (8.6)

8.2.11. If the circle being attacked has a member on it, follow the procedure below:

8.2.11.1. Until the end of battle step, the member chosen in 8.2.5 is referred to as “the attacking member.” If the attacking member moves from its current circle during the battle, it is still considered to be attacking,

8.2.11.1.1. If the attacking member leaves the field during the battle, that member is no longer considered to be attacking.

8.2.11.2. Until the end of battle step, the member on the circle chosen in 8.2.5 is known as the “defending member.”

8.2.11.3. The “defending member” is known as the defending member while its circle is being attacked. If the defending member is no longer on the circle being attacked, it is no longer known as the “defending member.”

8.2.11.3.1. If the defending member leaves the field, it is no longer considered the defending member.

8.2.11.4. For the “attacking member,” the “defending member” is its “battle opponent.” For the “defending member,” the “attacking member” is its battle opponent.

8.2.11.5. Each automatic effect with the timing “when this member attacks,” or “when this member defends” becomes stand by.

8.2.11.6. Resolve a check timing. After resolving all necessary actions in the check timing, proceed to the intercept step.

8.3. Intercept Step

8.3.1. The non–turn player can respond to a turn player’s attack by intercepting during the intercept step. The step is done in the following order:

8.3.2. Each automatic ability with the timing “At the beginning of the intercept step” becomes stand by. Resolve a check timing.

8.3.3. The non–turn player can choose one of the following choices. If the non–turn player does not have any attacking or defending members, or is unable to intercept, the non–turn player can automatically choose to do nothing (8.3.3.2).

8.3.3.1. The non–turn player chooses any number of their members that isn’t being attacked that have the intercept icon, and places them into their intercept zone.

8.3.3.2. The non–turn player can choose to do nothing. If they choose to do nothing, proceed to 8.3.6.

8.3.4. When there is a member in your intercept area, your defending member gains power equal to the intercepting member’s logic.

8.3.5. Each automatic ability with “When this member intercepts” becomes stand by.

8.3.6. Resolve a check timing. After resolving all necessary actions in the check timing, proceed to the logic definition step.

8.4. Logic Definition Step

8.4.1. The step where players use logic definition. The step is done in the following order:

8.4.2. Each automatic ability with “at the beginning of the logic definition step” becomes stand by. Resolve a check timing.

8.4.3. If the defending member’s limit is greater than the number of cards in the defending member’s master’s battle zone, the non–turn player can choose one of the three following choices. If there is no attacking or defending member, or the number of cards in the battle zone is greater than or equal to the defending member’s limit, the player automatically chooses to do nothing. (8.4.3.3)

8.4.3.1. The non–turn player can perform a logic definition. If the non–turn player has no cards in hand, they cannot choose this option.

8.4.3.2. The non–turn player can perform a level boost, and then perform a logic definition. If the non–turn player has no standing cards in their level zone, they cannot choose this option.

8.4.3.3. The non–turn player can choose to do nothing. If the turn player had chosen to do nothing right before (8.4.5.3), proceed to the battle result step.

8.4.4. Resolve a check timing.

8.4.5. If the attacking member’s limit is greater than the number of cards in the attacking member’s master’s battle zone, the turn player can choose one of the following three choices. If the number of cards in the battle zone is greater than or equal to the attacking member’s limit, the player automatically chooses to do nothing (8.4.5.3).

8.4.5.1. The turn player performs a logic definition. If the turn player has no cards in hand, they cannot choose this option.

8.4.5.2. The turn player performs a level boost, and then performs a logic definition. If the turn player has no standing cards in their level zone, they cannot choose this option.

8.4.5.3. The turn player can choose to do nothing. If the non–turn player had chosen to do nothing right before (8.4.3.3), proceed to the battle result step.

8.4.6. Resolve a check timing.

8.4.7. Return to 8.4.3.

8.5. Battle Result Step

8.5.1. The step where the result of the battle is determined. The step is done in the following order:

8.5.2. Each automatic ability with the timing “At the beginning of the battle result step” becomes stand by. Resolve a check timing.

