Force of Will Comprehensive Rules ver. 5.2

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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.

1.2. Valhalla Rule and Bifrost Rule
- In these 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 will use in the game they play before the game begins.

1.3. How to win
- During the game, players fulfilling the losing condition lose 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 at the same time, the game ends 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.

1.4. Golden rules of the game
- If the comprehensive rules and text of a card are contradictory, the card text takes precedence.
- When an effect instructs you to do something, and part of it is impossible to do, you do any other part of the effect that you can legally do. When an effect instructs you to do something a number of times and you cannot do it fully, you still do it as many times as possible. If you would perform something zero or a negative amount of times, you don't perform it at all.
- If an effect resolved and the status of a card or a player changes to the same status as before, it's not treated as "becoming" that status.
- If an effect prohibits doing something and another effect instructs a player to do that, the prohibiting effect takes precedence.
- If an effect instructs you to choose a number, you need to choose an integer of 0 or higher.

1.5. Basic Concept
- **Player**: One who plays the game. On each turn, the player who performs the turn is called the turn player, and the other player is called the non-turn player.
- **Owner**: The owner of a card is the player who brings the card at the beginning of the game.
- **Control**: During a game, all cards, abilities and effects are controlled by a player. A player who controls cards, abilities, or effects is the controller of them. If a card or an ability refers to "you", it refers to its controller. If no controller-changing effects have been applied, the controller of a card, ability, or effect is determined as below:
  - ▶ The controller of a card is the owner of it.
  - ▶ The controller of an ability is the controller of the card with that ability.

- ▶ The controller of an effect is the controller of the ability generates that effect.
- **Life Points**: Each player has a number called their life points. If a player has a life point total of 0 or below, they lose the game.
    - ▶ Life points is increased and decreased by a multiple of one hundred. If an effects instruct player to pay any amount of life points, they pays it by a multiple of one hundred. Whenever you have any fractions less than a hundred, in your life points, round it up to the nearest hundred.
    - ▶ If a card refers 'life', it refers life point.

2. Characteristics of Cards

Ruler

Resonator

Regalia

Addition

J-Ruler

Spell

Magic Stone

(1) Type
(2) Name
(3) Cost
(4) Text
(5) Race/Trait
(6) ATK
(7) DEF
(8) Attribute
(9) Art
(10) Additional Information

2.1. Type

- The group this card belongs to.
- Categories of cards: "ruler", "J-ruler", "magic stone", "resonator", "spell", "addition", "regalia" or "astral ruler".
    - ▸ In the comprehensive rules and in card text, "resonator or J-ruler" is written as "J/resonator".
    - ▸ In the comprehensive rules and in card text, "ruler or J-ruler" is written as "J/ruler".
    - ▸ The type "astral ruler" is used for special case and never appears on actual cards.
- Some card types have subtypes belonging to them. A subtype is a phrase after a card's type name and ":".
    - ▸ Spells have the subtypes "chant", "chant-instant" or "chant-standby".
    - ▸ Additions have the subtypes "field", "resonator", "ruler", "J-ruler", "J/resonator" or "J/ruler". If something refers an addition with "resonator" subtype, it doesn't refer additions with "J/resonator" and vice versa. The same rule is applied for subtype "ruler" and "J/ruler", "J-ruler" and "J/resonator" or "J/ruler".
- Some cards have a general type. A general type is a phrase before a type name.
    - ▸ Some magic stone cards have the general type "Special".
- Some magic stone cards have a magic stone type.

- ▶ The magic stone types are "Light Magic Stone", "Fire Magic Stone", "Water Magic Stone", "Wind Magic Stone" and "Darkness Magic Stone".
  - ▶ A magic stone card with the same card name as a magic stone type has that magic stone type.
  - ▶ If something refers to a magic stone type name (without any quotation symbol), it refers to cards with that magic stone type.
- • If a card is referred to by its type name without specifying what zone it's in, the card in a play ground is affected. If a card is referred to by its "[type name] card" in a zone, it refers to a card with that type in that zone.

2.2. Name
- • Name of the card.
- • A name is referred to when you build your deck as part of 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", depending on the context.
  - ▶ If an effect says "a card with "<word(s)>" in it" or something similar, that refers a part of a name. Otherwise, it refers a card with that word(s).

    Ex. "If you control "Hansel"" means "If you control a card with the exact name "Hansel". Even if you control "Hansel and Gretel", it doesn't fulfill the condition.

    Ex. If something says "if you control a card with "Hansel" in its name", the condition is fulfilled by controlling "Hansel" and/or "Hansel and Gretel".

2.3. Cost
- • The information referred to when you play this card.
- • Cost includes the attribute cost that is paid with a specified attribute of will and free cost that is paid for with any attribute will.
- • An attribute cost is shown by the will symbols on left side of the cost. You need one will of the specified attribute for each will symbol shown on here.
- • A free cost is shown by the number on right side of the cost. You need to pay a number of will of any attribute equal to the number printed here.
- • The total cost is the number of wills needed for the attribute cost plus the number on the free cost.

