

Force of Will Comprehensive Rule ver. 4.02

Last Update: Friday, October 10, 2014

1.Overview.....	2
1.1.Number of players.....	2
1.1.Valhalla Rule and Bifrost Rule.....	2
1.2.How to win.....	2
1.3.Golden rules of the game.....	2
1.4.Basic Concept.....	2
2.Characteristic of cards.....	3
2.1.Type.....	3
2.2.Name.....	4
2.3.Cost.....	4
2.4.Text4	
2.5.Race/Trait.....	4
2.6.ATK.....	5
2.7.DEF5	
2.8.Art 5	
2.9.Additional Information.....	5
3.Zone.....	5
3.1.General.....	5
3.2.Cards Orientation.....	6
3.3.Main Deck.....	6
3.4.Magic Stone Deck.....	6
3.5.Hand.....	6
3.6.Field.....	6
3.7.Magic Stone Area.....	7
3.8.Ruler Area.....	7
3.9.Graveyard.....	7
3.10.<<Valhalla>> Lifebreak Area.....	7
3.11.Chant-Standby Area.....	7
3.12.Removed Area.....	8
3.13.Chase Area.....	8
3.14.Play Ground.....	8
3.15.Zone Movement Restriction.....	8
4.Setting Up the Game.....	8
4.1.Constructing the Deck.....	8
4.2.Setting Up the Game.....	9
5.Turn Sequence.....	9
5.1.Draw Phase.....	9
5.2.Recovery Phase.....	9
5.3.Main Phase.....	10
5.4.End Phase.....	10
6.Priority Sequence.....	11
6.1.Perform Priority Sequence.....	11
6.2.Play automatic abilities.....	11

6.3.Available Actions.....	12
6.4.End of priority sequence.....	12
7.Player's Action.....	12
7.1.Play Resonator.....	13
7.2.Play Addition.....	13
7.3.Play [Spell:Chant].....	13
7.4.Initiate Battle.....	13
7.5.Do Judgment.....	13
7.6.Put [Spell:Chant-standby] Card.....	14
7.7.Play [Spell:Chant-instant].....	14
7.8.Play [Activate] Ability.....	14
7.9.Play [chant-standby] Card in Your Chant-standby Area.....	14
7.10.<<Valhalla>> Perform lifebreak.....	14
7.11.Call magic stone.....	15
7.12.Pass.....	15
8.Battle.....	15
8.1.Beginning of Battle Step.....	15
8.2.Declare Attack Step.....	15
8.3.Declare Block Step.....	16
8.4.First Strike Battle Resolution Step.....	16
8.5.Normal Battle Resolution Step.....	16
8.6.End of Battle Step.....	17
9.Cards and Abilities	17
9.1.Ability and Effect.....	17
9.2.Active Ability.....	18
9.3.Play and Cards and Abilities.....	18
9.4.Continuous Ability.....	18
9.5.Activated Ability.....	19
9.6Automatic Abilities.....	19
9.7.Will Ability and Produced Will.....	20
9.8.One Time Effect.....	20
9.9.Continuous Effect.....	20
9.10.Replacement Effect.....	20
9.11.Last Known Information.....	21
10.Action by Rules.....	21
10.1.Add (an addition).....	21
10.2.Pay Wills.....	21
10.3.Remove from the Game.....	21
10.4.Reveal.....	21
10.5.Summon.....	21
10.6.Deal Damage.....	22
10.7.Chase.....	22
10.8.Draw.....	22
10.9.Destroy.....	22
10.10.Banish.....	22
10.11.Cancel.....	22

10.12.Rest/Recover.....	22
10.13.Choose.....	22
11.Symbol Skill.....	23
11.1.[Pierce].....	23
11.2.[Target Attack].....	23
11.3.[First Strike].....	23
11.4.[Explode].....	23
11.5.[Flying].....	23
11.6.[Swiftess].....	23
11.7.[Imperishable].....	23
12.Rule Process.....	24
12.1.Losing the Game.....	24
12.2.Destroying.....	24
12.3.Illegal Addition.....	24
12.4.<<Valhalla>> Excess Lifebreak Area.....	24
12.5.Redundant Additions.....	24
13.Other Rules.....	24
13.1.Loop.....	24
13.2.<<Bifrost>> Refering Lifebreak.....	25

1. Overview

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

1.1. Number of players

- This game is played by two players.

1.1. Valhalla Rule and Bifrost Rule

- In this comprehensive rules, we describe Valhalla rules and Bifrost rules. If not specified, all rules are applied both in Valhalla rules and Bifrost rules.
- If "<<Valhalla>>" is written on a section, that rule is applied only in Valhalla rules. If "<<Bifrost>>" is written on a section, that rule is applied only in Bifrost rules.
- Players must agree which rules they use in the game they play before the game begins.

1.2. How to win

- During the game, players fulfilling the losing condition loses the game.
- If a player loses the game and the other one hasn't, the player not losing the game wins.
- If both players lose the game in the same time, decide winner in the following order:
 1. <<Valhalla>> The player with more cards in his or her lifebreak wins.
 2. The player with more cards in his or her main deck wins.If all of these conditions are still tied, the game is end in draw.
- During a game, players may concede the game and leave from it. In this case, his or her opponent wins. Conceding the game is not replaced by any effects and no effects force players to concede.

1.3. Golden rules of the game

- If comprehensive rules and texts of a card is contradicted, card texts precede.
- When an effect instructs you to do something and part of it is impossible to do, you do anything others that can legally do. When an effect instructs you to do something a number of times and you cannot do it fully, you still do that as many times as possible. If you would perform something zero or minus times or amounts, you don't perform it at all.
- If an effect resolved and a status of a card or a player changes to the status that exact same as before, it's never treated as "becoming" that status.
- If an effect prohibit to do something and the other effect instructs to do that, prohibiting effect precedes.