- 8.5.3. The winner and loser of the battle will be determined.
- 8.5.3.1. If there is an attacking member, and there isn't a defending member, the attacking member is the winner of the battle.
- 8.5.3.2. If there is a defending member, and there isn't an attacking member, the defending member is the winner of the battle.
- 8.5.3.3. If there isn't an attacking or defending member, neither member wins, nor loses.
- 8.5.3.4. If there is an attacking and defending member, the winner and loser is determined by the following:
- 8.5.3.4.1. If there isn't a face up paradox in the paradox zone or battle zone, compare the power of the members in battle, and the member with the greater power is the winner of the battle. If their power is equal, the attacking member is the winner of the battle.
- 8.5.3.4.2. If there is a face up paradox in the paradox zone or battle zone, the winner of the battle is determined by the battle criteria of the face up paradox.
- 8.5.3.4.3. A member in battle that did not win is considered the loser of the battle.
- 8.5.4. Each automatic ability with the timing "When this member wins," "When this member loses," become stand by.
- 8.5.5. Resolve a check timing.
- 8.5.6. When a defending member loses a battle, place the defending member into the stock zone.
- 8.5.7. When a defending member wins a battle, nothing occurs.
- 8.5.8. Resolve a check timing. After resolving all necessary actions in the check timing, proceed to the end of battle step.

8.6. End of Battle Step

- 8.6.1. The step where the resolution of battle takes place. The step is done in the following order:
- 8.6.2. Each automatic ability with the timing "At the end of battle step" becomes stand by.
- 8.6.3. Resolve a check timing.
- 8.6.4. If there are any face down cards in your paradox zone, put them into your drop zone. If there are any face up cards in your paradox zone, leave them in the paradox zone.
- 8.6.5. Place all face up paradox cards from the battle zone into the paradox zone. All other cards on the battle zone and intercept zone are placed in the drop zone.
- 8.6.6. All effects with the duration "until the end of that battle" and "during this battle" cease to exist.
- 8.6.7. At this point, if there are rule actions, automatic abilities standing by, or automatic abilities with the timing "at the beginning of the end of battle step" to resolve, return to 8.6.2. If there are none, the

"attacking member" is no longer the "attacking member," and the "defending member" is no longer the "defending member." End this battle, and move to the declare attackers step (8.2).

9. Play and Resolve Cards and Abilities

9.1. Categories of Abilities

- 9.1.1. Abilities are a card's text, or an action produced from an effect.
- 9.1.2. Abilities are divided into three categories: continuous ability, activated ability, and automatic ability.
- 9.1.2.1. Continuous abilities are abilities that affect the game as long as the ability is active.
- 9.1.2.1.1. Continuous abilities are written on cards as "CONT (effect)."
- 9.1.2.2. Automatic abilities are abilities that are played automatically when a certain event happens during the game.
- 9.1.2.2.1. Automatic abilities are written on cards as "AUTO When (event), (effect)" or "AUTO At the beginning of (phase or step), (effect)." The "event" or "phase" or "step" is called a "trigger condition," and when the "trigger condition" is fulfilled, the automatic ability is considered to be triggered.
- 9.1.2.2.2. Some automatic abilities have the text "AUTO [cost] (effect)" instead of "AUTO (effect)." The cost here is the cost referred to and paid during the resolution of the ability.
- 9.1.2.3. Activated abilities are abilities that a player with a play timing can pay the cost to get the effect.
- 9.1.2.3.1. Activated abilities are written on cards as "ACT [Cost] (effect)." The text within the indicates the cost to play it, and the text that follows is the effect that occurs by resolving the activated ability.
- 9.1.3. The icon's (CONT, AUTO, and ACT) representing the abilities are known as "Ability Type Icons."

