



# Comprehensive Rules

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# Table of Contents

<b>1. General Rules</b>	<b>4</b>
1. Objective	4
2. Players	4
3. Starting the Game	4
4. Ending the Game	5
5. Format Conventions	5
<b>2. Game Cards</b>	<b>6</b>
1. Parts of a Card	6
a. Name	6
b. Cost	6
c. Card Typing	7
d. Element	8
e. Speed	8
f. Attack and Health	8
f. Durability	8
g. Rules Text	9
2. Card Types	9
a. Champions	9
b. Regalia	10
c. Allies	10
d. Actions	10
e. Attacks	11
f. Items	11
g. Weapons	11
<b>3. Game Mechanics</b>	<b>12</b>
1. Game Zones	12
a. Public vs Private Information Information	12
b. The Main Deck	12
c. The Materials Deck	12
d. The Field	13
e. The Memory Zone	13
f. The Graveyard	13
g. Banishment	14
h. Hand	14
i. Effects Zone	15
2. Turn Order	15
a. wake up Phase	15
b. Materialize Phase	15
c. Recollection Phase	16

d. Draw Phase	16
e. Main Phase	16
f. End Phase	17
3. Activating Cards, Abilities, and Performing Actions	17
a. Activation	17
aa. Costs and Memory	17
ab. Resolution	18
b. Abilities	18
ba. Activated	18
bb. Triggered	18
bc. Static	19
c. Player Effects	19
d. Game Effects	19
4. Attacking	20
5. Objects and Targeting	21
6. Timing	22
7. Damage	23
8. Drawing Cards	24
9. Dealing Damage	24
10. Other topics	24
a. Trackable Information	25
b. Permission	25
c. Level Restrictions	25
d. Combined Restrictions	25
e. Randomization	25
f. Rounding	26
g. Searching and Finding	26
h. Action Legality	27
<b>X. Glossary</b>	<b>27</b>
A. Keywords	27
B. Game Terms	29

# 1. General Rules

## 1. Objective

1. Grand Archive is a game that is played between 2 or more players.
2. The primary objective of the game is to win by defeating each opponent's champion.
  - a. There can only be one winner within a game.
3. Each player should provide their own deck for formal matches.
  - a. In casual games or matches, it is acceptable for a player to be lent a deck by another player.

## 2. Players

1. During a turn in a game of Grand Archive, players are designated as the turn-player and opponents.
  - a. The turn-player is the player controlling the turn and the main phase within the turn.
  - b. The turn-player may play cards and perform actions any time during their main phase or if a card would otherwise specify an ability enabling it to be activated at a Fast speed.
2. The opponents of the turn-player can only play a card on a turn-player's turn if a card specifies that it may be activated using a Fast timing and only when at any time they have Opportunity.
  - a. Slow actions may not be activated by the opponents unless otherwise specified by permission-granting effects.
3. 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.

## 3. Starting the Game

1. At the start of a game, each player sets their main deck and materials deck in the appropriate zones.
2. The first turn-player can be determined randomly using a fair die or other method agreeable between players.
3. The first player will materialize a Lv 0 elemental champion of their choice from among those in their materials deck 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.
4. After this, the turn-player skips to their main phase by passing the draw phase and performs any legal actions they may wish to take.
  - a. In a multiplayer game, the first turn-player will not skip the draw phase.

## 4. Ending the Game

1. A game of Grand Archive ends when all opponent's champions are defeated (i.e. damage marked is equal to or greater than health)
2. If a condition or effect establishes that a specific player wins the game, the game will end.
3. If a condition or effect establishes that a player loses the game, that player loses the game.
  - a. If there are only 2 players left when a player loses the game, the remaining player wins the game.
4. After a winner is determined, all face-down cards in zones other than the materials deck and the main deck are flipped face-up and revealed to all other players.
5. All cards are then returned to their respective owners and, if playing in match-structured play, reshuffled.
6. If games are played within a match structure (BO3, BO5 formats), the following steps take place:
  - a. The pregame state is then with the board clear and material and main decks in their original positions.
  - b. The losing player decides whether they would like to go first or second.
  - c. In a multiplayer game, the first player who lost the game will be the first to play.
  - d. Games are played until a winner of a match (BO3, BO5 formats) is determined.
7. In a BO1 format, the winner of the game is considered the winner of a match.

## 5. Format Conventions

1. 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 materials deck.
  - a. Main decks will allow for a maximum of 4 copies of each card.
  - b. Materials decks may only have 1 copy of each card and only up to 1 card with the Divine Relic keyword.
2. In a draft format, players will have a minimum 40-count main deck as well as a maximum 8-count materials deck.
  - a. Draft decks will not have maximum copies of cards.
  - b. Materials decks will still follow the same restrictions as for standard conventions.

## 2. Game Cards

### 1. Parts of a Card

1. Cards consist of components of Name, Cost, Type, Class, Element, Speed, Attack and Health, or Durability.
2. All cards will have a Name, Cost, Type, Class, and Element.