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

1.4. Basic Concept

- **Player:** One who plays this game. On each turn, player who perform the turn is called turn player, and the other player is called non-turn player.
- **Owner:** Owner of a card is a player who bring the card at the beginning of the game.
- **Control:** During a game, each of cards, abilities and effects are controlled by a player. A player who controls cards abilities or effects is a controller of them. If a card or an ability refers "you", it refers its controller. If no controller-changing effects are applied, the controller of a card, ability or effect is determined as below:
 - ▶ Controller of a card is an owner of it.
 - ▶ Controller of an ability is an controller of the card with that ability.
 - ▶ Controller of an effect is an controller of the ability generates that effect.
- **Life Point:** Each player has a number called life point. If a player has life point 0 or below, he or she loses the game.
 - ▶ Life point is increased and decreased by a multiple of one hundred. If an effects instruct player to pay any amount of life point, he or she pays it by a multiple of one hundred. Whenever you have any fractions less than a hundred, in your life point, round it up to the nearest hundred.

2. Characteristic of cards

 <p>1 2 太陽の騎士 デルビニオス</p> <p>3 4</p> <p>5 6 7 8 9</p> <p>Ruler</p>	 <p>1 2 光明神 アポロン</p> <p>3 4</p> <p>5 6 7 8 9</p> <p>J-Ruler</p>	 <p>1 2 闇の魔石</p> <p>3 4</p> <p>5 6 7 8 9</p> <p>Magic Stone</p>	<p>(1) Type (2) Name (3) Cost (4) Text (5) Race/Trait (6) ATK (7) DEF (8) Art (9) Additional Information</p>
--	--	---	--



2.1. Type

- The group this card belongs.
- Type is "ruler", "J-ruler", "magic stone", "resonator", "spell" or "addition".
 - ▶ In this comprehensive rules and card text, "resonator or J-ruler" is written as "J/resonator".
 - ▶ **In this comprehensive rules and card text, "ruler or J-ruler" is written as "J/ruler".**
- Some of the type has subtype belongs with it. Subtype is a phrase after type name and ":".
 - ▶ Spells have subtype "chant", "chant-instant" or "chant-standby".
 - ▶ Additions have subtype "field", "resonator" or "ruler/J-ruler".
- Some cards have general type. General type is a phrase before type name.
 - ▶ Some magic stone cards have general type "Special".
- If a card is referred by its type name without any zone it's in, the card in a play ground is referred. If a card is referred by its "[type name] card" in a zone, it refers a card with that type in the zone.

2.2. Name

- Name of the card.
- Name is referred when you build your deck as its restrictions.
- If an effect refers a name with "" (double quotation symbol), it refers a card with that name or a part of a name.

2.3. Cost

- Information referred when you play this card.

- Cost includes attribute cost that pays with specified attribute will and free cost that pays with any attribute will.
- Attribute cost is shown by will symbols on left side of the cost. You need one specified will for each of will symbol shown on here.
- Free cost is shown by number on right side of the cost. You need numbers of any will equal to the number on here.
- Total cost is the number of wills on attribute cost plus number on free cost.
- Card with attribute cost has attribution specified with each symbol on it.

2.4. Text

- Abilities of this card.
- If a card has more than one paragraph on its text, each of them is different ability.
- Some cards have sentences with different font in its card text area. The sentences are called flavor text and have no rule purpose.

2.5. Race/Trait

- A part of information of this card. Phrases shown on ruler, J-ruler or resonator are called race, and on other cards are called trait.
- Card's race and trait are written on right side of its type. Trait is written inside of parentheses.
- If there are no "/" (slash) on the race or trait, it means one phrase for a race or trait. If there are "/" (slash), each of the phrase separated by "/" is a phrase for a race or trait.
- Race or trait itself doesn't have any specified rules, though it is referred by some abilities and effects.

2.6. ATK

- Information J-ruler and resonator have.
- ATK is the value after "ATK" and it means how much damage it deals while in combat.

2.7. DEF

- Information J-ruler and resonator have.
- DEF is the value after "DEF" and if the card in a field suffers equal or more damage than its DEF, it's destroyed.

2.8. Art

- Image for the card,

- Art has no rule purpose.

2.9. Additional Information

- Collector number, rarity, copyright, and artist name.
- Additional Information has no rule purpose.

3. Zone

Zone is an area that cards and abilities are put into.

3.1. General

- During a game, cards are placed in a one of places called zone. Each player has his or her own zones except for chase area.
- Each of the zone is divided into "public zone" and "hidden zone". Each player can see information of cards in public zone. Each player cannot see information of cards in hidden zone.
 - ▶ Each player can see the number of cards in a zone regardless it's public or hidden.
- If a card moves from a zone to another, **if it moves from playground to playground, it's treated as a same card and keeps its orientation. Otherwise, it's treated as a new card in a new zone.** If not specified, any effect applied in older zone is not applied to the new card.
- If more than one card is move to a new zone and the order of cards in new zone is managed, owner of those cards decides the order of them in new zone. If the new zone is hidden, players other than owner of the cards moved cannot know the order of the cards in new zone.
- If a card is moved to a zone and the zone is not specified who it belongs, the card is moved to the zone belonging to the owner of that card.

