Comprehensive Play Guide
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General Rules

Objective

Grand Archive is a game that is played between 2 or more players. Simply, the objective of the game is to win by defeating each opponent's champion. Each player should provide their own deck to play. There will be information that players will need to track using some method implementing outside-of-game items such as dice or coins.

Players

During a turn in a game of Grand Archive, players are designated as the turn-player and opponents where the turn-player is the player controlling the turn and the main phase within the turn. The turn-player is primarily allowed to activate cards and abilities during their main phase and is allowed to play Fast cards or activate abilities when they have Opportunity. The opponent may only play a card on a turn-player's turn if a card specifies or action may be activated at a Fast speed and only when at any time they have Opportunity. When the turn ends, the turn-player ceases to be the turn-player and the next player in turn order is immediately then the turn-player. Turns typically start at the Wake-Up phase.

Starting the Game

At the start of a game, each player sets their main deck and material deck at the appropriate zones. The first turn-player can be determined randomly using a fair die or other method agreeable between players. The first player will Materialize a Lv 0 elemental champion of their choice from among those in their material deck face up onto the field face-up in Awake position and will draw their starting hand with the Enter Effect of that champion, following any of the other listed effects of that champion card. Then the turn player skips to their main phase (they do not draw a card) and performs any legal actions they may wish to take. In a multiplayer game, the first turn-player will not skip the draw phase.

Ending the Game

A game of Grand Archive ends when all opponent's champions are defeated (i.e. damage marked is equal to or greater than health) or if a condition or effect establishes that a specific player wins the game. After a winner is determined, all face-down cards in zones other than the material deck and the main deck are flipped up and revealed. All cards are then returned to their respective owners and reshuffled. The pregame state is reset with the board clear and material and main decks in their original positions. The losing player decided whether they would like to go first or second if playing more than 1 game in a set. In a multiplayer game, the first player who lost the game will be the first to play. Games are played until a winner of a match is determined, depending on the format (e.g. BO1, BO3).

Format Conventions

Each standard game of Grand Archive is played between two players, each with their own deck of a minimum 60-count main deck as well as a maximum 12-count material deck. In a draft format, players will have a minimum 40-count main deck as well as a maximum 8-count material deck. For standard play, decks allow up to 4 copies of a single card in the main deck while the material deck must be composed of only unique cards and up to 1 card with the Divine Relic keyword. In draft, there is no limit to how many copies of a card you can play in the main deck, but the material deck will still follow the same rules for construction.

Game Cards

Parts of a Card

Cards may be looked at in component terms of Name, Cost, Type, Class, Element, Speed, Attack and Health, or Durability. All cards will have a Name, Cost, Type, Class, and Element.

Name

The name of the card is connected to the database to reflect true rules text for the card. Names of cards are unique, however, name lineages may be specified to determine a type of champion card. For example, all forms of Rai champion cards are part of the Rai lineage and the same would be true for Lorraine champions. If a card would need to be named for any effect, the full name of the card must be specified.

Cost

The basic cost of the card is denoted on the top left corner of a card. These costs are either reserve costs or memory costs. A cost shown with a yellow color is a Reserve cost and a cost represented with a blue color is a Memory cost. Reserve cost will often just be referred to as just Cost.

For a player to pay a card's reserve cost, that player must place cards from their hand equal to the reserve cost into their memory face-down. These cards will be retrieved back into the hand during the Recollection phase in the following turn. For a player to pay for memory cost, a number of cards equal to the memory cost must be banished at random from among cards reserved in memory during the Materialization phase or when that card might be materialized.

Other costs may be required to activate a certain card or perform an action. These must be paid as instructed by the card or action when the card or action is announced prior to it being resolved. If a card or effect would specify to be cost as a result of the card resolving, payment of these costs will follow the rules text and timing therein.

Effects and abilities may modify costs to be paid. To calculate the required cost, add the numeric value of increased cost by a modifying effect and subtract the numeric value of decreased cost by a modifying effect. The result of these modifying values with the base cost of an activated card or materialized card is the cost required to be paid. Reduction of costs can only change that cost type for cards. E.g. An effect that reduces a card's cost by 1 reduces that card's cost type by 1.

Card Typing

Cards will have a card type listed on the left side of the middle segment of the card. The supertypes are Champions, Allies, Actions, Attacks, Regalia, Weapon, Item, and Domain.