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

2.5. Race/Trait
- • A part of the information of a card. Phrases shown on a ruler, J-ruler or resonator are called race, and on other cards they are called traits.
- • A card's race and trait are written on right side of its type. Trait is written inside of parentheses.
- • If there is no "/" (slash) in the race or trait, it that race or trait is one phrase. If there are any "/" (slash), each of the phrases separated by "/" is a different phrase for a race or trait.
- • A race or trait itself doesn't have any specific rules, though they are referred to by some abilities and effects. If an effect refers to a race or trait without specifying what zone it's in, it refers to cards in a play ground with that race or trait.

2.6. Attacking Power (ATK)
- Information that J-rulers and resonators have.
  - ▶ Some J-ruler don't have ATK.
- ATK is the value after "ATK" and it means how much damage it deals while in combat.

2.7. Defending power (DEF)
- Information that J-rulers and resonators have.
- DEF is the value after "DEF" and if the card in a field suffers damage equal to or more than its DEF, it's destroyed.
  - ▶ Some J-ruler don't have DEF.

2.8. Attribute
- A part of information of this card.
- A card's attribute is defined by the icon(s) shown on the banner here.
  - 🟡: Light   🔴: Fire   🔵: Water   🟢: Wind   🟣: Darkness
- If a card has two or more attribute icons here, it has each attribute corresponding each of the icon.
  - *Ex. A card with attributes like this figure has both light and darkness attributes.*
- If there's no attribute banner or if there is a banner with the Void icon, then that card has no attribute.
  - ⚪: Void
- A race or trait itself doesn't have any specific rules, though they are referred to by some abilities and effects.

2.9. Art
- Image for the card,
- Art has no rule purpose.

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

3. Zone

A zone is an area that cards and abilities are put into.

3.1. General

- During a game, cards are placed in one of several places called zones. Each player has their own zones except for the chase area.
- Each zone is divided into "public zone" and "hidden zone". Each player can see information of the cards in a public zone. Each player cannot see information of cards in a hidden zone.
  - ► Each player can see the number of cards in a zone regardless if it's public or hidden.
- If a card moves from one zone to another, or if it moves from playground to playground, it's treated as the 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 an older zone is not applied to the new card.
- If more than one card is moved to a new zone and the order of cards in new zone is managed, the owner of those cards decides the order of them in the new zone. If the new zone is hidden, players other than owner of the cards moved cannot know the order of the cards in the new zone.
- If a card is moved to a zone and the owner of the zone is not specified, the card is moved to the zone belonging to the owner of that card.

3.2. Cards Orientation

- In some zones, a card has a specified orientation of either recovered or rested. Recovered cards are placed vertically and rested cards are placed horizontally.
  - ► Changing the 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 where the card's orientation is specified, it's placed recovered.
- In some zones, a card has a specified orientation of either face up or face down. A face up card is placed so that all the information on the card is visible, and a face down card is placed so that all the information on the card is hidden. A hidden card's information can be checked at anytime by a player if they know the information of the cards (because they were moved from public zone, for example).
  - ► Rulers and J-rulers are always face up and any effects that would put them face down is not applied.

3.3. Main Deck

- The zone a player put his main deck in.
- Each player has their own main deck zone, it's hidden and the order of the cards is managed. The order of cards is managed by stacking them.
- If two or more cards would move from a main deck to another zone, unless specified otherwise, move the top card of the main deck to that zone, then repeat it until the proper number of cards have been moved.

3.4. Magic Stone Deck

- The zone a player put his magic stone deck in.
- Each player has their own magic stone deck zone, it's hidden and the order of the cards is managed. The order of cards is managed by stacking them.

- If two or more cards would move from a magic stone deck to another zone, unless specified otherwise, move the top card of the main deck to the zone, then repeat it until the proper number of cards have been moved.

3.5. Hand
- The zone a player puts his cards drawn in.
- Each player has their hand, its hidden and order of the cards is not managed. The hand is a hidden zone, but the player the zone belongs to can see all information of the cards in this zone.
- Each player has a maximum hand size. At the beginning of a game, each player's maximum hand size is seven.

3.6. Field
- The zone where a player puts their J-ruler, resonators and additions.
- Each player has their own field, it's public and the order of the cards is not managed.
- In a field, a card has a specified orientation, recovered or rested.
- If a text refers to a "card" without the zone it's in, it refers to a card in a field. If a text refers to a "resonator", "J-ruler" or "Addition" without the zone it's in, it refers to a card of the specified type in a field.
- Each player can see face down side of J-ruler card in a field.
- If a card moves from a field to another, or from a magic stone area to a field, it's not considered as "enters" or "comes into" that field.

3.7. Magic Stone Area
- The area players put their magic stones in.
- Each player has their own magic stone area, it's public and order of the cards is not managed.
- In a magic stone area, a card has a specified orientation, recovered or rested.
- If a text refers to a "magic stone" without the zone it's in, it refers to a card(s) with the magic stone type in a magic stone area.
- If a card moves from a magic stone area to another, or from a field to a magic stone area, it's not considered as "enters" or "comes into" that magic stone area.

3.8. Ruler Area
- The area a player puts their ruler or astral ruler in.
- Each player has their own ruler area, it's public and order of the cards is not managed.
- In a ruler area, a card has a specified orientation, recovered or rested.
- If a text refers to a "ruler" without the zone it's in, it refers to a card(s) with the ruler type in a ruler area.
- The face down side of a card in a ruler area can be seen only by its controller.
- While a card with its J-ruler side up is in a ruler area, it loses the type "J-ruler" and gains the type "astral ruler". It loses all of its abilities and doesn't have ATK or DEF.