#### a. Name

1. The name of the card is connected to the database to reflect true rules text for the card.
2. Card names are unique
  - a. 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.
  - b. If a card would need to be named for any effect, the full name of the card must be specified.
    - i. If sufficient description of the intended card is provided and every player understands the intended card named, the name may be a shortcut.

#### b. Cost

1. The basic cost of the card is denoted on the top left corner of a card.
2. Costs are either reserve costs or memory costs.
  - a. Reserve costs are represented with a yellow color
  - b. Memory costs are represented with a blue color
3. The “cost” of a card when referred to in the rules text of cards will refer to the cost type reflected in the card.
4. If the number is a reserve cost, it represents the number of cards that must be placed into the Memory zone face-down from that player’s hand and reserved until the following turn during Recollection as payment for that cost.
  - a. To pay for a reserve cost, select X cards from your hand where X is the cost required to activate the desired card, and place them into your Memory zone face-down.
5. If the number is a memory cost, the cost must be paid by randomly selecting cards from previously reserved cards in the Memory zone and banishing those cards.
  - a. To pay for a Memory cost, X cards at random are selected among cards in the Memory Zone where X is the Memory cost to materialize the desired card.

- b. Sufficient cards must be in the Memory Zone to banish for a given Memory cost.
    - i. As an example, you cannot materialize a card with Memory cost of 3 with only 2 reserved cards in the Memory Zone.
  - c. This may only be done during the Materialize phase unless otherwise specified as a result of an effect.
  - d. No actions may be taken between the time cards chosen this way are selected and banished and the chosen card for Materialization is materialized.
- 6. Additional costs may be required to activate a certain card or perform an action.
  - a. Additional costs must be paid as instructed by the card or action when the card or action is activated prior to it being resolved.
- 7. 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.
- 8. Effects and abilities may modify costs to be paid.
  - a. 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.
  - b. The result of these modifying values with the base cost of an activated card or materialized card is the cost required to be paid.
  - c. Reduction of costs can only change that cost type for cards.
    - i. E.g. An effect that reduces a card's cost by 1 reduces that card's cost type by 1.
  - d. Reduced costs cannot be lower than 0.
    - i. If a cost would be reduced to a number below 0, that cost is set to 0 instead.

### c. Card Typing

- 1. Cards will have a card type listed on the left side of the middle segment of the card.
- 2. The supertypes are Champions, Allies, Actions, Attacks, Regalia, Weapon, and Item.
  - a. Champion cards will have a health stat.
  - b. Allies will have both an attack and health stat.
  - c. Actions will have a speed stat that denotes either Fast or Slow activation restrictions.
  - d. Weapons will have attack and durability stats which allow them to be used during attacks.
- 3. Allies, Actions, and Attacks will often have class subtyping.

- a. Cards can have multiple subtypes.
  - b. Cards are commonly divided into the classes Warrior, Mage, Tamer, Ranger, Guardian, Cleric, and Assassin.
  - c. A certain class champion is not restricted from activating other class cards.
- 4. Weapon cards may also have subtypes, such as Sword.
- 5. Item cards may have item subtypes, such as Bauble.

#### d. Element

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

#### e. Speed

- 1. The speed stat determines the timing rules and restrictions that activating that card must follow.

#### f. Attack and Health

- 1. Champions and allies will have a health stat denoted on the bottom right of the card.
  - a. Different champions may have different health values.

#### f. Durability

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



(Notes: Refer to section 2.2.g for further information on weapon durability)

## g. Rules Text

1. The bottom text box of each card is reserved for rules text as well as flavor text.
  - a. Effects and rules text will be in un-italicized font and any reminder text or flavor text will be in an italicized font.
  - b. The only text used for consideration of effects and gameplay will be non-italicized text.

## 2. Card Types

### a. Champions

1. Champion cards begin in the materials deck.
2. Champion cards start at level 0 with the starting elemental spirit materialized on each player's 1st turn.
3. Champions are incrementally leveled by materializing the next champion card.
  - a. Champions are leveled when a selected champion of level N+1 where N is the current level of the champion card in play is selected for materialization and Memory costs are paid.
  - b. This can only occur during the materialization phase unless permission is granted to the player by a card or effect.
  - c. 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.
  - d. Leveling a champion requires a player to place the new champion card on top of the existing champion card in its awake position
  - e. Newly leveled champions do not inherit the awake/rested position of the previous tier champion.
4. Champions count as attackable and interactable objects on the field.
5. Champions can attack through attack cards or by using weapons.
  - a. Champions do not inherently have an attack value and may therefore not attack without activating attack cards or using weapons.
  - b. Attacking rests champion as a cost.
6. Some champions will permanently enable elements and activation of some Non-Normal element cards.