Sub-types exist and further modify the card typing. Actions, Allies, and Attacks will often have class subtyping and cards can have multiple subtypes. Cards are commonly divided into classes, such as Warrior, Mage, and Tamer. A certain class champion is not restricted from activating other class cards, however, some cards will carry Class Bonuses. Weapon cards may also have subtypes, such as Sword, which may allow for certain effects to interact with them.

Element

All cards will have an element denoted in the top right of the card. That specific element must be enabled at the time that a player would desire to activate or materialize the card. Unless otherwise specified, cards will have the Normal typing which is unlocked by default for all Champions. Your starting champion will often permanently enable an element throughout the game with its Inherited Effect. Additional elements may be further unlocked or even disabled as a game progresses. Champions, by default, are not bound by element restrictions when materializing. For example, you may materialize a Lv 3 champion with the Crux element type without previously having the Crux element enabled.

Speed

Action cards, primarily, will have a Speed stat denoted at the bottom right of a card. This will determine the timing rules and restrictions that activating that card must follow. This will be discussed in more detail in the Timing section.

Attack and Health

Allies will have attack and health stats denoted on the bottom right of cards that have those stats. Allies, champions, attacks, and weapons will have either health stats, attack stats, or both.

Champions and Allies will have a health stat denoted on the bottom right of the card. Different champions will have different health values. Damage marked on champions is not reset with each turn and is cumulative. Allies, however, will have their damage marked reset every turn, "healing" damage dealt in the previous turn. An ally is destroyed when damage marked is equal to or greater than the health stat and is sent to the graveyard.

Attack, ally, and weapon cards will have an attack stat on the bottom right that denotes how many damage points are dealt during an attack with that attack. Attack statistics of allies correlate to damage only during attacking and retaliating events.

Durability

Certain cards, such as weapons, will have a durability stat noted on the bottom right side of the card. This correlates to how many uses or attacks that card has. Weapons will be destroyed simultaneously when damage is dealt if their durability reaches 0 during the attack or if their durability would reach 0 due to other effects.

Rules Text

The bottom text box of each card is reserved for rules text as well as flavor text. Generally, effects and rules text will be normal-type font and any reminder text or flavor text will be in an italicized font.

Card Types

This section will discuss specifics regarding the various card types found within Grand Archive.

Champions

Champion cards begin in the Material deck. Champion cards start at level 0 by selecting your starting elemental and then are incrementally leveled by materializing the card. The level considered for leveling is dependent only upon the level printed on the champion card and does not consider bonus level granting effects active in the game. Leveling a champion requires a player to place the new champion card on top of the existing champion card in its Awake position; Newly leveled champions do not inherit the Awake/rested position of the previous tier champion.

Notes: Champions count as attackable and interactable objects on the field. Champions can attack with use of weapons or attack cards. Attacking will Rest the champion.

Regalia

Regalia cards begin in the Material deck along with champion cards and are materialized into the Field by paying associated Memory costs. These cards only function while in the field. Regalia is a supertype just like the champion type and can be combined with other supertypes, such as Regalia Item or Regalia Weapon. By default, when a regalia would be destroyed, it is instead Banished.

Allies

Allies are the units that a player is able to control during the game. For many strategies, allies will be the primary way damage will be dealt to champions and may have various abilities or effects throughout the game. Ally cards are cards that begin in the main deck and are put into play on the field by activating the card from hand and paying associated reserve costs. Activating an ally uses Slow timing conventions. When destroyed, allies will be placed into the graveyard as a result unless otherwise specified by an effect. Allies may only attack opponents' allies, opponents' Champions, or other legally attackable objects. Allies will enter play in upright orientation in a woken state unless otherwise specified. Allies may only attack while awake. Allies may also Retaliate against attacks, but may only do so if they are being attacked and are awake.

Actions

This section will refer to action cards. These are cards that a player may activate from their hand by paying the associated reserve cost and other costs of that card. Some effects may grant the player permission to use action cards from other zones apart from the hand. Most of the time, action cards will have one-time effects that often use the words "until end of turn." Actions will only produce their intended effect when the card resolves and will be simultaneously placed in the graveyard on resolution. Action cards will have a Speed stat that is either Slow or Fast and will be further discussed in the Timing section of the rules.