3.9. Graveyard
- The zone destroyed or used cards are placed in.
- Each player has their own graveyard, it's public and the order of the cards is managed. Any new cards put into a graveyard are put on top of the cards already in the graveyard.

3.10. <<Valhalla>> Lifebreak Area

- The zone a player puts their cards in for lifebreak.

- Each player has their own lifebreak area, it's hidden and the order of the cards is managed. Any new cards put into a lifebreak area are put on top of the cards already in the lifebreak area.

- 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

- The zone you put cards from your hand face down in.

- Each player has their own chant-standby area, it's hidden and the order of the cards is 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 puts their removed cards in.

- Each player has their own removed area, it's public and the order of the cards is not   managed.

3.13. Chase Area

- The zone played cards and abilities are placed in until they're resolved.

- There is only one chase area, it's public and order of the cards is managed.

- A card in this zone is called a "summon spell" if the card is a resonator type, and called a "normal spell" if the card is any other type. If spells , abilities or effects refer to a "spell" without specific zone, they refer cards on chase area.

3.14. Play Ground

- Fields, ruler areas, and magic stone areas are referred to as the 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 enters under that player's control.

3.15. Zone Movement Restriction

- If a ruler card would move to a zone other than a graveyard or ruler area except by doing judgment, it doesn't move.

- If a J-ruler card would move to a zone other than a ruler area or field, it doesn't move.

- If a resonator card, an addition card or a regalia card would move to a 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 the graveyard.

- If a magic stone card would move to a hand, main deck, or ruler area, it doesn't move.

- If an astral ruler would move any zone other than the ruler area, it doesn't move.

4. Setting Up the Game

Before the game, each player constructs their deck and prepares for the game.

4.1. Constructing a Deck

- Each player prepares their main deck, magic stone deck, and a ruler card.
- Each player prepares exactly one ruler card.
- A main deck is a pile of cards that contains cards other than a ruler or magic stones. A main deck must contain at least forty cards.
- A magic stone deck is a pile of cards containing only magic stone cards. A magic stone deck must contain no less than ten and no more than twenty cards.
- In a main deck or magic stone deck, there can be up to four copies of any card with the same name. Non-special magic stone cards are the exception to this rule and you can put any number of them in a magic stone deck (as long as the total number of cards in the magic stone deck does not exceed 20).

4.2. Setting Up the Game

- Before the game, each player shuffles their main deck and magic stone deck and puts each of them into the main deck zone and magic stone deck zone, respectively.
- Each player sets their life points to 4,000.
- Choose a player at random and they choose to play first or not.
- Each player moves the top five cards from their main deck to their hand. Then, the player who chose to play first chooses to change any cards in their hand, then the other player does the same. Then each player moves chosen cards they wish to change to the bottom of their main deck in any order, then move that many cards from the top of their main deck to their hand. The first player must choose which cards to change first.
- <<Valhalla>> Each player moves the top four cards from their main deck to their lifebreak area.
- Each player puts their ruler into their ruler area.
- The first player is becomes the turn player, and begins the turn.

5. Turn Sequence

The game is played in turns that each player performs alternatingly. During each turn, the turn player performs the following 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 happen.
- Turn player gains priority and performs a priority sequence.
- Turn player draws a card from their main deck. However, if this is the first turn of the game, the player doesn't draw a card.
- Turn player gains priority and performs a priority sequence.

5.2. Recovery Phase
- If this is the first turn for the turn player, skip the recovery phase.
- "At the beginning of recovery phase" trigger conditions happen.
- Turn player gains priority and performs a 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.
- The turn player gains priority and performs priority sequence.

5.3. Main Phase
- "At the beginning of main phase" trigger conditions happen.
- The turn player gains priority and performs priority sequence. In a main phase, the turn player can perform several specific actions.

5.4. End Phase
- "At the beginning of end phase" trigger conditions are happened.
- The turn player gains priority and performs priority sequence.
- "At the end of turn" trigger conditions happen.
- The turn player gains priority and performs priority sequence.
- As a final step, all the following actions are performed in this order:
  - All damage on resonators or J-rulers becomes zero.
  - All continuous effects applied until end of turn end.
  - All produced wills cease to exist.
  - If the turn player has a maximum hand size and they have more cards than that in their hand, they choose any cards in their hand and discard down to the maximum hand size.
  - If there are any rule processes or any abilities triggered, perform a priority sequence and repeat this final step again. Otherwise, finish this final step.
- The player not currently the turn player becomes the new turn player and starts the new turn.

6. Priority Sequence

During a game, a player may gain priority and perform a priority sequence. The player with priority performs any action that they 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 are triggered, choose one of them and play.	After choosing one of them, repeat the priority sequence from the beginning. Repeat this until all automatic abilities are chosen.
	Actions while they have priority	The player with priority performs any action that they can do at that time.	
	End of priority sequence	• If it's a consecutive pass by both players, resolve the card or ability that was put last in the chase area. If none are in the chase area, finish the priority sequence. • Otherwise, start a new priority sequence.	