## b. Regalia

1. Regalia cards begin in the materials deck along with champion cards
2. Regalia are materialized into the Field by paying associated Memory costs.
3. Regalia cards only function while in the field.
4. By default, when a regalia would be destroyed, it is instead Banished and will otherwise specify being Banished if any effect were to make it leave the field in that manner.
5. Regalia is a supertype just like the champion type and can be combined with other supertypes, such as Regalia Item or Regalia Weapon.
  - a. Cards with combined supertypes involving regalia will follow rule 2.2.b.4.a

## c. Allies

1. Allies are the units that a player is able to control during the game.
2. Ally cards begin in the main deck and are put into play by activating the card from hand and paying associated reserve costs.
  - a. Activating an ally uses Slow timing conventions.
3. When destroyed, allies will be placed into the graveyard as a result unless otherwise specified by an effect.
4. Allies may only attack opponents' allies, opponents' champions, or other legally attackable objects.
  - a. Only current control of that object is considered when considering attack legality.
5. Allies will enter play in upright orientation in a woken state unless otherwise specified.
6. Allies may only attack while awake.
7. Allies may also Retaliate against attacks, but may only do so if they are being attacked and are awake.

## d. Actions

1. Action cards are cards that a player may activate from their hand by paying the associated Reserve cost and other costs of that card.
2. Some effects may grant the player permission to use action cards from other zones apart from the hand.
3. Most of the time, action cards will have one-time effects that often use the words "until end of turn."
4. Actions will only produce their intended effect when the card resolves and will be simultaneously placed in the graveyard unless otherwise specified.
5. Actions and their effects will be invalidated if all targets specified by the action card become invalid or illegal for targeting.
6. Targets of the action card must be specified when the card is placed in the effects zone before Opportunity arises.

## e. Attacks

1. Attack cards will be activated from a player's hand by paying the associated Reserve cost and any other costs of that card.
2. Attack cards are performed through a player's champion and will rest the champion in doing so as a cost.
3. Attack cards may be used in conjunction with weapon cards to complete attacks.
4. Unless otherwise specified, attack cards may only be played with regular attack timing conventions.
5. Damage will be dealt simultaneously with the resolution of the attack card and the attack card will be simultaneously sent to the graveyard unless otherwise specified.
  - a. No actions may be taken nor any events may occur in the time this process is completed.

## f. Items

1. Item is a class of cards that may either reside within the Main deck or the materials deck.
  - a. Items will have a Reserve or Memory cost in the Main deck or materials deck respectively.
2. If they are in the materials deck, Item cards will, by definition, also have the regalia supertype.
3. Items will be able rest and wake up and will wake up with other objects during the wake up phase.

## g. Weapons

1. Weapon is a class of cards that may either reside within the Main deck or the materials deck.
  - a. Weapons will have a Reserve or Memory cost in the Main deck or materials deck respectively.
2. If they are in the materials deck, weapon cards will, by definition, also have the regalia supertype.
3. A Weapon, by definition, must have attack and durability stats that denote their use in attacking.
  - a. Weapons will be destroyed simultaneously when damage is dealt if the durability of that reaches 0 for that attack.
    - i. Damage being prevented during the damage step by any effects will not prevent the weapon from losing durability and from being destroyed as a result of the weapon going to 0 durability.

## 3. Game Mechanics

### 1. Game Zones

- a. Cards in all zones except for the Main Deck, Materials Deck, Memory Zone, and Hand will be face-up unless otherwise specified by a card or an effect.

#### a. Public vs Private Information

1. Information across zones is considered public or private depending on the orientation of the card, face-up or face-down.
  - a. Face-up cards are considered public information known to all players in the game.
2. A player may look at and examine any face-up card in play.
  - a. If picked up for this purpose, it is to be returned in its orientation prior to having done this.
3. Face-down cards are considered private information known only to the player who owns that card or currently controls that card.
  - a. Face-down cards may be looked at by the controlling player at any time unless otherwise specified by a card or effect.
  - b. If control of the card were changed, the owner of the card cannot not look at a face-down card unless otherwise specified by an effect.

#### b. The Main Deck

1. The main deck is the zone in which each player's starting main deck is placed before the start of a game.
  - a. The allowable deck sizes follow format conventions.
2. Cards that refer to the deck will refer to the cards in this zone and only this zone.
3. A player has only one main deck in a game.
4. Champion cards and regalia cards cannot exist in the main deck.
5. A deck should start in a sufficiently randomized state at the start of a game.
6. A player may not look through any player's deck unless granted the permission to do so by a card or effect.

#### c. The Materials Deck

1. 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.
2. The materials deck needs at least one Level 0 elemental champion card in order for the materials deck to be valid for play.

3. Cards in this zone may be looked through at any time by the player who owns the materials deck.
4. Cards may only be materialized from this deck during the materialize phase unless a player is otherwise instructed to do so by an effect or card.

#### d. The Field

1. The field is the main zone in which the events of a game of GA will take place.
2. 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.
3. Allies, champions, regalia, weapons, and Items are considered in the field after they have been activated or materialized and will only be able to affect the game while in the field.

#### e. The Memory Zone

1. The memory zone, or memory, is a zone in which a player places cards face-down from hand to pay for reserve costs of cards in hand or for some abilities.
2. Memory costs are paid by random selection among face-down cards in a player's memory zone.
  - a. Cards placed into or selected from the zone in regards to costs may not be changed once selected for activation of a card or materialization.
3. Cards referring to a player's memory zone will only have effects on that memory zone and no other memory zones in the game.