Attacks

This section will refer to Attack cards. Similar to actions, attack cards will be activated from a player's hand by paying the associated Reserve cost and any other costs of that card. Attack cards are performed through a player's champion and will rest the champion in doing so. Attack cards may be used in conjunction with weapon cards to complete attacks. Unless otherwise specified, attack cards may only be played with regular attack timing conventions unless otherwise specified by the card. Damage will be dealt simultaneously with the resolution of the attack card and the attack card will be sent to the graveyard unless otherwise specified.

Items

Item is a class of cards that may either reside within the main deck or the Material deck and will have a reserve or memory cost, respectively. If they are in the Material deck, item cards

will, by definition, also have the regalia supertype. Items will be objects with various effects and serve as tools that your champion may use throughout the game. They will be able to rest and wake up just like other objects in the Field.

Weapons

Weapon is a class of cards that may either reside within the main deck or the material deck and will have a reserve or memory cost, respectively. If they are in the Material deck, Item cards will, by definition, also have the regalia supertype. A weapon will also, by definition, have attack and durability stats that denote their damage and uses in attacking. When damage is dealt, weapons will be simultaneously destroyed if their durability reaches 0 for that attack.

Game Mechanics

This section will go over specific game mechanics and how they work with and through the use of cards in Grand Archive.

Game Zones

This section will discuss the various zones of play in Grand Archive and describe what cards may exist in each zone during a game as well as information privacy regarding cards in zones. Cards in all zones except for the main Deck, materials deck, and hand will be face up unless otherwise specified by a card or an effect.

Public vs Private Information Information

Information across zones is considered public or private depending on the orientation of the card, face-up or face-down. Face-up cards are considered public information known to all players in the game. A player may look at and examine any face up card in play. Face-down cards are considered private information known only to the player who owns that card or currently controls that card. Face-down cards may be looked at by the controlling player at any time unless otherwise specified by a card or effect.

The Main Deck

The main deck is the zone in which each player's starting main deck is placed before the start of a game. Cards that refer to the deck will refer to the cards in this zone and only this zone. Champion cards and regalia cards cannot exist in the main deck.

The Materials Deck

The Materials deck is a zone in which a player has a 12-card maximum (or 8-card maximum in draft) deck consisting of champion cards and regalia cards. Your materials deck needs at least one Level 0 elemental champion card in order for the Materials deck to be valid

for play. Cards in this zone may be looked through at any time by the player who owns the Material deck. Cards are typically materialized from this deck during the Materialize phase.

The Field

The field is the main zone in which the events of a game of GA will take place. After a game has started, the field will contain a champion card from each player after one has been materialized until the game is ended and a winner is determined. Cards in the field will follow the same public/private information conventions from the perspective of the cards' controlling players and targets of attacks or abilities will only be able to target according to that information. Allies, champions, regalia, weapons, and items are considered in the field after they have been activated or materialized and resolved and will only able to affect the game while in the field

Memory

The Memory zone is a zone in which a player places cards face-down from hand to pay for reserve costs (activation costs) of cards in hand or for some abilities. Memory costs are paid by random selection among face-down cards in a player's memory zone and banishing those cards. Cards referring to a player's memory zone will only have effects on that memory zone and no other memory zones in the game.

The Graveyard

The graveyard is the zone in which consumed action cards, attack cards, and destroyed ally, non-regalia weapon, and non-regalia item cards are placed. A card is considered to have been destroyed, killed, or having died if and only if it directly enters the graveyard from the field and only if it is a non-regalia card. Cards in the graveyards will be face-up by default.

Banishment

Banishment is a zone in which cards that were banished go. Cards that enter banishment directly from play will not be considered destroyed for any effects that depend on a card dying or being destroyed. Cards in banishment will be face-up by default.

Hand

The hand is a zone in which a player has cards that they may always see and pay Reserve costs for to activate. Only cards in the hand may be activated unless otherwise specified by an effect or card in the game. There is no maximum hand size unless otherwise specified by a card or effect.

Effects Zone

The effects zone refers to a pseudo-space in the game in which player actions, effects, and cards go once activated. The effects zone will use a stacking structure in which the first card or effect in the space will be the last to resolve and the card or effect at the top will be the first to resolve, i.e. a first-in-last-out (FILO) system. Taking turns to respond to effects will use an Opportunity system to give players the chance to respond to effects. Ordering of simultaneous effects is done by the player in control of the effects. In the case of multiple players controlling multiple simultaneous effects, the turn-player will first determine the order of their effects and then further ordering will pass in turn order according to effect ownership. The effects will be placed from bottom to top in order of turn-player effects first and then each opponent's effects in turn order such that the last player or player furthest from the turn-player in turn order will have their effects resolved first. The effect or card will consider the current state of the game for resolving, not the state of the game at which the card or effect first entered the effects space. Special actions including drawing cards or declaring an attack do not use the effects area.