6.1. Perform Priority Sequence
- When players perform a priority sequence, do the following:
  - ▸ If there are any rule processes to perform, do them. Repeat this while there are still rule processes left to perform left.
  - ▸ Choose and play triggered automatic abilities.
  - ▸ The player with priority performs any action that they can do at that time.
  - ▸ Perform any actions for the end of the priority sequence.

6.2. Play automatic abilities
- If there are any triggered automatic abilities, choose one of them.
- If more than one automatic ability is triggered, the turn player chooses one among them that they control, if any exist. If none of them are controlled by the turn player, the non-turn player chooses one among them.
- If an ability chosen, play it if it can be played legally. Then, regardless if they played it, decrease the number of the abilities triggered by one.
- If any ability is chosen, repeat this priority sequence from the beginning.

6.3. Available Actions
- The player with priority may perform any action listed below:
  - ▸ Play a [Spell:Chant-instant] card.
  - ▸ Choose an [Activate] ability on a card they control and play it.
  - ▸ Play a [chant-standby] card if its trigger condition is met.
  - ▸ <<Valhalla>> Perform lifebreak.
  - ▸ Pass.
- The player with priority performs any action listed below if it's their turn, in a main phase, not in a battle, and chase area is empty:

- ▶ Play resonator, addition, [Spell:Chant] or regalia cards.
- ▶ Initiate battle.
- ▶ Perform a judgment
- ▶ Put a card in their hand into their chant-standby area.
- ▶ Call a magic stone.

6.4. End of priority sequence

- • Depending on the action the player with priority performed, do the following:
  - ▶ If they choose any action other than pass, the player with priority keeps it.
  - ▶ If they passed and it is a consecutive pass by both players, if the chase area is empty, end the priority sequence; otherwise, resolve the last card or ability put into chase area, then the turn player gains priority.
  - ▶ If the player passed and it is not a consecutive pass by both players, the player who doesn't have priority gains priority.
- • If the priority sequence is has not ended, start a new priority sequence.

7. Player's Action

A player may perform an action while they has priority. Below are description of them.

7.1. Play a Resonator or Regalia
- Turn player may play a resonator card or regalia card if they have priority, it is their main phase, and the chase area is empty.
- The player chooses a resonator or a regalia card, pays the cost and plays it. If not specified, they can play resonator or regalia cards from their hand only.
- When a resonator or regalia card in the chase area resolves, the resonator or regalia card is put into its controller's field.

7.2. Play Addition
- The turn player may play an addition card if they have priority, it is their main phase, and the chase area is empty.
- The player chooses an addition card, pays the cost, and plays it. If not specified, they can play addition cards from their hand only.
- If the card is not an [Addition: Field], it needs a target when it is played. The target must be a card in a field and have type X, X is specified with [Addition: X].
- When an addition card in the chase area resolves, the addition card is put into its controller's field if the target of the addition is legal. If it's not an [Addition: Field], the card is put into its controller field, added to the target. If the target is not legal, put the addition into its owner's graveyard.

7.3. Play [Spell:Chant]
- Turn player may play a [Spell:Chant] card if they have priority, it is their main phase, and the chase area is empty.
- The player chooses a [Spell:Chant] card, pays the cost and plays it. If not specified, they can play [Spell:Chant] cards from their hand only.
- When a [Spell:Chant] in the chase area resolves, perform the text and put it into its owner's graveyard.

7.4. Initiate Battle
- The turn player may initiate battle if they have priority, it is their main phase, and the chase area is empty. See 【8Battle】 for more detail.
- Initiating battle doesn't use the chase area.

7.5. Do Judgment
- The turn player may perform a judgment if they have priority, it is their main phase, the chase area is empty, they have a recovered ruler in their ruler area, and they haven't done judgment this turn.
- The player performs any action specified in the [J-activate] section and put the judgment into the chase area.
  - ▸ If will symbols are shown in this section of the card without specific notice, you need to pay the will to perform a judgment.
  - ▸ If any conditions are shown on this section, they are conditions that need to be met to perform the judgment.
- When the judgment resolves, put the player who performed the judgment puts their ruler into their field, J-ruler side up.

7.6. Put a Card in the Chant-Standby Area

- The turn player may put a card in their hand face down into their chant-standby area by paying [2], if they have priority, it is their main phase, and the chase area is empty.
- This action doesn't use the chase area, and the player puts the card face down immediately when they perform the action.
- You can put cards other than [Spell: chant-standby] cards down in this way, but you cannot play them without effects that allow it.

7.7. Play [Spell:Chant-instant]

- The player with priority may play a [Spell:Chant-instant] card.
- The player chooses a [Spell:Chant-instant] card, pays the cost and plays it. If not specified, they can play [Spell:Chant-instant] card from their hand only.
- When a [Spell:Chant-instant] in the chase area resolves, perform the text and put it into its owner's graveyard.

7.8. Play [Activate] Ability

- The player with priority may play an [Activate] ability on a card they control.
- The player with priority chooses an [Activate] ability on a card they control, and plays it. If it's a will ability, resolve it immediately. If not specified, a player may play [Activate] abilities only on cards they control.
- When an ability in the chase area resolves, apply the effect of the ability, then remove it from the chase area.