9.2. Category of Effects

- 9.2.1. An effect is the aftermath of an ability that occurs upon the resolution of an ability.
- 9.2.2. Effects are divided into three categories: one shot effect, continuous effect, and replacement effect.
- 9.2.2.1. One shot effects are effects that do the instructed actions while resolving, and ends when the resolution is finished. For example, if an ability has a text that says "draw a card," or "put this member into your drop zone," then the effect from that ability is a one shot effect.
- 9.2.2.2. Continuous effects are effects that are active for a specified duration (or, if it is not specified, "during the game.")

9.2.2.3. Replacement effects are effects that replace an event that is about to occur with another event instead.

9.2.2.3.1. For example, if an ability has text that says “If you would do A, instead do B,” then the effect from that ability is a replacement effect.

9.2.2.3.2. For example, if an ability has a text that says “If you would do A, then you may (choose an option) instead. If you do, do B,” then the effect from that ability is an optional replacement effect.

9.3. Active effects and Inactive effects

9.3.1. Some effects make an effect “active” or “inactive.”

9.3.2. Unless stated, a card’s effect is active under the following criteria:

9.3.2.1. If the card is a member, that card’s effects are active as long as that card is on a circle.

9.3.2.2. If the card is a gate, that card’s effects are active as long as that card is face up on the gate zone.

9.3.2.3. If the card is a tactics, that card’s effects are active as long as that card is face up on the battle zone.

9.3.2.4. If the card is a paradox, that card’s effects are active as long as that card is face up on the battle zone or paradox zone.

9.3.2.5. If a card’s ability states a specific zone that it is active in, the card’s ability is only active in the stated zone. If that zone’s cards must be visible, then that card’s ability is only active as long as that card is face up.

9.3.2.5.1. If the text of an ability is written as “(Ability Type Icon) [This ability is only active in the (specified zone)] (details of the ability)” then the ability is only active within the specified zone.

9.3.3. Inactive abilities have no effect.

9.3.3.1. Inactive continuous abilities will have no effect.

9.3.3.2. Even if the conditions are met, inactive automatic abilities will not have an effect.

9.3.3.3. Inactive activated abilities cannot be activated.

9.3.4. If you activate an active automatic or activated ability, but before resolving the ability becomes inactive, the resolution will continue.

9.4. Cost and Payment

9.4.1. Some effects or automatic ability will contain a set of actions written within [] (brackets) at the start of the text. Those actions are called the cost of the card or ability.

9.4.2. Unless otherwise stated, the player is only responsible for the cost of cards they are the master of.

9.4.3. From the text of cards, cost is indicated with a number enclosed within a circle, and it means “place the number of cards equivalent to the number indicated from the stock zone to the master of this card or ability to their drop zone.” Similarly, when a number enclosed within a circle is indicated as payment, it also means “the specified player places the stated number of cards from their stock zone to their drop zone.”

9.5. Check Timing and Play Timing

9.5.1. A check timing is the time that is used to resolve rule actions or play automatic abilities.

9.5.1.1. In a check timing, resolve all rule actions, then, when there are no rule actions to resolve, play and resolve an automatic ability that had been triggered.

9.5.2. A play timing is the time that a player can perform an action. Whenever a player gets a play timing, just before they choose to do something, there is always a check timing. After all rule actions and automatic abilities have been resolved, that player gets a play timing.

9.5.3. When a check timing resolves, the game proceeds in the following order:

9.5.3.1. If there are any rule actions that need to be resolved, then resolve them simultaneously. Next, if there are other rule actions to be resolved, then repeat this step until there are no rule actions left to be resolved.

9.5.3.2. If any automatic abilities controlled by the turn player are on stand-by, then the turn player chooses one of them, plays it, and resolves it. If they do, go to 9.5.3.1.

9.5.3.3. If any automatic abilities controlled by the non-turn player are standing by, then the non-turn player chooses one of them, plays it and resolves it. If they do, go to 9.5.3.1.