#### f. The Graveyard

1. The graveyard is the zone in which consumed action cards, attack cards, and destroyed allies, and non-regalia weapon and item cards are placed.
2. 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.
3. Each player has their own graveyard zone and only cards owned by that player will enter their graveyard.
  - a. If control of a card were to be under a player who is not the owner of that card and the card would be placed into a graveyard, that card would enter the owner's graveyard.
4. Effects that refer to the graveyard will only affect cards in the graveyard specified by the effect.
5. A player cannot draw cards, activate cards, or manipulate cards in the graveyard such that it affects the game unless otherwise specified by a card or effect.

- a. A player may freely order the cards in the graveyard such that it does not contradict rule 3.1.f.5.
- 6. The graveyard is a separate zone from banishment.
- 7. Cards in the graveyards will be face-up by default.

## g. Banishment

- 1. Banishment is a zone in which cards that were banished go.
- 2. Each player has their own banishment zone and only cards owned by that player will enter their banishment zone.
  - a. If control of a card were to be under a player who is not the owner of that card and the card would be banished, that card would enter the owner's banishment zone.
- 3. Cards that enter banishment from play will not be considered destroyed for any effects that depend on a card dying or being destroyed.
  - a. Cards that say "When this card dies" will not have that effect occur if the card is banished rather than sent to the graveyard.
- 4. A player may not draw cards from, activate cards from, or manipulate cards in banishment such that it affects the game unless otherwise specified by a card or effect.
  - a. A player may freely order the cards in banishment such that it does not contradict rule 3.1.g.4.
- 5. Cards in banishment will be face-up by default.

## h. Hand

- 1. The hand is a zone in which a player has cards that they may always see and pay Reserve costs for to activate.
- 2. Only cards in the hand may be activated unless otherwise specified by an effect or card in the game.
  - a. Players may only activate cards from their own hands.
- 3. An effect that instructs a player to draw a card will make the player place a card from the top of their deck and place it into their hand.
  - a. There is no maximum hand size unless otherwise specified by a card or effect.
  - b. Cards will never specify that a player draws a card from an opponent's deck.
    - i. If an effect would make a player attempt to draw a card from an opponent's deck, that effect is ignored.
- 4. If an effect would specify for a card to be returned to hand, it would specify that the card be returned to its owner's hand.

- a. A card whose controlling player is different from the player who owns the card has that card be returned to hand as a result of an effect, that card will return to the owner's hand.

### i. Effects Zone

1. 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.
2. Taking turns to respond to effects will use an Opportunity system to give players the chance to respond to effects.
3. Ordering of simultaneous effects is done by the player in control of the effects.
  - a. In the case of multiple players controlling multiple simultaneous effects, the turn-player will first determine the order of their effects and then ordering will pass in turn order.
4. The effects will be placed from bottom to top in order of turn-player first and then each opponent in turn order such that the last player or player furthest from the turn-player in turn order will have their effects resolved first.
5. 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.
6. Special actions including drawing cards or declaring an attack do not use the effects area.

## 2. Turn Order

1. Turn order will follow Wake up, Materialize, Recollection, Draw, Main, and End phases after the first turns taken by players in the game.
  - a. 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.
  - b. In a multiplayer game, the first player will also not skip their draw phase.

### a. wake up Phase

1. 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.
  - a. No actions may be taken by players during this phase.

### b. Materialize Phase

1. During each player's first turn in a game, the Materialize phase will be first and players will start from a normal phase order on their second turn.

2. During this phase, the turn-player will have the chance to select and materialize a card from their materials deck.
  - a. This may only be done if costs for that card can be paid from reserved cards in the Memory zone.
  - b. Costs must be paid before the card is materialized.
3. The turn-player will initially receive opportunity prior to the end of the phase and then opponents will receive opportunity in turn order before the Recollection phase or will receive Opportunity after a card is materialized.
4. 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.

### c. Recollection Phase

1. Recollection will immediately follow the Materialize phase after all effects are resolved.
2. During Recollection, the turn-player will return all cards remaining reserved cards from the previous turn.
  - a. No actions may be taken until after this is done.
3. Before recollection happens, the turn-player will be given Opportunity to activate cards or abilities.
4. Opportunity then passes to other players in turn order.
5. After recollection happens, the turn-player will again be given Opportunity to activate cards or abilities.
6. Opportunity then passes to other players in turn order. After all effects are resolved, the game proceeds immediately to the draw phase.

### d. Draw Phase

1. After recollection, the phase will proceed immediately to the draw phase.
  - a. Upon starting this phase, the turn-player will immediately draw a card.  
(Note: See rule 3.8.7 for drawing from an empty deck.)
  - b. This step will occur before any actions may be taken.
  - c. Players will only be able to take action after the card is drawn.
2. Starting with the turn-player, players will be given Opportunity to act.
3. If no actions or effects take place, the phase will end and the game immediately proceeds to the Main phase.

### e. Main Phase

1. 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.