7.9. Play [Spell:Chant-Standby]

- Some [Spell: Chant-Standby] cards have automatic abilities (9.6).
  - ▶ [Spell: Chant-Standby] cards that contain a triggering condition before the colon (:) of [Trigger] text are automatic cards.
- Automatic cards in your hand or in your chant-standby area become triggered when you reveal the cards at the time their trigger condition is fulfilled.
  - ▶ An automatic card doesn't trigger again if it's already triggered, even if its trigger condition is fulfilled later.
- Triggered automatic cards are played as spells the next time you can play automatic abilities.
  - ▶ If you cannot play the card for a reason, put it into its owner's graveyard.
- To play a [Spell: Chant-Standby], as its cost to play, perform actions shown on the [Trigger] text before the colon. You also need to pay the cost of the card if you play it from a zone other than your chant-standby area.
- [Spell: Chant-Standby] cards in your chant-standby area cannot be played or revealed to trigger when its trigger condition is met in the same turn it was put into the chant-standby area.
- If the [Trigger] text before colon is "anytime", it means "pay [0]".
- When a [Spell:Chant-Standby] in the chase area resolves, perform the text after colon of its [Trigger] text and put it into its owner's graveyard.

7.10. <<Valhalla>> Perform lifebreak

- The player with priority may remove the top card in their lifebreak area if the number of cards in the area is larger than [(their life points-1)/1000] (rounded down).
- If the removed card has a [Break] ability, that player must play the ability as long as they can play it legally.

- When an ability in the chase area resolves, apply the effect of the ability, then remove it from the chase area.
- A card removed in this way is put into its owner's graveyard immediately if it doesn't have a [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 the chase area.

7.11. Call a Magic Stone
- The turn player rests their ruler, J-ruler, or astral ruler if they have priority, it is their main phase, chase area is empty, they haven't called a magic stone, and they haven't performed a judgment this turn. If they do, they put the top card of their magic stone deck into their magic stone area. This procedure is called "calling a magic stone".

7.12. Pass
- The player with priority may pass. In this case, they do nothing.
- The player with priority may not pass if it's their turn, in a main phase, not in a battle and chase area is empty, and they control a J/resonator that is required 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, the turn player may initiate battle with a J/resonator they control. To do so, perform the following step in this order.

8.1. Beginning of Battle Step
- "At the beginning of battle phase" trigger conditions are happen.
- The turn player gains priority and performs priority sequence.

8.2. Declare Attack Step
- "At the beginning of declare attack step" trigger conditions are happened.
- The turn player gains priority and performs priority sequence.
- Turn player chooses to attack or forfeit the attack. If they forfeit, the battle ends and they proceed directly to the end of battle step. If they choose to attack, they choose one of each of the following:
  - ▶ A recovered J/resonator with ATK and DEF they have continuously controlled from the beginning of this turn. If they control any J/resonator required to attack, you need to choose one of them.
  - ▶ For an attacked object, an opponent player, a rested J/resonator with ATK and DEF in the opponent's field or a card legal for attacked object due to any effects.
- To attack, the player must choose them legally. If they cannot choose any of them, he cannot attack and must forfeit.
- Rest the attacking J/resonator. If they must perform any action to attack, do it at this point. If he cannot, they may not do that attack, and rewind the game situation back to choosing to attack or forfeit. From this point, the chosen J/resonator is considered the attacking J/resonator and it battles.
- If the non-turn player played no spells or abilities in this battle and the turn player chose to forfeit, the turn player may not initiate battle again this turn.
- The turn player gains priority and performs priority sequence.

8.3. Declare Block Step
- "At the beginning of declare block step" trigger conditions are happen.
- The turn player gains priority and performs priority sequence.
- The non-turn player chooses 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 a J/resonator with ATK and DEF non-turn player controls other than attacked object. If they must perform any action to block, do it at this point. If they cannot, they may not block and rewind the game situation back to choosing to block or forfeit. From this point, as long as that J/resonator is in a field, it is considered the blocking J/resonator, and the attacking J/resonator is the blocked J/resonator.
- As long as there's a blocking J/resonator, the attacking and blocking J/resonators battle each other. If there is no blocking J/resonator, the J/resonator chosen as the attacked object and the attacking J/resonator battle with each other.
- The turn player gains priority and performs priority sequence.

8.4. First Strike Battle Resolution Step
- If there are no attacking J/resonator at this point, go directly to the end of battle step.

- If the attacking J/resonator has [First Strike], it deals damage equal to its ATK. This damage is battle damage.
  - ▸ If there's a blocking J/resonator, the damage is dealt to it.
  - ▸ If there is no blocking J/resonator, the damage is dealt to the object chosen in the declare attack step.
- The turn player gains priority and performs priority sequence.

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

8.6. End of Battle Step
- "At the end of battle phase" trigger conditions happen.
- The turn player gains priority and performs priority sequence.
- As a final step, all the following actions are performed:
  - ▸ All the continuous effects applied during this battle or until the end of the battle, end.
  - ▸ If there are any rule processes or any abilities triggered, perform a priority sequence and repeat this final step again. Otherwise, finish this final step.
- Attacking and blocking J/resonators stop attacking or blocking and battle ends.