3.2. Cards Orientation

- In some zone, a card has specified orientation, recovered or rested. Recovered cards are placed vertically and rested cards are placed horizontally.
 - ▶ Changing orientation of a card from recovered to rested is called "to rest (a card)" and from rested to recovered is called "to recover".
 - ▶ When a card is placed in a zone that the cards orientation is specified, it's placed recovered.
- In some zone, a card has specified orientation, face up or face down. Face up cards are placed all the information on the cards visible, and face down cards are placed all the information hidden. Hidden cards information can be checked by anytime by a player if he or she know the information of the cards (because they're move from public zone, for example).

- ▶ Rulers and J-rulers are always face up and any effects to face them down is not applied.

3.3. Main Deck

- The zone a player put his main deck.
- Each player has his or her main deck zone, its hidden and order of the cards are managed.

3.4. Magic Stone Deck

- The zone a player put his magic stgone deck.
- Each player has his or her magic stone deck zone, its hidden and order of the cards are managed.

3.5. Hand

- The zone player put his cards drawn.
- Each player has his or her hand, its hidden and order of the cards are not managed. Hand is hidden zone but the player the zone belongs can see any information of cards in that zone.
- Each player has maximum hand size. At the beginning of a game, each player's maximum hand size is seven.

3.6. Field

- The zone player puts his or her J-ruler, resonators and additions.
- Each player has his or her field, its public and order of the cards are not managed.
- In a field, a card has specified orientation, recovered or rested.
- If a text refers "resonator", "J-ruler" or "Addition" without the zone it's in, it refers a card with specific type in a field.
- Each player can see face down side of J-ruler card in a field.

3.7. Magic Stone Area

- The area players put his or her magic stone.
- Each player has his or her magic stone area, its public and order of the cards are not managed.
- In a magic stone area, a card has specified orientation, recovered or rested.
- If a text refers "magic stone" without the zone it's in, it refers cards with magic stone type in magic stone area.

3.8. Ruler Area

- The area player put his or her ruler or destroyed J-ruler.
- Each player has his or her ruler area, its public and order of the cards are not managed.
- In a ruler area, a card has specified orientation, recovered or rested.
- If a text refers "ruler" without the zone it's in, it refers cards with ruler type in ruler area.
- **Face down side of a card in a ruler area can be seen only by its controller.**
- J-ruler card in ruler area loses all of its ability and doesn't have ATK and DEF. Any effects that would move J-ruler to the other zone is not applied.

3.9. Graveyard

- The zone destroyed or used cards are placed.
- Each player has his or her graveyard, its public and order of the cards are managed. Any new cards put into a graveyard is put onto the top of the cards in it.

3.10. <<Valhalla>> Lifebreak Area

- The zone player put his or her cards as lifebreak.
- Each player has his or her lifebreak area, its hidden and order of the cards are managed. Any new cards put into a lifebreak area is put onto the top of the cards in it.
- Each player has maximum lifebreak size. At the beginning of a game, each player's maximum lifebreak size is four.

3.11. Chant-Standby Area

- A zone you put your spell:chant-standby cards.
- Each player has his or her chant-standby area, its hidden and order of the cards are not managed. Chant-standby area is hidden zone but the player the zone belongs can see any information of cards in that zone.

3.12. Removed Area

- The zone a player put his or her removed cards.
- Each player has his or her removed area, its public and order of the cards are not managed.

3.13. Chase Area

- The zone played cards and abilities placed until they're resolved.
- There is only one chase area, its public and order of the cards are managed.

- It's called "summon spell" if the type is resonator, and called "normal spell" if the type is the other. If spells, abilities or effects refer "spell" without specific zone, they refer cards on chase area.

3.14. Play Ground

- Fields, ruler areas and magic stone areas are play ground.
- A card in a player's play ground is controlled by the player. If a card would be put in a player's play ground, it's put under that player's control.

3.15. Zone Movement Restriction

- If a ruler card would move to a zone other than ruler area except for doing judgment, it doesn't move.
- If a J-ruler card would move to a zone other than ruler area or field, it doesn't move.
- If a resonator card or an addition card would move to magic stone deck, magic stone area or ruler area, it doesn't move.
- If a spell card would move to magic stone deck or a play ground, it moves to graveyard.
- If a magic stone card would move to hand, main deck, ruler area, it doesn't move.

4. Setting Up the Game

Before the game, each player constructs his or her deck and prepare for the game.

4.1. Constructing the Deck

- Each player prepare his or her main deck, magic stone deck and a ruler card.
- Each player prepare exact one ruler card.
- Main deck is a pile of cards that contains cards other than ruler or magic stone. Main deck must contains fourty or more cards.
- Magic stone deck is a pile of cards contains magic stone cards. Magic stone deck must contains no less than ten and no more than twenty cards.
- In a main deck or magic stone deck, it can contains up to four copy each of the same name cards. Non-special magic stone cards are exception of this rule and can put any number in a magic stone deck

4.2. Setting Up the Game

- Before the game, each player shuffles his or her main deck and magic stone deck and put each of them into main deck zone and magic stone deck zone, appropriately.
- Each player set his or her life point to 4,000.

- Choose a player at random and he or she chooses play first or not.
- Each player moves top five cards from his or her main deck to his or her hand. Then, the player plays first chooses to change any cards in his or her hand, then the other player do the same. Then each player moves chosen cards to the bottom of his or her main deck in any order, then move that many cards from his or her main deck to his or her hand. The first player must choose which cards to change first.
- <<Valhalla>> Each player moves top four cards from his or her main deck to his or her lifebrak area.
- Each player put his or her ruler to his or her ruler area.
- The first player is a turn player, and begin the turn.

5. Turn Sequence

The game is played by turns each player performs alternately. In each turn, the turn player performs the phases in this order.