Turn Order

Turn order will follow Wake-Up, Materialize, Recollection, Draw, Main, and End phases after the first turns taken by players in the game. The first turn-player in a 2 player game will immediately proceed to the Materialize phase during their first turn, skip their Draw step, and proceed to the Main phase while the second player will not skip the Draw phase.

Wake-Up Phase

At the start of this phase, each card in the turn-player's Field is reset to an up-right orientation which reflects that a card is Awake and may then be Rested during activation of abilities or effects and attacks. No actions may be taken by players nor may cards be activated during this phase.

Materialize Phase

During each player's first turn in a game, the Materialize phase will be first. Players will start from a normal phase order on their second turn. During this phase, the turn-player will have the chance to select and materialize a card from their Material deck. This may only be done if costs for that card can be paid from reserved cards in the Memory zone. Costs must be paid before the card is materialized. Opponents will receive Opportunity at the end of this phase before the Recollection phase or will receive Opportunity after a materialized card is activated. No players may take any actions or activate any cards until the turn-player Materializes a card or begins to pass to the recollection phase.

Recollection Phase

Recollection will immediately follow the Materialize phase after all effects are resolved. During Recollection, players will first gain Opportunity to act and then the turn-player will return

all cards remaining reserved cards from the previous turn. After recollection happens, the turn-player will again be given Opportunity to activate cards or abilities. Opportunity is then given to other players in turn order. After all effects are resolved, the game proceeds immediately to the Draw phase.

Draw Phase

After recollection, the phase will proceed immediately to the draw phase and the turn-player will immediately draw a card. This step will occur before any actions may be taken. Players will only be able to take action after the card is drawn. Starting with the turn-player, players will be given Opportunity to act. If no actions or effects take place, the phase will end and the game immediately proceeds to the Main phase.

Main Phase

During this phase, the turn-player may activate any cards from hand and activate any abilities, or attacks and may otherwise take any legal actions. The turn-player may play cards or take actions with Slow or Fast timing conventions during this phase. After the turn-player performs an action, Opportunity to act in response to that action will arise starting with the turn-player and then will proceed to opponents in turn order. Opponents may only activate cards or take actions with Fast timing conventions during this phase after they have received Opportunity and will otherwise not be able to activate cards or take actions. After the turn-player declines to activate further cards or take further actions, opponents will obtain Opportunity in turn order. Effects will resolve before proceeding to the End phase.

End Phase

The end phase proceeds after the main phase ends. Any effects that occur at the End phase will be controlled by the effect's controlling player and resolved with opportunity first given to the turn-player. After all effects are resolved, the game will proceed through a series of the following actions:
1. Damage marked on allies is removed.
2. Any "until the end of the turn" (EOT)/one-shot effects end.
3. The following turn will immediately begin with the next player in turn order becoming the turn-player.

Activating Cards, Abilities, and Performing Actions

This section will detail how cards and abilities are activated and how actions, such as Attacks are performed in the game.

Activating Cards

Activating a card consists of a series of actions including announcing the intended card, paying its costs, and having the card enter the effects zone.

Activation

To activate a card a player must announce the card they wish to activate by revealing the card from their hand and paying the associated costs of that card (reserve and other costs). The card is considered activated when this is done, costs have been fully paid, and the card enters the Effects zone. Opportunity then is first given to the turn-player to respond, proceeding in turn order before the card or its effects are resolved.

To activate abilities or other effects, the player must announce and represent the ability they wish to activate to all other players and then pay its associated costs. The ability is placed into the Effects zone and opportunity is passed in the same fashion as for activating a card before the ability is resolved.

Costs and Memory

Memory is the main resource system in Grand Archive and most costs are paid by either Reserving cards in Memory to pay for Reserve costs or Banishing cards from previously reserved cards in Memory at random to pay for Memory costs. Cards selected for placement in Memory will be face-down to all players but only the player who owns that Memory zone may look at the face-down cards.