9. Cards and Abilities

9.1. Ability and Effect

- An ability is the sentences on a card that cause something to happen. Abilities can be "continuous ability", "activated ability" or "automatic ability".
  - ► Activated abilities are abilities with the text "[Activated] <cost>:<effect>" or just "<cost>:<effect>", and the controller of that ability can play it at the time they are allowed to, by paying all the costs.
  - ► Automatic abilities are abilities with the text "[Continuous] <effect>" or just "<effect>", or [Spell: Chant-standby] cards.   These cards also need to meet a condition or [Trigger] to play. They're played in the next priority sequence after the triggering condition is met.
  - ► Continuous abilities are abilities with the text "[Continuous] <effect>" or just "<effect>" with no trigger ability. Continuous abilities apply their effect as long as the abilities are active.
  - ► Some abilities have ability names. An ability name is shown as <(name)>. If two abilities have the same ability name, they are treated as the same ability. Also, if something refers to an ability name, it refers an ability with that ability name.
- An effect refers to the type of process described by an ability. Effects are based on how they're applied.   Effects can be "one time effect", "continuous effect" or "replacement effect".
  - ► A one time effect is an effect to do something and end the application immediately after that.
  - ► A continuous effect is an effect that is applied in some duration, or if there is no duration specified, applied as long as the ability is active.
  - ► A replacement effect is an effect applied to a specific action that one would perform,   and instead, not performing it and doing the replacement effect.

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 as below:
  - ► Abilities on a J/resonator, addition, or regalia are active while the card is in a field.
  - ► Abilities on a ruler are active while the card is in a ruler area.
  - ► Abilities on a magic stone are active while the card is in a magic stone area.
- If an ability has text that is available in specified area, the ability is active in that specified area.

9.3. Play and Cards and Abilities

- Cards are played and then placed in a specified zone. Activated or automatic abilities are played and then resolved.
- Cards and abilities are played as below:
  - ► If the card is a face down card in the chant-standby area, flip it face it up.
  - ► When a player plays a card, put that card into the chase area.   When a player plays an ability, put that ability into the chase area as a pseudo-card.
  - ► If the ability has the text "choose (number)", the player chooses that number of options in that text. Options not chosen are treated as if they didn't exist.

▶ If the card or ability needs targets, the controller chooses legal ones. If they cannot choose a legal target, they cannot play the card or ability.

▶ If the card or ability requires you to do something to play it, determine quality and quantity of them at this time. If there are any effects altering the quality, apply them first, then apply any effects increasing the quantity, then apply any effects decreasing the quantity. Then do them all. If they cannot do any part of them, they cannot play the card or ability. If any part of them is replaced by a replacement effect, it is still treated as if they did it.

- Cards and abilities are resolved as below:

▶ If the card or ability requires you to choose target, check the target at this point. If it's not legal, all effects involving it are not applied. Even if all the targets of the card or ability are illegal, the other effects not related to the targets is still resolved.

▶ If it's a card, perform the action depending of the type of card it is. 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 effects as long as the abilities are active. All the effects of continuous abilities are continuous effects.
- If a continuous ability on a card refers to the attribute, race, trait, ATK, or DEF of cards without any condition, the ability is called a "base ability" and applied in any zone.

▶ Abilities with "treat this card as [magic stone type]" text are base abilities.

9.5. Activated Ability

- Activated abilities are abilities that the controller of them may play them at any time they can play it.
- Playing an activated ability follows the rules of playing abilities.
- An activated ability of a resonator with 🏴 included in its required action can be played if it's been in your playground continuously from the beginning of this turn.
- An activated ability of a J-ruler with 🏴 included in its required action can be played if it's been in your field continuously from the beginning of this turn.

9.6. Automatic Abilities

- Automatic abilities are abilities with the text "[Continuous] <effect>" or just "<effect>" that need to meet a condition, or [Enter] abilities. Automatic abilities watch the game situation and if its trigger condition is met, it's automatically played in the priority sequence.

▶ [Enter] abilities are triggered when the card with it is played from a player's hand and put from the chase area, or when a judgment is resolved and a J-ruler is put into a field. If the card is put into the chase area from a zone without playing it from the hand, or the card comes into a field from zones other than the chase area, [Enter] doesn't trigger.

- Automatic cards are [Spell: Chant-standby] cards in your hand or chant-standby area that need to meet all conditions in the [Trigger] text. These are not automatic abilities, but it fulfills the trigger condition if its trigger condition is met and you reveal the card at that time. Then you play it in the priority sequence.
- In these rules, automatic abilities and automatic cards are called automatic objects.
- Each automatic object has it's own condition to play it. It's called triggering condition. If a condition on the automatic object is met, the number of times the

automatic object triggered is increased by one. If an automatic object is triggered one or more times, the ability is considered "triggered".

- ▸ An automatic [Spell: Chant-Standby] card in a chant-standby area doesn't trigger on a turn that the card was put into that area.

- During a priority sequence, after all rule processes have been resolved, the turn player checks if they control any triggered automatic objects. If they do, choose one of those objects and play it, then decrease the number of times that object was triggered by one. If the turn player doesn't play any automatic objects, then the non-turn player checks if they control any triggered automatic objects, choose one of those abilities and play it if there are any, then decrease the number of times that object was triggered by one.