2. The turn-player may play cards or take actions with Slow or Fast timing conventions during this phase.
3. 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.
4. 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.
5. After the turn-player declines to activate further cards or take further actions, opponents will obtain Opportunity in turn order.
6. Effects will resolve before proceeding to the End phase.

#### f. End Phase

1. The end phase proceeds after the main phase ends.
2. 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.
3. 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.

### 3. Activating Cards, Abilities, and Performing Actions

#### a. Activation

1. 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).
2. A player may only activate a card when they have Opportunity or may otherwise legally do so.
3. The card is considered activated when this is done and costs have been fully paid.
4. After costs have been paid, the card will then go to the effects zone for resolution and Opportunity then is first given to the turn-player to respond.

#### aa. Costs and Memory

1. Reserve costs are paid by either Reserving cards in Memory
  - a. 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.

- b. Players may not exchange reserved cards once this has been done and may not interchange already reserved cards while activating another card.
  - c. Players must clearly represent chosen and reserved cards.
  - d. Cards placed into Memory for Reserve costs will remain there even if the card or effect does not resolve unless otherwise specified by a card or effect.
- 2. Memory costs require Banishing cards from previously reserved cards in Memory at random. 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.
  - a. Cards selected for Memory costs are chosen at random by a fair selection process.
  - b. Once cards have been selected for Memory costs, no cards may be interchanged or reselected and the chosen cards will be Banished.
  - c. The card is then immediately placed into the effects zone for resolution.

#### ab. Resolution

- 1. 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.

### b. Abilities

- 1. Abilities use similar rules to activating cards in the process of announcing, paying for costs, and resolving abilities.
  - a. Abilities follow the same rules 3.3.a.2 through 3.3.a.4 replacing each instance of “card” with “ability.”
- 2. Abilities will be of the type Activated, Triggered, or Static.

#### ba. Activated

- 1. 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.
  - a. Refer to 3.3.b.1.a.
- 2. 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.

#### bb. Triggered

- 1. 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.

2. Triggered abilities using the word “may” is an exception to this. Common wording of trigger abilities are “When [CARDNAME] dies” or abilities with the keyword Enter Effect will follow the resolution conventions the same way activated abilities do after they are placed into the effects zone.

#### bc. Static

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

#### c. Player Effects

1. Player events are events that only happen because of a player playing a card, activating an ability, or taking other legal actions in the game.

#### d. Game Effects

1. Game effects are those which only would impact the game as a result of game actions.
2. Game effects often rely on the state of the game for determining what events occur.
3. Death of allies is caused by marked damage being equal to or greater than the health stat of the ally card.
  - a. When this occurs, the game will cause the ally card to spontaneously be destroyed and sent to the graveyard.
  - b. If any effects would trigger as a result of this, the effects would then enter the effects zone for resolution.
  - c. No action may be taken in the time game-effects are being performed.
4. Game effects include 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.
  - a. Effects dependent on the destroying of an object will not produce effects if the object is instead put into Banishment.
5. If static effects in the game set new rules within the game or are persistent or continuous effects, these effects will use the most recently generated effect if there are contradicting effects.
  - a. E.g. If a player has permanently enabled the fire element, and another player has permanently disabled the fire element afterwards, the element is considered disabled.
  - b. If, after this, the original player re-enables the fire element permanently they will have that element considered permanently enabled. For temporary static effects (i.e. “Until the end of turn effects”)

- c. The same rules are applied for the duration of the temporary effects.
- 6. Effects that would copy cards or objects will copy all characteristics of those cards or objects at the time that effect resolves.

## 4. Attacking

1. An attack is an action that may be taken by a player through an ally object or through a champion object.
  - a. Attacks can't be performed by units with 0 attack or less.
  - b. Attacking is a special action that begins a Combat step
  - c. Only one attack may be performed and resolved at a time
    - i. Players can't activate Fast attacks while a combat phase is in the process of resolving.
    - ii. No player is given Opportunity when an attack is declared; Opportunity only arises at the Retaliation step.
2. Attacking has steps involving declaration of the attack and initiation of a Combat phase involving a Retaliation step, then a Damage step.
3. Attacks performed will rest the attacking object (champion or ally) as a cost of attacking.
4. Attacks using an ally are announced and performed by resting the ally card and choosing an opponent's target unit which to attack.
5. Attacks performed through allies may be performed at any time during the turn-player's turn in the main phase using Slow timing conventions.
6. Attacks performed through a champion may be performed through use of a weapon, through activating an attack card, or using both simultaneously.
  - a. Attacks performed with a weapon may be performed without the use of an attack card during the main phase using Slow timing conventions.
  - b. Activating an attack card to execute an attack requires the attacking player to pay the costs of the attack card and the player must announce whether they will additionally use a weapon during the attack as the Attack card is placed into the effects zone.
  - c. The attack stats of all stats of cards involved in the attack as well as damage-altering effects are combined.
  - d. If there are any weapon or attack card effects that would modify damage dealt or create additional effects, those effects are applied after damage is combined and before damage is dealt.
  - e. If a weapon would be destroyed before damage would be dealt by a champion, any damage that would be dealt due to the weapon would not happen.
7. Attack effects may be ordered as the attacking player wishes.
8. After an attack card is activated, it will be maintained in the effects zone until damage is dealt with simultaneous resolution of the attack.