Cards selected for Reserve costs may only be changed up until the player confirms the selection and places the activated card into the Effects zone. Players may not exchange reserved cards once this has been done and may not interchange already reserved cards while activating another card. Players must clearly represent chosen and reserved cards. Cards placed into Memory for Reserve costs will remain there even if the card or effect does not resolve unless otherwise specified by a card or effect.

Cards selected for Memory costs are chosen at random by a fair selection process defined later. Once cards have been selected for Memory costs, no cards may be interchanged or reselected and the chosen cards will be Banished. The card is then immediately placed into the Effects zone for resolution.

Resolution

Resolution of cards or effects happens after all costs have been paid, a card was legally activated and placed into the Effects zone, and no player has taken any actions or the game state has not changed in a way that would invalidate the card or ability.

Abilities

Abilities are activatable effects that are tied to cards in Grand Archive. Abilities use similar rules to activating cards in the process of announcing, paying for costs, and resolving abilities. Abilities come in forms of Activated, Triggered, and Static abilities.

Activated

Activated abilities are abilities that a player must place into the effects area by announcing the intended ability for activation, paying for costs, and having the effect enter the Effects zone for resolution. Activated abilities will use Fast timing conventions unless otherwise specified. The ability will resolve and its effects will happen if the game state allows for the effect to legally happen.

Triggered

Trigger abilities are abilities that will automatically be placed into the effects zone as a result of game actions and do not necessarily depend on the player to enter the effects zone. Triggered abilities using the word "may" is an exception to this. Common wording of trigger abilities use words such as "when" and "whenever." Common examples are "When [CARDNAME] dies" or effects with the keyword Enter Effect. Triggered abilities will follow the resolution conventions the same way activated abilities do after they are placed into the effects zone.

Static

Static abilities do not use the effects zone and instead are always passively and persistently enabled, affecting the game-state continuously. An ability is static if it does not have a point at which it ends or would be specified to end.

Player Effects

Player effects broadly refer to player-created effects or events. These will only happen because of a player playing a card, activating an ability, or taking other legal actions in the game. Effects that are conditional based on the "if" statement will only take place if that specified condition is fulfilled at the time of resolution.

Game Effects

Game effects are those which only would impact the game as a result of game actions and often rely on the state of the game for determining what events occur. These broadly serve as the framework in which the game is played. Examples of this include death of allies caused by marked damage being equal to or greater than the health stat of the ally card. When this occurs, the game will cause the ally card to spontaneously be destroyed and sent to the graveyard. If any effects would trigger as a result of this, the effects would then enter the Effects

zone for resolution. No time may be taken in the time game-effects are being performed. This also includes damage on allies being reset, one-time effects ending, and weapons being destroyed or banished as a result of having 0 durability during the damage step of attacks or Effects dependent on the destroying of an object will not produce effects if the object is instead put into Banishment.

Static effects in the game usually set new rules within the game with persistent or continuous effects. These effects will use the most recently generated effect if there are contradicting effects.

Attacking

An attack is an action that may be taken by a player through an ally object or through a champion object. Attacking has steps involving declaration of the attack which begins a Combat phase starting with a Retaliation step going into a Damage step. Attacks performed will rest the attacking object (champion or ally) as a cost of attacking. There can only be one attack per combat phase.

Attacks using an ally are announced and performed by Resting the ally card (turning the card horizontally from the upright position) and choosing an opponent's unit which to attack. Attacks performed through allies may be performed at any time during the turn-player's turn in the main phase using Slow timing conventions.

Attacks performed through a champion may be performed through use of a weapon, through activating an attack card, or using both simultaneously. Activating an attack card to execute an attack requires the player to announce whether they will additionally use a weapon during the attack as the Attack card is placed into the Effects zone. The attack stats of all stats of cards involved in the attack as well as damage-altering effects are combined. If a weapon would be destroyed before damage would be dealt by a champion, any damage that would be dealt due to that weapon's attack would not happen.

After an attack is declared, the game will start a Combat phase and will attempt to move to a retaliation step. Triggered abilities that occur as a result of an attack are first resolved (e.g. Intercept). Opportunity is given to the next player in turn order after an attack is declared and they may respond before damage is dealt. If the resulting attacked object is an ally that is Awake, the defending player may choose whether to retaliate against the attack. If they do so, the defending ally then becomes Rested during damage and may no longer retaliate against subsequent attacks until it Wakes Up. After the Retaliation phase, the game will attempt to move to the Damage phase. Opportunity is given to the next player in turn order they may respond before damage is dealt. The damage is dealt when no players take further action and the attacked object is still a legal target. Attacking damage, Retaliation damage, and removal of durability from weapons are done simultaneously.