- ▸ If any player played an automatic object, repeat this priority sequence from the beginning. If neither player played any automatic object, the turn player performs an available action.

- Triggered automatic objects have to be played unless it is prohibited by rules or effects. Players cannot choose not to play them. If a player chooses an triggered automatic object but cannot play it for any reason, just decrease the number of times that object was triggered by one.

- ▸ If you cannot play the automatic card for any reason, put it into owner's graveyard.

- Some automatic objects trigger when a card moves from one zone to another. If these objects refer to the moved card or other cards moved at the same time, they refer to the information or status of the card as below:

- ▸ If the card moved from a public zone to a hidden zone, or a hidden zone to a public zone, the ability refers to the card when it's in public zone.

- ▸ If the card moved from a play ground to an area other than a play ground, or vice versa, the ability refers the card when it's in the play ground.

- ▸ Otherwise, the ability refers to a card when it's in destination zone.

- Some effects make automatic abilities trigger later at a specific time. This ability is called a delayed automatic ability.

- ▸ A delayed automatic ability is, if not specified, triggered once and once only at the time it specified. After that, even in the same situation, it doesn't trigger again.

- ▸ If something refers to a card with a delayed automatic ability, it refers a card with an ability that makes that delayed trigger ability.

- Some automatic objects watch if a specific status is fulfilled during a game. These objects are called status automatic objects.

- ▸ A status automatic object is only triggered when it's not already triggered and the status is fulfilled.

- When a player plays their automatic ability, it is possible the card with that ability moved to another zone, lost the automatic ability, or the ability became inactive. Even in these cases, the ability is still played and resolved. If a triggered automatic card is in a different zone from the zone the card was in at the time it triggered when you would play it, you cannot play it.

9.7. Will Abilities and Produced Will

- Activate abilities that need no target and produce wills are will abilities. Automatic abilities that trigger by playing a will ability, need no target, and produce wills are will abilities. Spells that produce wills are not will abilities.

- A player can play will abilities while they have priority or when they need to pay wills.

- Will abilities don't use the chase area and are resolved just after they are played.
- Produced wills are kept by the controller of the abilities. They are left until they are used to paid for something, or cease to exist by the rules.
- Wills with an attribute are attribute will, specified by a will symbol.
  :one light, :one fire, :one water, :one wind, :one darkness
  1 :one will without attribution (same for the other numbers)
- Some wills have a specific characteristic.
  - ▶ Some wills have the characteristic "moon". "Produce " means "produce one will with the moon characteristic without any attribute".
  - ▶ A characteristic is not an attribute.

9.8. One Time Effect
- One time effects are performed when they resolve.

9.9. Continuous Effect
- If two or more continuous effects are 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 add or remove any ability.
  - ▶ Apply all continuous effects that change non-value information.
  - ▶ Apply all continuous effects that change value information.
- If a continuous effect contains multiple layers of the above, apply them separately according to the order above.
- If two or more continuous effects are applied at the same time in the above conditions, apply them in the order below:
  - ▶ If there are effect A and effect B, and if applying A before B changes what or how B applies, then you apply A after B,   B is considered dependent on A. If effect B depends on 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. The timing of an effect applied is determined as this;   at the time the continuous ability become active, or the time the effect is made by an ability. If, for any reason the timing is still the same, the turn player at the time decides which one applies first.
- If a continuous effect is made by an automatic ability, an activated ability or a spell, and if it applies to any cards with certain conditions, that are not specific cards, it applies to any cards fulfilling those conditions, no matter when the card starts to fulfill the condition.   Also, it stops to apply if the card stops fulfilling the condition. In this case, conditions are part of that continuous effect. It is not checked when the effect is made, and the effect is made whether the condition is met or not.
  - *Ex.   If you play and resolve "[Continuous] Knight of the Round Table J/resonators you control gain +200/+200." spell, J/resonators put into your field after that still gains +200/+200.*
  - *Ex.   If you play and resolve activated ability "As long as your J-ruler is "Faria, the Ruler of God Sword", you may pay [2] less to play its God's Art this turn." while you don't control any J-ruler, then you control "Faria, the Ruler of God Sword" after that, you may pay [2] less to play its God's Art.*
- 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 a continuous effect changes the information of cards to something else, it loses the older information.

- If something refers to the 'printed' information of a card, it refers to the information of the card without any continuous effects applied.

9.10. Replacement Effect

- If a replacement effect is applied to a situation, the original situation never happens and only the replaced situation occurs.
- If two or more replacement effects are applied, the player of the original situation, or the controller of the card or effect of the original situation chooses a replacement effect and applies it.
  - If there're more than one replacement effects for dealing damage and at least one of them doesn't contains prevention effect, the controller of the effect dealing that damage choose one of them that contains no damage prevention effects and apply it. If there're more than one replacement effects for dealing damage and all of them contain prevention effect, the player of the controller of the card that would be dealt that damage choose one of them and apply it.
- All replacement effects must be applied once and once only if the situation that should be replaced occurred. Players cannot choose not to replace it unless the effect allows them to do so.

9.11. Last Known Information

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

10. Action by Rules

Some actions are performed in a specific way in the game. The phrases below are actions by rules and are performed as described.