- a. To represent an activated attack card, players should place the card next to their champions.
  - b. While represented on the field in this way, it is not considered to be a unit and is not considered a permanent object.
- 9. After an attack is declared, the game will attempt to move to the Retaliation Step.
  - a. Triggered abilities that occur as a result of an attack are first resolved.
    - i. If an ally with Intercept would change the target of an attack to that ally, that attack is considered to have become intercepted.
  - b. Opportunity passes to the next player in turn order after an attack is declared and they may respond before damage is dealt.
  - c. If the resulting attacked object is an ally that is awake, the defending player may choose whether to retaliate against the attack.
  - d. If they do so, the defending ally then becomes rested during damage and may no longer retaliate against subsequent attacks until it Wakes Up.
  - e. Champions are not able to retaliate by default unless otherwise specified by an ability or effect.
- 10. After the Retaliation Step, the game will attempt to move to the Damage Step.
  - a. Opportunity passes to the next player in turn order they may respond before damage is dealt.
  - b. The damage is dealt when no players take further action and the attacked object is still a legal target.
  - c. Attack damage, Retaliate damage, and removal of durability counters for weapons involved in attacks are done simultaneously.
  - d. No actions or effects may be taken in the time that an instance of damage is being dealt.
  - e. During resolution of an attack card and dealing of damage, that card is simultaneously removed from the effects zone and placed into the graveyard unless otherwise specified.

## 5. Objects and Targeting

- 1. 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. Tokens of a certain type (such as ally or regalia) will follow targeting conventions of those cards; If an ally card would be targetable by an effect, a token ally would also be able to be targetable by the same effect.
- 2. A target is the selected object for an effect, action, or activated card.
  - a. If an action or effect specifies an ally as a target, it can only target allies. The same is true for each object type.
  - b. If an action or effect specifies "unit" or "units," this will refer to both allies and champions as valid or legal targets.

3. 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.
4. Targets of abilities, cards, or effects must be chosen at the time that they would be placed into the effects zone.
  - a. If there is no valid target, a player may not attempt to activate the desired action, ability, or card.
  - b. An event will resolve if and only if the targets selected are all still legal targets for the event upon resolution.
  - c. 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.
  - d. If no targets remain for the event, the event is negated by game-state effects.
  - e. If an event ends this way, its effects do not occur and the card is sent to the graveyard unless otherwise specified.
5. Special cases with targeting involve an effect specifying that an object is chosen rather than targeted.
  - a. This usually occurs during resolution of the effects in situations where targets cannot be anticipated or specified during the activation process.
  - b. E.g. The card Creative Shock instructs the player to Choose a unit and deal 1 damage to it if a Fire card is discarded during resolution of the spell.
    - i. This will only have a chosen unit after the spell has resolved and cannot be specified before as the card to be discarded is yet unknown.

## 6. Timing

1. Timing falls under two categories: Slow and Fast timing conventions or speeds.
  - a. Actions, allies, and attacks are to be activated at a Slow speed unless otherwise specified by a Fast trait on the card.
2. Slow timing follows the following conventions:
  - a. The turn-player may play actions, allies, and attacks at Slow speed when no other events are taking place on their turn.
  - b. The opponents cannot activate Slow cards or abilities unless given permission by an effect.
3. Fast timing follows the following conventions:
  - a. Any player may activate Fast cards when they have opportunity in the turn or no events are otherwise taking place and Opportunity passes as a result of game state.
  - b. Abilities can be activated at a Fast speed unless otherwise specified.

4. Opportunity is a concept that governs activation of cards and abilities with a Fast speed.
  - a. Opportunity for players arises as a result of a game event taking place which designates a player to receive Opportunity.
  - b. While a player has Opportunity, that player may play any card or activate any ability with a Fast speed.
  - c. These player actions will return Opportunity to the turn-player who may then similarly activate any ability or card with a Fast speed.
  - d. When a player refuses to act on an Opportunity, Opportunity then passes to the next player in turn order.
  - e. This will repeat until no players wish to perform an action and then the top effect in the effects zone will resolve.
  - f. Following this, the process is repeated until all effects or activated cards and abilities have been resolved and the turn-player regains control of the Main phase or the game assumes control and advances the game phases.
5. Situations in which Opportunity arises:
  - The entering or passing of some phases (Excluding Wake-up phase. 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

## 7. Damage

1. Damage dealt is always calculated at the resolution of an event and is a summation of all damage-modifying factors.
2. Ally damage is inflicted according to the attack value denoted on the ally card in addition to damage modifiers.
  - a. Each attack point on an ally results in 1 damage dealt per attack point by that ally.
3. Each attack point on an attack card results in 1 damage per point after a champion attacks.
4. Each attack point on a weapon results in 1 extra damage per damage point after a champion attacks.
5. A champion can only attack if a declared attack would have more than 0 attack.
  - a. The attack still happens if the damage is reduced to 0 or less after the attack was declared and durability from a weapon will be removed normally during the Damage step.
6. If an effect were to prevent damage, that damage does not happen; it is not simply reduced.