Objects and Targeting

Interactable objects within the game refer to champion, ally, regalia, and domain cards, as well as created permanent, or card-equivalent tokens that exist on the field, or activated cards.

A target is the selected object for an effect, action, or activated card. For cards or abilities to be activated, the selected target or targets specified must be valid at the time that the ability or card is activated. Targets of abilities, cards, or effects must be chosen at the time that they would be placed into the effects zone. If there is no valid target, a player may not attempt to activate the desired action, ability, or card. An event will resolve if and only if the targets selected are all still legal targets for the event upon resolution. If only some of the targets become illegal, the event will only properly resolve if sufficient valid targets remain to produce a legal game-state and only effects regarding the remaining legal targets will occur. If no targets remain for the event, the event is negated by game-state effects.

Special cases with targeting involve an effect specifying that an object is chosen rather than targeted using the word "choose." This usually occurs during resolution of the effects in situations where targets cannot be anticipated or specified during the activation process.

Timing

Timing encompasses the points at which the game gives the player the chance to activate cards or abilities. These points fall under two categories: Slow and Fast timing conventions or speeds. Actions, allies, and Attacks are to be activated at a Slow speed unless otherwise specified by a Fast trait on the card.

Rules governing Slow and Fast timings:

1. The turn-player may play actions, allies, and attacks at Slow speed when no other events are taking place on their turn.
2. The opponents cannot activate Slow cards or abilities unless given permission by an effect until they become the turn-player and it becomes their main phase.
3. The turn-player may activate Fast cards during their main phase when no events are taking place in the game.
4. Any player may activate Fast cards when they have Opportunity in the turn.
5. Abilities can be activated at a Fast speed unless otherwise specified.

Opportunity is a concept that governs activation of cards and abilities with a Fast speed. Opportunity for players arises as a result of a game event taking place which designates a player to receive Opportunity. While a player has Opportunity, that player may play any card or activate any ability with a Fast speed. These player actions will return Opportunity to the turn-player who may then similarly activate any ability or card with a Fast speed. When a player refuses to further act on Opportunity, Opportunity then is given to the next player in turn order. This will repeat until no players wish to perform an action and then the top effect in the Effects zone will resolve. 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. This system allows for interactive gameplay and will give players agency in the decisions they may take at any point in the game.

Situations in which Opportunity arises:
- The entering or passing of some phases (See Turn Order)
- After successful activation of a card or ability
- After a triggered effect enters the Effects zone
- Before damage is dealt by a Champion or ally

Damage

Damage stats are common among allies, attacks, weapons, and some damaging actions and abilities. Damage dealt is always calculated at the resolution of an event and is a summation of all damage-modifying factors. Ally damage is inflicted according to the attack value denoted on the ally card in addition to damage modifiers. Each attack point on an ally results in 1 damage dealt per attack point by that ally. Each attack point on an Attack card results in 1 damage per point after a champion attacks. Each attack point on a weapon results in 1 extra damage per damage point after a champion attacks.

Drawing Cards

Events that result in a drawn card will force the player to take a card from their deck and place it into their hand. A drawn card is considered a discrete event but drawing multiple cards occurs within 1 effective action and no Opportunity to act as a result of this will arise in between each draw instance. If an effect would be placed into the Effects zone due to a player drawing a card, this effect will take place after all cards are drawn.

Dealing Damage

If an effect states to "Deal X damage" where X is a damage value defined by the card, the card will mark that much damage on the chosen target.

Other topics

Trackable Information

Grand Archive is a complex game where there might be many different statistics or values to keep track of throughout the game. These values include marked Champion damage

and various counters placed on objects, such as Enlighten Counters. Multiple objects may be used to keep track of any counters on an object, such as dice, coins, or other countable markers or symbols. These must be clearly and explicitly represented. Counters can be added, subtracted, placed, or removed on objects. Counters may be used as a resource by cards that reference the appropriate type of counter within their ability rules text.

Permission

In all situations, rules text of cards or effects that restrict a player from performing an action using the words "cannot" or "may not" overrule any effects that grant permission for that player to perform that action if both effects are static.

Level Restrictions

A card or ability might specify that an effect were 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). This will consider bonus levels as well as level penalties for calculating the level for the requirement and not just the level printed on the Champion card in play.