9.5.3.4. End the check timing.

9.5.4. When a play timing is given to a player, the game proceeds in the following order:

9.5.4.1. Resolve a check timing.

9.5.4.2. The player gets the play timing at this point.

The player chooses to do an action that can be done at that time, or chooses to do nothing. If they chose an action, unless specified, then that player gets a play timing again after that play timing ends.

9.5.4.3. If they choose to do nothing, then that play timing ends, and the phase or step advances.

9.6. Play and Resolve Cards and Abilities

9.6.1. Activated abilities, automatic abilities, and cards in hand need to be played and resolved to get its effect. Continuous abilities are not played, and the effect is always in effect.

9.6.2. When you play a card or an ability, process it in the following steps:

- 9.6.2.1. Choose an ability or a card to play. When you choose a card in your hand or deck this way, reveal that card. When you choose a card in your hand or deck this way, you can only choose and reveal a card that meets the color or world requirement, and level requirement.
- 9.6.2.1.1. The world requirement, requires the player to have a card in their level zone that is the same world as a tranceunion being played.
- 9.6.2.1.2. The color requirement, requires the player to have a card in their level zone that is the same color as a tranceunion being played.
- 9.6.2.1.3. The level requirement, requires the player to have at least the number of cards in their level area.
- 9.6.2.1.4. In order to play a tranceunion, the player must meet the world or color requirements, and the level requirements.
- 9.6.2.1.5. As long as the level requirement is met, a player may play logicalists and foreigners. There is no need to meet the world or color requirements.
- 9.6.2.2. If a card or ability requires you to make any choices, then you need to make them.
- 9.6.2.2.1. If an ability specifies the amount as “X,” and the “X” is not determined within the ability text, then the player must choose a number 0 or more for “X.”
- 9.6.2.3. If a card or an activated ability is played, pay the stated cost.
- 9.6.2.4. Resolve the card or ability.
- 9.6.2.4.1. If you played an activated ability or automatic ability, resolve the effect stated on the text.
- 9.6.2.4.2. If for any reason the card with the activated ability or automatic ability is no longer in its zone, the ability will continue to resolve.
- 9.6.3. If the card or ability has the text that says “choose (something),” should there be multiple steps, the timing to choose (something) will follow the order of that instruction.
- 9.6.3.1. If the number to choose is specified, then you need to make that many number of choices as much as possible. You cannot choose to not choose while it is possible for you to choose.
- 9.6.3.1.1. If the number is specified as “up to,” then you can choose any number between 0 and the number written in the text. If you choose 0, then nothing is chosen.
- 9.6.3.1.2. If the number to choose is specified, but it is impossible to make that many choices, then you will make as many choices as possible, and apply the effects on them.
- 9.6.3.1.3. If the number to choose is specified, but none of the choice could be chosen, then that choice is not made. Effects that rely on the choice is ignored.
- 9.6.3.1.4. If you need to choose any non-revealed cards in a hidden zone, and the condition to choose requires certain information of the card, then there is the possibility that the card in the hidden zone does not have that information. In this case, you can choose not to choose a card from that zone even if there are cards with the information in that zone.
- 9.7. Resolving Automatic Abilities
- 9.7.1. Automatic abilities are abilities that are played during the check timing right after a specific event happens.
- 9.7.2. If an automatic ability’s trigger condition is met, then that automatic ability becomes stand-by.
- 9.7.2.1. If an automatic ability’s trigger condition is met multiple times, then that automatic ability becomes stand-by that many times.
- 9.7.3. When a check timing resolves, a player that needs to play any automatic abilities chooses any automatic abilities that was on stand-by they are the master of and plays it. After the ability resolves, one of the abilities that had been standing by ceases to exist.
- 9.7.3.1. You must play your automatic abilities that are standing by, and cannot choose not to play. However, if multiple automatic abilities that you are the master of is standing by, then you can choose the order in which to play them.
- 9.7.3.2. For any reason, should an automatic ability on stand-by cannot be played, that ability on stand-by is cancelled once.
- 9.7.3.3. When an automatic ability requires a cost to be paid, check the cost to play it and pay all costs simultaneously.
- 9.7.4. Some automatic abilities trigger when a card moves from one zone to another. This is called a “zone changing trigger.”
- 9.7.4.1. Some automatic abilities with zone changing triggers refer to the information of cards that triggered them. In that case, refer to the information in the following manner:
- 9.7.4.1.1. If the card that triggered the ability moved from a public zone to a hidden zone or vice versa, then the ability refers to the information while the card is in a public zone.
- 9.7.4.1.2. If the card that triggered the ability moved from the field to any other zone, then the ability refers to the information while the card was on the field.
- 9.7.4.1.3. Excluding the case mentioned in 9.7.4.1.2, if the card that triggered the ability moved from a public zone to another public