5.1. Draw Phase

- "At the beginning of turn", "at the beginning of draw phase" and, if this is the first turn of the game, "at the beginning of game" trigger conditions are happened.
- Turn player gains priority and perform priority sequence.
- Turn player draws a card from his or her main deck. However, if this is the first turn of the game, the player doesn't draw it instead.
- Turn player gains priority and perform priority sequence.

5.2. Recovery Phase

- If this is the first turn for turn player, skip recovery phase.
- "At the beginning of recovery phase" trigger conditions are happened.
- Turn player gains priority and perform priority sequence.
- All produced wills are cease to exist.
- Turn player recovers all cards in his or her play ground.
- "At the end of recovery phase" trigger conditions are happened.
- Turn player gains priority and perform priority sequence.

5.3. Main Phase

- "At the beginning of main phase" trigger conditions are happened.
- Turn player gains priority and perform priority sequence. In a main phase, turn player can perform some specific actions.

5.4. End Phase

- "At the beginning of end phase" trigger conditions are happened.
- Turn player gains priority and perform priority sequence.
- "At the end of turn" trigger conditions are happened.
- Turn player gains priority and perform priority sequence.
- As a final step, all the following action is performed in this order:
 - ▶ All the damage on resonators or J-ruler becomes zero.
 - ▶ All the continuous effect applied until end of turn end.
 - ▶ All produced wills are cease to exist.
 - ▶ If turn player has any maximum hand size and he or she has more cards than that in his or her hand, choose any cards in his or her hand excess his or her maximum hand size and discard them.
 - ▶ If there are any rule process or any abilities triggered, perform priority sequence and repeat this final step again. Otherwise, finish this final step.
- The player not the turn player becomes new turn player and start the new turn.

6. Priority Sequence

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

Priority Sequence	Perform rule process.	Repeat it as long as any rule process left should be performed.	
	Play automatic abilities.	If any abilities triggered, choose one of them and play.	After choose one of them, repeat priority sequence from the beginning. Repeat this until all automatic abilities are chosen.
	Actions while he or she has priority	The player with priority performs any action that can do at that time.	
	End of priority sequence	If both players passed consecutively, resolve all cards and abilities or end of the priority sequence. Otherwise, start new priority sequence.	

6.1. Perform Priority Sequence

- When players perform priority sequence, do the following:

- ▶ If there are any rule process to perform, do them. Repeat it while there are any rule process to perform left.
- ▶ Choose and play triggered automatic abilities.
- ▶ The player with priority performs any action that can do at that time.
- ▶ Perform any actions for end of priority sequence.

6.2. Play automatic abilities

- If there are any triggered automatic abilities, choose one of them.
- If there are two or more triggered automatic abilities, choose one of them as follow.
 - ▶ If this the first time to choose triggered automatic ability in this priority sequence, turn player chooses an ability. Otherwise, the player who is not a player chose last choose an ability.
 - ▶ The player who choose an ability choose one of the triggered automatic abilities he or she control. If there are none, do nothing.
- If an ability chosen, play it if he or she can legally. Then, regardless he or she played it, decrease the number of the ability triggered one.
- If any ability chosen or any triggered automatic abilities left, repeat this priority sequence from the beginning.

6.3. Available Actions

- The player with priority performs any action as below:
 - ▶ Play [Spell:Chant-instant] card.
 - ▶ Choose an [Activate] ability on a card he or she control and play it.
 - ▶ Play [chant-standby] card in your chant-standby area if its trigger condition is met.
 - ▶ <<Valhalla>> Perform lifebreak.
 - ▶ Pass.
- The player with priority performs any action as below if it's his or her turn, in a main phase, not in a battle and chase area is empty:
 - ▶ Play resonator, addition or [Spell:Chant] card.
 - ▶ Initiate battle.
 - ▶ Do judgment
 - ▶ Put [Spell:chant-standby] card in his or her hand into his or her chant-standby area.

- ▶ Call magic stone.

6.4. End of priority sequence

- Depending the action the player with priority performed, do the following:
 - ▶ If he or she played will ability, put [Spell:chant-standby] or initiate battle, the player with priority keep it.
 - ▶ If he or she passed and that is the consecutive pass by both player, if the chase area is empty, end the priority sequence; otherwise, resolve the last card or ability put into chase area, then perform rule process, and repeat it until chase area becomes empty. Then turn player gains priority.
 - ▶ If the player played card or non-will ability, or he passed and it is not consecutive pass by both player, the player who doesn't have priority gains priority.
- If the priority process is not end, start new priority process.

7. Player's Action

Player may perform an action while he or she has priority. Below are description of them.

7.1. Play Resonator

- Turn player may play an resonator card if he or she has priority, it is his or her main phase and chase area is empty.
- The player chooses a resonator card, pay the cost and play. If not specified, he or sha can play resonator card in his or her hand.
- When resonator card in chase area resolved, the resonator card is put into its controller's field.

7.2. Play Addition

- Turn player may play an addition card if he or she has priority, it is his or her main phase and chase area is empty.
- The player chooses an addition card, pay the cost and play. If not specified, he or sha can play addition card in his or her hand.
- If the card is not [Addition: Field], it needs a target when he or she play it. The target must be a card in a field that have type X, specified with [Addition:X].
 - ▶ **You cannot target J-ruler in a ruler area with [Addition: J-ruler].**
- When addition card in chase area resolved, the addition card is put into its controller's field. If it's not [Addition: Field], the card is added to the target.
- Players cannot play an [Addition: Field] if the same copy is already in his or her field. For any reason, if an [Addition: Field] would be put into the field with the same copy already in it, it's not put into. Instead, if it comes from chase area, put it into owner's graveyard; otherwise, it stays in a zone it's currently in.