- a. No events may be taken during the time damage is dealt to units and the time in which those units are determined to be destroyed or banished as a result.

## 8. Drawing Cards

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

## 9. Dealing Damage

1. 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.
2. Damage marked on allies will be removed during the end phase prior to the start of the next turn.
3. Damage marked on champions will stay marked until removed by another effect or until it is equal to or exceeds the health of that champion, at which point the game will end.

## 10. Other topics



### a. Trackable Information

1. Trackable information includes marked champion damage and various counters placed on objects, such as Enlighten Counters.
2. Multiple objects may be used to keep track of any counters on an object, such as dice, coins, or other countable markers or symbols.
3. Generally, counters will persist through all levels or changes of an object on the field.
4. 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.

### b. Permission

1. 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.

### c. Level Restrictions

1. 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
  - a. E.g. A restriction of 2+ required the champion’s LV to be 2 or higher.
2. 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.

### d. Combined Restrictions

1. For all cases when there are multiple restrictions for an effect to happen, that effect will not happen unless all conditions are met.
  - a. 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.

### e. Randomization

1. Randomization in this game will be used to determine outcomes of random events and the random ordering of decks after shuffling.

2. For a method to determine outcomes to be random, an object used to generate a random result must be fair.
  - a. Objects considered fair include a dice with 2 or more sides in which each side has an equal chance of resulting after tossing that object.
    - i. A fair coin is acceptable as a 2-sided die for this purpose.
3. When selecting random events, a die with more sides than results needed to be determined can be used if it is easily scalable or there is a fair method agreed among players to determine results.
  - a. E.g., if a player must banish a card among 5 from Memory, a D20 may be used where values 1-4 are assigned to the card in the 1st position, 5-8 is assigned to the card in the 2nd position, 9-12 for position 3, 13-16 for position 4, and 17-20 for position 5.
4. Sufficient shuffling and randomization of cards that are not uniquely identifiable and having an opponent choose from among those cards is considered a fair selection method.
5. For shuffling a deck, only methods that generate a sufficiently random state may be used.
  - a. The deck shuffled must be in plain view of your opponent and/or event judge.
  - b. After a player shuffles a deck, they will present their deck to an opponent to cut or further shuffle the deck.

## f. Rounding

1. Unless otherwise specified, if a situation would require to round a numeric value, that number will be rounded down to the nearest whole number.

## g. Searching and Finding

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

## h. Action Legality

1. An action is considered illegal if it directly contradicts any of the above rules of the game and results in a game state which cannot be resolved.
2. If a card's rules text contradicts the rules of the game, the card's rules will take precedence.
  - a. In all cases, "can't" overrules "can" if there are conflicting effects of the same kind.
3. An action is not illegal if it is simply unclear and the case should be brought to an event judge or game authority.
  - a. A situation is unclear if both players in a game reach different conclusions regarding the outcome of an event or process within the game.
4. If necessary, the ruling will go through an official process via a rules committee for amendment into the game rules.

# X. Glossary

## A. Keywords

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

1. Class Bonus
  - a. 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.
  - b. Cards with a class bonus have "Apply this effect only if your champion's class matches this card's class."
2. Cleave
  - a. Cleave is a keyword of attack cards which makes the champion's attack hit all allies an opponent controls.
    - i. This attack involves only one combat step.
    - ii. Each damage calculation is done independently but damage happens simultaneously.
  - b. Attacks with cleave have "[CARDNAME] attacks all units a chosen opponent controls."
  - c. If a weapon is used for this attack, it only loses 1 durability after damage is dealt.
3. Divine Relic
  - a. Divine relic is a regalia keyword.
  - b. Regalia with this keyword have "You may only have 1 card with the Divine Relic keyword in your materials deck."
4. Efficiency

- a. Efficiency is a keyword that modifies the activation cost for a card or ability.
  - b. Efficiency will reduce the cost of the card or ability by N where N is your champion level.
    - i. Champion level is calculated as the denoted level of your champion card in addition to any level-granting or reducing effects.
  - c. Cards with efficiency have “The reserve cost of this card is N less where N is the LV of your champion.”
- 5. Enter Effect
  - a. Enter effect is the keyword for triggered abilities that occur when an object enters the field.
  - b. After the object enters the field, the enter effect will enter the effects zone.
  - c. Cards and objects with enter effect have the words “When [CARDNAME] enters the field,” and will then specify an effect to occur.
- 6. Fast Attack
  - a. Fast attack is a keyword of attack cards
  - b. Cards with fast attack can be played with Fast timing conventions
  - c. Cards with fast attack have “This attack may be activated any time you could activate a Fast action card.”
- 7. Flux
  - a. Flux is a keyword of some Arcane cards.
  - b. A card with flux has the rules text “Discard your hand at the end of the turn.”
- 8. Focus
  - a. 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.
  - b. This counts any form of materialization, whether it was done in the materialize phase or in another phase due to another effect or action.
  - c. Cards and abilities with focus have “Apply this effect only if you have not materialized this turn.”
- 9. Inherited Effect
  - a. An inherited effect is a characteristic or ability applied to champion cards that will persist through all subsequent levels of that champion.
    - i. A champion with this keyword will have “Whenever this champion levels up, the new champion gains this ability.”
    - ii. 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.
- 10. Intercept
  - a. 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.
  - b. After an attack is intercepted, combat proceeds normally with the ally being the target of the attack and the ally may retaliate if awake.
    - i. This will not make effects that required the action of attacking an ally now happen and be placed into the effects zone.