Combined Restrictions

For all cases when there are multiple restrictions for an effect to happen, that effect will not happen unless all restricting conditions are met.
E.g. A card with a bonus effect for a Class Bonus as well as a Level Requirement will only have that effect happen if both the class of the card and the player's Champion match and that player's Champion is at or above the requisite level upon resolution.

Randomization

Randomization in this game will be used to determine outcomes of random events and the random ordering of decks after shuffling. For a method to determine outcomes to be random, an object used to generate a random result must be fair. Objects considered fair include a dice with 2 or more sides in which each side has an equal chance of resulting after tossing that object. For shuffling a deck, only methods that generate a sufficiently random state may be used. After a deck is shuffled, it should be presented to the opponent who may cut or further shuffle the deck.

Action Legality

An action is considered illegal if it directly contradicts any of the game rules of the game and results in a game state which cannot be resolved. Players should refer to the Comprehensive Game Rules document for strict rulings and further information regarding game rules.

Glossary

Keywords

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

- Class Bonus
  - Class Bonus is a keyword 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 activated.
  - Cards with a Class Bonus have the rules text "Apply this effect only if your champion's class matches this card's class."
- Divine Relic
  - Divine Relic is a regalia keyword.
  - Regalia with this keyword have the rules text "You may only have 1 card with the Divine Relic keyword in your material deck."
- Efficiency
  - Efficiency is a keyword that modifies the activation cost for a card or ability.
  - Efficiency will reduce the cost of the card or ability by N where N is your champion level.
    - Champion level is calculated as the denoted level of your champion card in addition to any level-granting or reducing effects.
  - Cards with Efficiency have the rules text "The reserve cost of this card is N less where N is the LV of your champion."
- Enter Effect
  - Enter Effect is the keyword for triggered abilities that occur when an object enters the field.
  - After the object enters the field, the enter effect will enter the effects zone.
  - Cards and objects with enter effect have the words "When [CARDNAME] enters the field," and will then specify an effect to occur.
- Fast Attack
  - Fast Attack is a keyword of Attack cards
  - Cards with Fast Attack can be played with Fast timing conventions
  - Cards with Fast Attack have the rules text "This attack may be activated any time you could activate a Fast action card."
- Flux
  - Flux is a keyword of some Arcane cards.
  - A card with Flux has the rules text "Discard your hand at the end of the turn."
- Focus
  - Focus is a keyword that allows a card or ability to have various additional effects if a card was not materialized the turn the card or ability was activated.

- ○ This counts any form of materialization, whether it was done in the materialize phase or in another phase due to another effect or action.
- ○ Cards and abilities with Focus have the rules text "Apply this effect only if you have not materialized this turn."
- Inherited Effect
    - ○ An inherited effect is a characteristic or ability applied to champion cards that will persist through all subsequent levels of that champion.
        - ■ A champion with this keyword will have the rules text "Whenever this champion levels up, the new champion gains this ability."
        - ■ E.g. If an inherited effect specifies that the Fire element is permanently enabled, that element will be enabled permanently for all subsequent levels of that champion.
- Intercept
    - ○ Intercept is a keyword for a triggered ability that enables an ally to change the target of an opponent's attack against your champion to itself after the attack is declared.
    - ○ After an attack is intercepted, combat proceeds normally with the ally being the target of the attack and the ally may retaliate if awake.
        - ■ This will not make effects that required the action of attacking an ally now happen and be placed into the effects zone.
    - ○ Allies with Intercept have the rules text "Whenever your champion becomes the target of an attack, you may have [CARDNAME] become the target instead."
- Lineage
    - ○ Lineage is a keyword that defines a restriction for leveling up a champion.
    - ○ Champions with X Lineage have the rules text "[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.
- Lineage Break
    - ○ Lineage Break is a keyword of champion cards.
    - ○ Champion cards with this keyword have the rules text "[CARDNAME] cannot level up."
- Lucid
    - ○ Lucid is a Keyword of non-champion and non-regalia cards.
    - ○ Cards with Lucid have the rules text "You may activate this card from your memory by paying for its reserve cost normally."
- Multi-Target
    - ○ Multi-Target is a keyword of attack cards which makes the champion's attack hit all allies an opponent controls.
        - ■ This attack involves only one combat step.
        - ■ Each damage calculation is done independently but damage happens simultaneously.