7.3. Play [Spell:Chant]

- Turn player may play [Spell:Chant] card if he or she has priority, it is his or her main phase and chase area is empty.
- The player chooses a [Spell:Chant] card, pay the cost and play. If not specified, he or she can play [Spell:Chant] card in his or her hand.
- When a [Spell:Chant] in chase area resolved, perform the text and put it into the owner's graveyard.

7.4. Initiate Battle

- Turn player may initiate battle if he or she has priority, it is his or her main phase and chase area is empty. See 【8Battle】 for more detail.
- Initiate battle doesn't use chase area.

7.5. Do Judgment

- Turn player may do judgment if he or she has priority, it is his or her main phase, chase area is empty, and he or she has recovered ruler in his or her ruler area.
- Player perform any action specified [J-activate] section and put the judgment onto chase area.
 - ▶ If will symbols are shown on the section without specific notice, you need to pay the will to do judgment.
 - ▶ If any conditions are shown on this section, they are conditions need to be met to do judgment.
- When the judgment resolved, put his or her ruler into his or her field, J-ruler side up.

7.6. Put [Spell:Chant-standby] Card

- Turn player may put his or her [Spell:Chant] card in his or her hand face down to his or her chant-standby are by paying [2], if he or she has priority, it is his or her main phase and chase area is empty.
- This action doesn't use chase area, and put the card when he or she perform the action.

7.7. Play [Spell:Chant-instant]

- The player with priority may play [Spell:Chant-instant] card.
- The player chooses a [Spell:Chant-instant] card, pay the cost and play. If not specified, he or she can play [Spell:Chant-instant] card in his or her hand.
- When a [Spell:Chant-instant] in chase area resolved, perform the text and put it into the owner's graveyard.

7.8. Play [Activate] Ability

- The player with priority choose an [Activate] ability on a card he or she control and play it.
- The player with priority choose an [Activate] ability on a card he or she control and play it. If it's an will ability, resolve it immediately. If not specified, he or she can play [Activate] ability on a cards he or she controls.
- When an ability in a chase area resolved, apply the effect of the ability, then remove it from chase area.

7.9. Play [chant-standby] Card in Your Chant-standby Area

- The player with priority may play an [Spell: Chant-standby] card in his or her chant-standby area by performing the action written in its [trigger] cost, if its [trigger] is not triggering condition nor the card is not put into chant-standby area this turn.
- When a [Spell:Chant-standby] in chase area resolved, perform the effect of its [trigger] text and put it into the owner's graveyard.

7.10. <<Valhalla>> Perform lifebreak

- The player with priority may remove the top card in his or her lifebreak area if the number of cards in the area is equal or larger than $\lceil \frac{(\text{his or her life point}-1)}{1000} \rceil$ (rounded down).
- if the removed card has [Break] ability, that player must play the ability as long as he or she can play it legally.
- When an ability in a chase area resolved, apply the effect of the ability, then remove it from chase area.
- The card removed in this way is put into its owners graveyard immediately if it doesn't have [Break] ability or the ability cannot be played legally. If the [break] ability is played, put the card into its owner's graveyard when the ability is removed from chase area.

7.11. Call magic stone

- Turn player rest his or her ruler or J-ruler if he or she has priority, it is his or her main phase, chase area is empty, he or she hasn't call magic stone and he or she hasn't done judgement this turn. If he or she does, put the top card of his or her magic stone deck into his or her magic stone area. **This procedure is called "calling magic stone".**

7.12. Pass

- The player with priority may pass. In this case, do nothing.
- The player with priority may not pass if it's his or her turn, in a main phase, not in a battle and chase area is empty, and he or she controls a J/resonator that requires to attack and can attack legally. "Can attack legally" means fulfilling all the conditions below:

- ▶ You control the card continuously from the beginning of this turn.
- ▶ It's recovered.
- ▶ You can choose an attacked object.
- ▶ No effects prohibit it to attack.
- ▶ No voluntary action is needed to attack with it.

8. Battle

In a main phase, turn player may initiate battle with J/resonator he or she controls. To do that, perform the following step in this order.

8.1. Beginning of Battle Step

- "At the beginning of battle phase" trigger conditions are happened.
- Turn player gains priority and perform priority sequence.

8.2. Declare Attack Step

- "At the beginning of declair attack step" trigger conditions are happened.
- Turn player gains priority and perform priority sequence.
- Turn player choose to attack or forfeit to attack. If he or she forfeits, this battle ends and go directly to end of battle step. If he chose to attack, he choose the following:
 - ▶ A recovered J/resonator he or she continuously controls from the beginning of this turn. If he or she controls any J/resonator require to attack, you need to choose one of them.
 - ▶ For an attacked object, an opponent player or a rested J/resonator in the opponent's field.
- To attack, the player must choose them legally. If he cannot choose any of them, he cannot attack and must forfeit.
- Rest attacking J/resonator. If he must perform any action to attack, do it at this point. If he cannot, he may not do that attack and rewind the game situation back to choose attack or forfeit. From this point, the J/resonator is attacking J/resonator and it battles.
- If non-turn player played no spells or abilities in this battle and turn player chose forfeit, turn player may not initiate battle again in this turn.
- Turn player gains priority and perform priority sequence.

8.3. Declare Block Step

- "At the beginning of declare block step" trigger conditions are happened.

- Turn player gains priority and perform priority sequence.
- Non-turn player choose to block or forfeit to block. To block, the player chooses recovered J/resonator he or she control that can block the attacking card.
- To block, rest the J/resonator. If he or she must perform any action to block, do it at this point. If he or she cannot, he or she may not do that block and rewind the game situation back to choose block or forfeit. From this point, the J/resonator is blocking resonator.
- As long as there's a blocking J/resonator, attacking and blocking J/resonator battle with each other. If there're no blocking J/resonator, attacking J/resonator and J/resonator chosen as are attacked object battle with each other.
- Turn player gains priority and perform priority sequence.