- c. Allies with intercept have "Whenever your champion becomes the target of an attack, you may have [CARDNAME] become the target instead."
- 11. Lineage
  - a. Lineage is a keyword that defines a restriction for leveling up a champion.
  - b. Champions with X Lineage have "[CARDNAME] must be leveled from a previous level 'X' champion" where X is the character name of the previous champion.
    - i. E.g. Lorraine, Wandering Warrior is a Lorraine champion and would be a valid condition for leveling into Lorraine, Blademaster.
- 12. Lineage Break
  - a. Lineage break is a keyword of champion cards.
  - b. Champion cards with this keyword have "[CARDNAME] cannot level up."
- 13. Lucid
  - a. Lucid is a Keyword of non-champion and non-regalia cards.
  - b. Cards with lucid have "You may activate this card from your memory by paying for its reserve cost normally."
- 14. Spectral Shift
  - a. Spectral shift is a keyword of some Crux cards.
  - b. Cards with spectral shift have "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."
- 15. Stealth
  - a. Stealth is a keyword of ally cards.
  - b. Allies with stealth have "This unit cannot be targeted on attack declarations unless permitted by True Sight."
    - i. Stealth will not prevent that ally from being chosen for an attack rather than targeted.
    - ii. Allies with stealth still can be retaliated against and will receive damage from retaliation.
    - iii. They will still receive attacks and be dealt damage by cards with cleave.
  - c. Stealth can be granted to champions by an effect.
- 16. True Sight
  - a. True sight is a keyword of ally, champion, weapon, and attack cards.
  - b. If an ally or champion has true sight, that unit has "This unit's attacks can target units with stealth."
  - c. If a weapon has stealth, it has "Attacks using this weapon can target units with stealth."
  - d. If an attack card has true sight, it has "This attack can target units with stealth."
  - e. Units can be granted true sight by effects.

## B. Game Terms

1. Awake
  - a. A card in play is considered awake if it is in an upright position.
  - b. 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.
  - c. Cards will enter awake unless otherwise specified by other cards or effects.
2. Banish
  - a. Banish is an action that sends a target card or object into Banishment.
  - b. This effect will not consider the object to have been destroyed or having died.
3. Buff counters
  - a. Buff counters each represent a +1 attack and +1 health modification for an ally.
  - b. Stat modifications due to buff counters are static.
4. Counters
  - a. 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.
  - b. Specific counters will have specific effects or have certain abilities that go along with them.
  - c. Some counters may be used as a resource for cards or abilities.
5. Destroy/Destroyed
  - a. Destroy is an effect that can affect non-Champion objects in play.
  - b. 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.
  - c. An ally is considered destroyed by state-based effects of having damage marked equal to or greater than the health value of the unit
  - d. 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.
  - e. 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.
    - i. 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.
6. Die(s)/died (or Kill(s)/killed)
  - a. 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.
    - i. E.g. a destruction or destroy effect will kill an ally card.
  - b. Cards will only be considered to have died or have been killed if and only if it enters the graveyard directly from play.
    - i. If it would instead be banished as a result of any effects instead of being sent to the graveyard, the card will, by definition, not be considered to have died.

7. Enlighten counters
  - a. Each champion has the innate ability for a player to remove 3 Enlighten counters from their own champion as a Fast action to draw a card.
  - b. Enlighten counters will persist through level-ups of a player's champion.
8. Fast
  - a. 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.
9. Glimpse
  - a. A card may tell a player to Glimpse X.
  - b. 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.
10. LV
  - a. LV refers to the level of your champion as a sum of the level denoted on your champion card in addition to level granting effects in the game.
11. Opportunity
  - a. 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.
  - b. When Opportunity arises, it first is given to the turn-player in a turn and proceeds to other players in turn order.
  - c. Phases apart from the main phase will end according to when no players have Opportunity and no events are pending resolution.
12. Rested
  - a. A card in play is considered rested if it is in a horizontal orientation.
  - b. Rested cards cannot be further rested as a cost for attacking or activating abilities.
  - c. If an ally would be represented as entering the field rested, the card will specify "[CARDNAME] enters the field rested."
13. Slow
  - a. Slow is an attribute of action cards that determines when that card may be played. See the section on timing for further detail.
  - b. 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.
14. Unit
  - a. A unit is any attackable or damageable object in play, whether it is a champion, ally card, or ally token object.
    - i. This considers only the card or object type and does not consider additional modifiers such as allies with Stealth.
  - b. Units are the only objects that may receive damage, either by effects or attacks.