- ○ Attacks with Multi-Target have the rules text "[CARDNAME] attacks all units a chosen opponent controls."
- ○ If a weapon is used for this attack, it only loses 1 durability after damage is dealt.
- Spectral Shift
  - ○ Spectral Shift is a keyword of some Crux cards.
  - ○ Cards with Spectral Shift have the rules text "When you activate this card, you may pay an additional 3. If you do, banish this card as it resolves, and then return a Crux card from your graveyard to your hand."
- Stealth
  - ○ Stealth is a keyword of ally cards.
  - ○ Allies with Stealth cannot be the target of attacks
    - ■ This will not prevent allies from being chosen, instead of being targeted.
    - ■ They will still receive attacks and be dealt damage by cards with Multi-target.

Game Terms

- Awake
  - ○ A card in play is considered awake if it is in an upright position.
  - ○ Abilities of that card which require resting such as attacking or as a cost of activation can only be activated if that card is awake.
  - ○ Cards will enter awake unless otherwise specified by other cards or effects.
- Banish
  - ○ Banish is an action that sends a target card or object into Banishment.
  - ○ This effect will not consider the object to have been destroyed or having died.
- Buff counters
  - ○ Buff counters each represent a +1 attack and +1 health modification for an ally.
  - ○ Stat modifications due to buff counters are static.
- Counters
  - ○ Various kinds of counters exist within GA. Most commonly, they will be a trackable and numeric statistic of some types of objects that are kept track of using token, dice, or some other easily understood way to keep track of numbers of counters on objects.
  - ○ Specific counters will have specific effects or have certain abilities that go along with them.
  - ○ Some counters may be used as a resource for cards or abilities.
- Destroy/Destroyed
  - ○ Destroy is an effect that can affect non-Champion objects in play.
  - ○ Destroyed objects will be considered as having died and will go to the graveyard as a result unless other effects would specify that they be banished, instead.
  - ○ An ally is considered destroyed by state-based effects of having damage marked equal to or greater than the health value of the unit

- ○ 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.
  - ○ An effect or card that specifies an object be destroyed will only cause that object to die if and only if that card would immediately enter the graveyard upon resolution of effects.
    - Banishment as a result of a destruction effect will not allow effects dependent upon that object dying or being sent to the graveyard to happen as there will not be a time during the game in which that card will be considered to have entered the graveyard.
- Die(s)/died (or Kill(s)/killed)
  - ○ These are interchangeable terms used to denote when an non-Champion object in play would enter the graveyard as a result of being destroyed either by state-based effects or by player effects.
    - E.g. a destruction or destroy effect will kill an ally card.
  - ○ Cards will only be considered to have died or have been killed if and only if it enters the graveyard directly from play.
    - If it would instead be banished as a result of any effects instead of being sent to the graveyard, the card will, by definition, not be considered to have died.
- Enlighten counters
  - ○ Each champion has the innate ability to remove 3 Enlighten counters as a Fast action to draw a card.
- Fast
  - ○ 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 while no other actions or events are taking place.
- Glimpse
  - ○ A card may tell a player to Glimpse X.
  - ○ 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.
- LV
  - ○ LV refers to the level of your champion as a sum of the level denoted on your champion card in addition to level granting effects in the game.
- Opportunity
  - ○ Opportunity is defined as the time in which another player has the chance to act in response to actions taken by either themselves or by another player or in response to an effect or action pending resolution.
  - ○ When Opportunity arises, it first is given to the turn-player in a turn and proceeds to other players in turn order.
  - ○ Phases apart from the main phase will end according to when no players have Opportunity and no events are pending resolution.
- Rested
  - ○ A card in play is considered rested if it is in a horizontal orientation.

- ○ Rested cards cannot be further rested as a cost for attacking or activating abilities.
- ○ If an ally would be represented as entering the field rested, the card will specify "[CARDNAME]" enters the field rested."
- Slow
  - ○ Slow is an attribute of action cards that determines when that card may be played. See the section on timing for further detail.
  - ○ Attacks and ally cards by default have a Slow timing modifier, only being able to be activated by the turn-player during their main phase.
- Unit
  - ○ A unit is any attackable or damageable object in play, whether it is a champion, ally card, or ally token object.
    - ■ This considers only the card or object type and does not consider additional modifiers such as allies with Stealth.
  - ○ Units are the only objects that may receive damage, either by effects or attacks.