8.4. First Strike Battle Resolution Step

- If there are no attacking J/resonator at this point, go directly to end of battle step.
- If the attacking J/resonator has first strike, it deals damage equal to its ATK.
 - ▶ If there's a blocking J/resonator, the damage is dealt to it.
 - ▶ If there are no blocking J/resonator, the damage is dealt to the object chosen in declare attack step.
- Turn player gains priority and perform priority sequence.

8.5. Normal Battle Resolution Step

- If there are no attacking J/resonator at this point, go directly to end of battle step.
- If the attacking J/resonator didn't deal any damage by rules in first strike battle resolution step, it deals damage equal to its ATK.
 - ▶ If there's a blocking J/resonator, the damage is dealt to it.
 - ▶ If there are no blocking J/resonator, the damage is dealt to the object chosen in declare attack step.
- If there's blocking J/resonator, or if there're no blocking J/resonator and attacked object is a J/resonator, it deals damage equal to its ATK to the attacking J/resonator.
- Turn player gains priority and perform priority sequence.

8.6. End of Battle Step

- "At the end of battle phase" trigger conditions are happened.
- Turn player gains priority and perform priority sequence.
- As a final step, all the following action is performed:

- ▶ All the continuous effect applied during this battle or until end of the battle end.
- ▶ If there are any rule process or any abilities triggered, perform priority sequence and repeat this final step again. Otherwise, finish this final step.
- Attacking and blocking J/resonator stop attack or block and battle ends.

9. Cards and Abilities

9.1. Ability and Effect

- Ability is the sentences on a card to do something. Abilities are "continuous ability", "activated ability" or "automatic ability".
 - ▶ Continuous abilities are abilities with text "[Continuous] <effect>" that is not trigger ability. Continuous abilities apply their effect as long as the abilities are active.
 - ▶ Activated abilities are abilities with text "[Activated] <cost> <effect>", and the controller of that abilities can play them at the time he or she allowed by performing all the cost.
 - ▶ automatic abilities are abilities with text "[Continuous] <effect>" or [Spell: Chant-standby] cards, and need to meet any condition or [Trigger] to play. They're played in the next priority sequence as the triggering condition met.
- An effect means the order itself by an ability. Effects are, based on how it's applied, "one time effect", "continuous effect" or "replacement effect".
 - ▶ One time effect is an effect to do something and end the applying just after that.
 - ▶ Continuous effect is an effect that applied in some duration, or if there're no duration specified, applied as long as the ability active.
 - ▶ Replacement effect is an effect applied to specific action that would perform, and instead, not performing it and do the other thing.
- If a card refers "this ability", it refers the ability on a card with the same name as the card with that ability and controlled by the same player.
 - ▶ If a card refers "this ability on this card", it doesn't refer any other cards of the same name.

9.2. Active Ability

- Each ability can be played or apply its effect as long as it's active. If not specified, abilities are active as long as the card with them is in a zone below:
 - ▶ Abilities on J/resonator or addition are active while the card is in a field.
 - ▶ Abilities on ruler are active while the card is in a ruler area.
 - ▶ Abilities on magic stone are active while the card is in a magic stone area.

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


9.3. Play and Cards and Abilities

- Cards are played and then placed in specified zone. Activated or automatic abilities are played and then resolved.
- Cards and abilities are played as below:
 - ▶ When a player plays a card, put that card into chase area. When a player plays an ability, put that ability as an pseudo-card into chase area.
 - ▶ If the card or ability needs targets, the controller chooses legal ones. If he or she cannot choose legal target, he or she cannot play the card or ability.
 - ▶ If the card or ability requires to do something to play, do them all. If he or she cannot do any part of them, he or she cannot play the card or ability.
- Cards and abilities are resolved as below:
 - ▶ If the card or ability require to choose target, check the target at this point. If it's not legal, all the effects involving to it is not applied. If all the targets of the card or ability is illegal, the card or ability is canceled.
 - ▶ If it's a card, perform the action depending of the type of it. If it's an ability, apply the effect of the ability, then remove it from chase area.

9.4. Continuous Ability

- Continuous abilities apply their effect as long as the abilities are active. All the effects of continuous abilities are continuous effects.
- If a continuous ability on a card defines attribute, race, trait, ATK or DEF of the card, the ability is called "base ability" and applied in any zone.
- ▶ Abilities with "Treat this card as (attribute) magic stone" text is base abilities.

9.5. Activated Ability







- Activated abilities are abilities that controller of them may play them at any time he or she can play it.
- Playing activated ability follow the rules of playing abilities.
- Activated ability of J/resonator with  included in required action can be played if it's in your field continuously from the beginning of this turn.

9.6. Automatic Abilities

- Automatic abilities are abilities with text "[Continuous] <effect>", [Spell: Chant-standby] cards, and need to meet any condition or [Trigger] to play, or [Enter] abilities. Automatic abilities watch game situation and if its trigger condition is met, it's automatically played in priority sequence.