zone, then the ability refers to the information of the cards in the new zone.

9.7.4.2. If a card has a zone changing trigger and is placed in a zone where the ability triggers, and at the same time, a card meets the requirements of that zone changing trigger by changing zones, that zone changing trigger is considered to have been fulfilled.

9.7.5. Some effects create automatic abilities that trigger at a later point in the game. This is called a “timed trigger.”

9.7.5.1. Timed triggers only trigger once unless specified.

9.7.6. Some automatic abilities have trigger conditions that is not an event but a situation (Ex: “When you have no cards in your hand). This is called a “situation trigger.”

9.7.6.1. Situation triggers only trigger once when the game meets that situation. If the automatic ability resolves, and the game is still in that situation, then the ability triggers again.

9.7.7. When you play an automatic ability, even if the card with that ability had changed its zone after triggering, you still need to play that automatic ability.

9.8. Resolving One Shot Abilities

9.8.1. When required to resolve a one shot ability, process the actions stated in the ability once.

9.9. Applying Continuous Effects

9.9.1. If any continuous effects are applied in the game and you need to refer to any information of cards, then apply each of the effect in the following order:

9.9.1.1. Information printed on the card is the base value.

9.9.1.2. Next, apply all effects that changes the logic other than the soul information or logic that isn't from an effect.

9.9.1.3. Next, apply all effects that grant, take away, make active, or make inactive an ability.

9.9.1.4. Next, apply all effects that do not change numerical values.

9.9.1.5. Next, apply all effects that change numeric value.

9.9.1.6. There will be two cases where the order in which to apply two continuous effects, say effect A and B, cannot be decided by 9.9.1.2–9.9.1.5. If whether applying A first changes to what or how B applies, but is not true the other way around, then it is considered that effect B depends on effect A. If an effect depends on another, then the depending effect is applied later.

9.9.1.7. If it still cannot be decided which ability to apply first using the above order (9.9.1.2 – 9.9.1.6), then apply them in the order of time stamp.

9.9.1.7.1. If the source of a continuous effect is a continuous ability, the base time stamp is the time that the card with the ability came into the current zone. However, if the source of a continuous ability is a member on a circle, the base time stamp is the time that the member came on the circle from other zones.

9.9.1.7.2. All other abilities base time stamp is the time that it was played.

9.9.2. If a continuous effect that changes information on a card is applied from an ability other than a continuous ability, then the effect does not apply to cards that changed zones (except for circle to circle movement) after the time stamp of the ability.

9.9.3. If a continuous effect changes information on a card in a certain zone, then the effect is applied to a card the moment the card comes into the zone.

9.9.3.1. If an automatic ability's trigger condition refers to certain information on cards that enter the zone, then the ability refers to that information after all continuous effects in that zone have been applied.

9.10. Resolving Replacement Effects

9.10.1. If any replacement effects are applied in the game and the circumstance occurs with an applicable target, then apply the effect in place of the replaced effect.