- ▶ [Enter] abilities are triggered when the card is played from a player's hand and put from chase area, or when judgment resolved and J-ruler is put into a field.
- Each of automatic abilities has its condition to play it. It's called triggering condition. If the condition is met, number of triggered times of the ability is increase one. If the number of triggered times of an ability is one or more, the ability is considered "triggered".
- ▶ Automatic ability of [Spell: Chant-Standby] in chant-standby area doesn't trigger in a turn that the card is put into that area.
- During priority sequence, after all rule process resolved, turn player checks if he or she controls any triggered automatic abilities. If he or she do, choose one of those abilities and play it, then decrease the number of triggered times of that ability one. Then non-turn player do the same, and repeat it until no abilities triggered left.
- Triggered automatic abilities have to be played unless it is prohibited. Players cannot choose not to play. If a player choose an triggered automatic abilities but cannot play it for any reason, just decrease the number of triggered times of that ability one.
- Some automatic abilities trigger when a card move from a zone to another. If these abilities refer the moved card, they refer the information or status of the card as below:
 - ▶ If the card moved from public zone to hidden zone, or hidden zone to public, the ability refers the card in public zone.
 - ▶ If a card moved from play ground to an area other than play ground, or vice versa, the ability refers the card in play ground.
 - ▶ Otherwise, the ability refers a card in destination zone.
- Some effects make automatic abilities that triggers later in some specific time. This ability is called delayed automatic ability.
 - ▶ Delayed automatic ability is, if not specified, trigger once and once only at the time it specified. After that, even in the same situation, it doesn't trigger.
 - ▶ If something refers card with a delayed automatic ability, it refers a card with ability that make that delayed trigger ability.
- Some automatic abilities watch if a specific status is fulfilled in a game. This ability is called status automatic ability.
 - ▶ Status automatic ability is only triggered when it's not triggered and the status is fulfilled.
- For a reason, when a player plays his or her automatic ability, it is possible the card with that ability moved to another zone, lost the automatic ability or the ability become inactive. Even in these case, the ability is still played and resolved,

9.7. Will Ability and Produced Will

- Activate abilities that need no target to choose and produce wills are will abilities. Automatic abilities that triggers by playing will ability, need no target to choose and produce wills are will abilities. Spells that produce wills are not will abilities.
- A player can play will abilities while he or she has priority or when he or she needs to pay wills.
- Will abilities doesn't use chase area and resolved just after it's played.
- Produce wills are kept by the controller of the abilities. They left until they are paid for something or be ceased to exist by the rules.
- Wills are attribute will specified by will symbol and wills without attribution specified by number .
:one light, :one fire, :one water, :one wind, :one dark
:one will without attribution (same for the other numbers)

9.8. One Time Effect

- One time effects are performed when it resolved.

9.9. Continuous Effect

- If two or more continuous effects applied, they are applied in the order below:
 - ▶ Information on the card itself **and base abilities on the card are** the base information.
 - ▶ Apply all continuous effects that change non-value information.
 - ▶ Apply all continuous effects that change value information.
- If two or more continuous effects are applied in the same time in above conditions, apply them in the order below:
- If there are effect A and effect B, and if you apply A before B changes what or how B applies than you apply A after B, B is considered depending A. If effect B depends effect A and A doesn't depend B, B is always applied after A.
- If the order is not decided after this, apply the effect earlier applied first. Timing of an effect applied is determined is, at the time the continuous ability become active, or the time the effect is made by an ability. If, for a reason, the timing is still the same, the turn player at the time decide which one apply first.
- If an trigger ability or an activated ability made continuous effect and it changes information of cards, it isn't applied on cards come into the zone the effect applying after the effect made.
- When a card is moved to a zone and any continuous effect is applied to the card in the new zone, the card comes into the zone with the effect applied.
- If continuous effect changes a information of cards to another, it lost the older information.

9.10. Replacement Effect

- If a replacement effect is applied to a situation, the original situation never happens and only replaced situation is occurred.
- If two or more replacement effects are applied, the player of the original situation performs or the controller of the card or effect of the original situation chooses a replacement effect and apply it.
- All replacement effect must be apply once and once only if the situation that should be replaced occurred. Players cannot choose not to replace it unless the effect allows to do so.

9.11. Last Known Information

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







10. Action by Rules

Some action is performed in specific way in the game. The phrases below is the actions by rules and perform as described.

10.1. Add (an addition)

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

10.2. Pay Wills

- To pay wills, cease to exist specific wills from your produced will.
- Wills to pay are specified by will symbols or free will symbol.
:one light, :one fire, :one water, :one wind, :one dark
:one any will (same for the other numbers)
- When you play a card, the cost of the card is the wills to pay.
- If you need to pay wills and you cannot pay them all, you cannot pay them at all. You cannot pay part of them.
- Players may play will abilities when he or she asked to pay wills.

10.3. Remove from the Game

- To remove a card from the game, move the card to his or her removed area.

10.4. Reveal

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

10.5. Summon

- If an effect "summons" a resonator card, put that card onto the top of chase area as a summon spell.
- If a rule or an ability refers a resonator "summoned", it refers a resonator "put into a field from chase area by resolving itself".

10.6. Deal Damage

- If any amount of damage is dealt to a J/resonator, increase the number of damage on the card with the number of the damage.
- If any amount of damage is dealt to a player, decrease his or her life point the number of the damage.
- ###

10.7. Chase

- If a card refers "to chase", it refers "put new cards or abilities that is not an automatic ability onto chase area by playing them".

10.8. Draw

- To draw, the player move the top card of his or her main deck to his or her hand.
- To draw two or more cards, repeat to draw one card the specific number of times.

10.9. Destroy

- To destroy a card in a field or magic stone area, put the card into its owner's graveyard if it's not J-ruler. If it's J-ruler, move it to its owner's ruler area.
- If something would destroy cards in ruler area, it do nothing.


10.10. Banish

- To banish a card, put the card into owner's graveyard.
- A player may not banish cards he or she doesn't control.