9.10.1.1. In such cases, the replaced effect is considered to not occur at all.

9.10.2. When multiple replacement effects happen at the same time, the player will choose the order which the replacement effects will apply on their cards.

9.10.2.1. If the target is chosen to be a card by an effect, the master of the card will decide on the order.

9.10.2.2. If the effect affects a game action, the master of the card that applied this effect or the player who applied this effect will make the decision.

9.10.2.3. If multiple replacement effects occur at the same time, resolve each effect only once.

9.10.3. When a replacement effect is a optional replacement effect (written with the text “do ~. If ~, you may ~ instead. If you do, ~,” if you are not able to perform that option, you will not be able to use this replacement effect.

9.11. Final Information

9.11.1. If an ability references a specific card's information and/or orientation, and during resolution of the ability that card is moved from zone to zone other than from a circle to another circle, the ability will reference the information and orientation from the zone it was originally in.

10. Rule Action

10.1. General

- 10.1.1. Rule actions are actions made automatically by the game when specific situations are created.
- 10.1.2. There are two types of rule actions, interrupt type rule actions and check type rule actions.
 - 10.1.2.1. An interrupt type rule action is a rule action which will resolve when certain conditions are met, suspending all other actions and will immediately resolve at that point. Following that resolution, pending actions will continue their resolutions.
 - 10.1.2.1.1. When there are multiple instances of interrupt type rule actions, the master of those cards on the zones affected will decide on the order to resolve these interrupt type rule actions.
 - 10.1.2.2. A check type rule action is a rule action which will resolve in a check timing, should the conditions be verified and fulfilled. If the conditions are fulfilled in the middle of another rule action, but not fulfilled during the check timing, this rule will not take action.
 - 10.1.2.2.1. When there are multiple instances of check type rule actions, resolve all rules at the same time.

10.2. Resolving a Reshuffle

- 10.2.1. Resolving a reshuffle occurs when either player has no cards in their deck. This is an interrupt type rule action.
- 10.2.2. When there are no cards in a player's deck, that player moves all cards in their drop zone and puts it into their deck and shuffles it (5.21).
 - 10.2.2.1. When there are no cards in a player's deck, and that player has no cards in their drop zone, the player will lose the game.
- 10.2.3. During the start till the end of paying cost for an ability (9.6.2.3), reshuffle will not resolve.

10.3. Resolving a Losing Condition

- 10.3.1. If any player fulfills any losing condition during a rule action, then that player loses the game by a rule action. This is a check type rule action.
 - 10.3.1.1. If either player does not have any face down gates on their gate zone, that player will have fulfilled a losing condition.
 - 10.3.1.2. If either player has two or more cards from their main deck in their refresh zone, that player will have fulfilled a losing condition.

10.4. Resolving Overloaded Members

- 10.4.1. If any circle has more than one member, put all member cards other than the last one placed on the circle to the owner's drop zone. This is a check type rule action.
- 10.4.2. For any reason, should a number of members are put on a circle at the same time in the end of all

actions, choose one of those members, and put the rest into their owner's drop zone.

10.5. Resolving Overloaded Gates

- 10.5.1. If any gate zone has more than one gate, put all gate cards other than the last one placed in the gate zone to the owner's remove zone face down. This is a check type rule action.
- 10.5.2. For any reason, should a number of gates are put on a gate zone at the same time in the end of all actions, choose one of those gates, and put the rest into their owner's remove zone face down.

10.6. Resolving Overloaded Paradoxes

- 10.6.1. If any battle zone or paradox zone together has more than one face up paradox from differing masters, starting from the player with less paradoxes, turn all of that player's paradoxes face down. Then the player with more paradoxes turns an equivalent number of paradoxes they are the master of, face down. This is a check type rule action.
- 10.6.2. If any battle zone or paradox zone together has more than one face up paradox from a single master, and that player's opponent doesn't have any face up paradoxes on their paradox zone or battle zone, choose one of the paradoxes, and turn the rest face down. This is a check type rule action.