10.11. Cancel

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

10.12. Rest/Recover

- To rest a card, make the card rested. To recover a card, make the card recovered.
- If a card text has  symbol, it means "to rest this recovered card".

10.13. **Choose**

- If a player chooses a card or an ability from public zone, he or she need to choose specific ones if there're any.
- If a player chooses a card in hidden zone, he or she can look all the information of cards in the zone. Then, if all the players can see all the information of those cards, choose cards as he or she chooses from public zone. If any player cannot know the information of those cards and the player chooses a card with specific information, it is not guaranteed there're cards with that specific information. He or she can choose not to find even if there're any.

11. **Symbol Skill**

Symbol skills are abilities shown by symbol icons on cards.

11.1. **[Pierce]**

- DEF of a J/resonator minus damage on it is called the J/resonator's capacity.
- Attack by J/resonator with [Pierce] is blocked, and the damage dealt by rules in a battle resolution step by the attacking J/resonator is more than blocking J/resonator's capacity, the number of damage excess is dealt to the controller of the blocking J/resonator. This is continuous ability.
- Having two or more [Pierce] is redundant.

11.2. **[Target Attack]**

- A J/resonator with [Target Attack] can attack against recovered J/resonator. This is continuous ability.

11.3. **[First Strike]**

- Attacking <J/resonator> with [First Strike] can deal damage before the blocker deals damage. This is continuous ability.
- See First Strike Battle Resolution Step (8.4) and Normal Battle Resolution Step (8.5) for more detail.


11.4. **[Explode]**

- When resonator with [Explode] deals damage by rules in battle resolution step, destroy itself and resonator the damage dealt. This is automatic ability.
- [Explode] is not applied to J-rulers.

11.5. **[Flying]**

- Attack by J/resonator with [Flying] can be blocked only by J/resonator with [Flying]. This is continuous ability.

11.6. [Swiftiness]

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

11.7. [Imperishable]

- If a J-ruler with [Imperishable] is destroyed and would put into ruler area, put it into ruler area with ruler side up instead. This is continuous ability. The ruler doesn't lose any of its abilities.

12. Rule Process

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

12.1. Losing the Game

- If a player's life point is 0 or less, the player lose the game by rule process.
- After the most recent rule process, if a player needed to draw cards from his main deck and there were less cards in it than the number need to draw in his or her draw phase, the player lose the game by rule process.

12.2. Destroying

- If a J/resonator in a field suffers damage equal or more than its DEF, the J/resonator is destroyed by rule process.
- If a J/resonator in a field has 0 or less DEF, the J/resonator is destroyed by rule process.

12.3. Illegal Addition

- If an addition other than [Addition: Field] is in a field, and there're no cards it's added or it's added on a illegal card, the addition is put into its owner's graveyard by rule process.
 - ▶ **J-ruler in a ruler area is illegal card for [Addition: J-ruler] cards.**
- If an an addition other than [Addition: Field] is in a field added onto more than one card, the controller of that addition choose one of them. The addition isn't added onto the other cards no more.

12.4. <<Valhalla>> Excess Lifebreak Area

- If cards in a lifebreak area contains more cards than its maximum lifebreak size, choose cards from bottom in the area and put the other cards into its owner's graveyard.

12.5. Redundant Additions

- If there're more than one copy of [Addition: Field] with the same name in a field, choose the latest one and put the other cards into its owner's graveyard.

13. Other Rules

13.1. Loop

- During a game, it is possible to be a situation that a player or players can repeat specific actions as many times as possible, or be forced to repeat specific actions indefinitely times. This situation is called loop, and it follows the rule below:
 - ▶ If only one player can stop the loop, he or she declare the number of times performing the loop, then do it that times. After that, the player have to perform other action to perform the loop again.
 - ▶ If both players can stop the loop, turn player declare the number of times and non-turn player do the same, then performing the loop the times smaller number among them. After that, the player have to perform other action to perform the loop again.
 - ▶ If nobody can stop the loop, the game is end in draw.

13.2. <<Bifrost>> Referring Lifebreak

- If an effect refers cards or number of cards in a lifebreak, it moves a card from or to lifebreak area, ignore that part of that effect.
- Ignore all [Break] abilities on a card.

Updates:

May 28th, 2014 Ver 3.0

- First English Version

June 12th, 2014 Ver 3.13

- Changed number of cards in magic stone deck.
- Added triggering condition of [Spell: Chant-Standby] cards.

July 1st, 2014 Ver 3.15

- Changed some words corrections.

August 31st, 2014 Ver 4

- Added Valhalla rules and Bifrost rules.
- Added general type, flavor text and trait.
- Added play ground and card movement restrictions.
- Remove call phase and added calling magic stone.
- Added a rule skipping recovery phase in a player's first turn.
- Added "battle with" definition and corrected a rule attacking object J/resonator deals damage. Added a "pass and no more attack" rule.
- Changed the definition of "to summon".
- Remove life loss when J-ruler is destroyed.
- Changed some words corrections.

September 15th, 2014 Ver. 4.01

- Added zero times or amounts activities never done.
- Changed the timing when will cease to exist in Recovery phase.
- Added you cannot block with attacking object.

September 15th, 2014 Ver. 4.01

- Added zero or minus times or amounts activities never done.
- Defined "J/ruler".
- Clarified where on the card race/trait is shown.
- Clarified cards' orientation is kept when it moves from playground to playground.
- Added face down side of a card in a ruler area can be seen only by its controller.
- Added calling magic stone can be done only once in a turn and in a turn you haven't done judgment.
- Changed "attacking object" to "attacked object."
- Defined base ability.
- Added cards in ruler area cannot be destroyed.
- Added J-ruler in a ruler area is illegal for [Addition: J-ruler].