10.7. Resolving Illegal Cards on the Field

- 10.7.1. If there is a non-member card on a circle, and that card is not set to another card, or a non-gate card in the gate zone, put that card into the drop zone. This is a check type rule action.

10.8. Resolving Excess Level

- 10.8.1. If either player has more cards in their level zone than the maximum (4.7.2) allowed, that player chooses cards until they are at the maximum, and puts the rest into their drop zone. This is a check type rule action.

10.9. Resolving a Refresh Point

- 10.9.1. If either player has one or more refresh points, that player will put one card from the top of their deck into their refresh zone, and reduces their refresh point by one. This is a check type rule action.

11. Keyword Abilities

11.1. General

- 11.1.1. Keyword abilities are abilities that require special resolutions, and are simplified by using a designated terminology to represent them.

11.2. Covenant

- 11.2.1. Covenant is an automatic ability and is written as "[AUTO]Covenant – (character name) (effect)" and has the effect "[AUTO] This ability is active when

(character name) trances with (character name) and is placed into the soul (5.13.1.3).

11.3. Vanguard

11.3.1. Vanguard is an automatic ability and is written as “[AUTO]Vanguard (Effect)” and has the effect “When your opponent has six or more undestroyed gates, trigger this effect.”

11.4. Logic Drive

11.4.1. Logic drive is a type of activated ability, and is written as “ [(Cost)] (Effect).” The information in [] (brackets) is the cost required to play the activated ability, and the following text is the effect of the activated ability upon resolution.

11.4.2. In order to use a logic drive that isn't the result of an effect, the master of the card with logic drive must be the turn player, the card with logic drive must have soul, and the turn player must have not played any prior logic drive that turn that isn't the result of an effect.

11.4.2.1. If the logic drive ability being played is the result of an effect, it does not need to meet the requirements detailed above.

12. Miscellaneous

12.1. Infinite Loop

12.1.1. When some effects are applied, sometimes you can do a set of actions any number of times, or you must repeat a set of actions an infinite number of times. This is called a loop, and the cycle of actions is called a “loop action set.” If it happens, then proceed in the following manner:

12.1.1.1. The turn player reveals their action, and announces the number of times they will repeat the action. Then, the non-turn player recognizes the chosen amount, or chooses an action that is repeated less times. Then, follow that choice and perform the action.

12.1.1.2. If the turn player uses an action, and the game comes to a standstill, then the turn player cannot perform the action again.

12.1.1.3. If for any reason, neither player can stop the loop, then the game ends in a draw.

12.2. Movement of Soul Attached to Members

12.2.1. If a member moves to a zone other than a circle, then the soul attached to that member (4.15.2) will also move with the member to the new zone.

12.2.1.1. The order in which the member and soul are placed in the new zone is determined by the master of the zone.

12.3. Abilities that “cannot be used”

12.3.1. If an effect says “you cannot use the ability,” then it has the following meaning, and the following restrictions and resolutions apply:

12.3.1.1. If you cannot use an activated ability, then you cannot play it.

12.3.1.2. If you cannot use an automatic ability, then that ability cannot trigger, even if the event happens.

12.3.1.3. If you cannot use an automatic ability that has become stand by, then that stand by is cancelled.

12.4. Restriction Icons

12.4.1. “Restriction Icons” are icons that indicate that there is a limit on the use of an ability, such as on the number of times it can be used.

12.4.1.1.  is a usage icon. For abilities with this icon directly following [AUTO] or [ACT], regardless of whether requirements are met, “this ability cannot be used (12.3) for the rest of that turn.”

12.5. For every X, do Y

12.5.1. When “for every X, do Y” is stated, repeated Y, X times.

12.5.2. X is determined before Y is performed, and cannot be changed until Y has completed.

12.5.3. While performing Y, X times, if you must choose something while Y is being performed, you cannot choose the same choice until all X times have been performed.

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