10.1.   Add (an addition)
- To add an addition card, put the card in a field and   add it onto the specific card.
- If an effect moves a non-[Addition: Field] addition from non-chase area to a field, It comes into the field added on a card it can legally be added to. "Card it can legally be added to" means a card in a field that has the type that is specified in the subtype of the addition, and no effects prevent the addition from being added. If there is no such card, the addition stays in the zone its currently in.

10.2.   Pay Wills
- To pay wills, eliminate specific wills from your produced will.
- The wills one must pay are specified by will symbols or   free will symbol.
  :one light, :one fire, :one water, :one wind, :one darkness
  1 :one any will (same for the other numbers)
- When you play a card, the cost of the card is the amount of wills you have 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 they asked to pay wills.
- If you need to pay   , you need to pay any one will with the moon characteristic.

10.3.   Remove from the Game
- To remove a card from the game, move the card to the 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 on the top of the chase area as a summon spell.
- If a rule or an ability refers to a resonator "summoned", it refers a resonator "put into a field from the 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 by that amount of damage.
- If any amount of damage is dealt to a player, decrease their life points by that amount of the damage.
- When a card deals damage to a player or a card, if not specified, it deals it all at once.
  - If an amount of damage is calculated by "deal <base damage> damage for each <something>", the total amount of that damage is dealt all at once. Separate amounts of damage are not dealt "for each" <something>.
    - *Ex.   You have three cards in your hand and resolve an effect that states "This card deals 100 damage for each card in your hand.". In this case, that card deals 300 damage at once. It doesn't deal 100 damage three times.*
- If a card would deal damage to a card without DEF, it doesn't deal any damage.

10.7. Chase

- If a card refers "to chase", it refers to "put new cards or abilities that are not automatic abilities into the chase area by playing them".

10.8. Draw

- To draw, the player moves the top card of their main deck to their hand.
- To draw two or more cards, repeatedly draw one card the specified 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, as long as it's not a J-ruler. If something would destroy J-ruler cards in a ruler area, it does nothing.
- If it's a ruler card in ruler area, it moves to its owner's graveyard if the effect says "destroy ruler" specifically.
- If an effect says a card cannot be destroyed, all effects that try to destroy it are ignored, and it does not fulfill the conditions to be destroyed by rule processes.

10.10. Banish

- To banish a card, put the card into its owner's graveyard.
- A player may not banish cards they don't control.

10.11. Cancel

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

10.12. Rest/Recover

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

10.13. Choose/Search

- If a player chooses a card or an ability from a public zone, they need to choose specific ones if there are any.
- If a player chooses or searches a card in a hidden zone, they can look at all the information of cards in that zone. Then, if all the players can see all the information of those cards, choose cards as they would choose from a public zone. If no player can know the information of those cards and the player chooses a card with specific information, it is not guaranteed that there are cards with that specific information. They can choose not to find it even if there are some.

10.14. Trigger

- "To trigger" an automatic ability means fulfilling the triggering conditions of that ability and making it triggered.
  - ► If an effect says an automatic ability won't trigger, it cannot be triggered even if the triggering condition is fulfilled.
- "To trigger" an activated ability is to play the ability.

10.15. Call

- "To call" a magic stone is to perform an calling magic stone action (7.11).

10.16. Copy

- "To copy" a card or an ability is to make an object in the same zone of the card or the ability. It always makes the same object without any continuous effects on them.

  ▸ If the copied object is a card, it makes a pseudo-card with the same information. A pseudo-card is not a physical card, but treated as a card in that zone. If the copy moves out of the zone, it ceases to exist.

  ▸ If the copied object is an ability in the chase area, put the same ability into that zone.

- If a player made any choice for the copied object, the copy also has the same choice.

10.17. Prevent

- "To prevent" damage is to apply a replacement effect that reduces some or all of the damage.

  ▸ If some amount of damage would be prevented, the damage is reduced by that amount and the remainder is dealt instead.

  ▸ If damage is prevented without any specific value, the damage is not dealt at all.

10.18. Discard

- "To discard" a card is to move a card from your hand to your graveyard.

- If something says "discard hand" without any number or specific cards, that player discards all cards in their hand.

  ▸ If they have no cards in their hand at that time, it is still considered as "discarded".

10.19. Become/Gain

- If a card "becomes" a type, race or trait, it loses its original type, race or trait accordingly.

- If a card "gains" a type, race or trait, it still keeps its original type, race or trait accordingly.

11. Symbol Skill

Symbol skills are abilities shown by symbol icons on cards and are in effect while the cards are in a play ground.

11.1. [Pierce]
- If attack by J/resonator with [Pierce] is blocked, as the attacking J/resonator deals damage by rules in a battle resolution step, the controller of the attacking J/resonator decide and resolve how the damage dealt in the following way.
    - ▶ DEF of a J/resonator minus damage on it is called the J/resonator's capacity.
    - ▶ The controller of an attacking J/resonator with [Pierce] first assigns damage in multiples of 100 to the blocking J/resonator equal or more than that blocking J/resonator capacity. Then, that player assigns any remaining damage from the attacking J/resonator (piercing damage) to the original attacked object.
    - ▶ Then, the attacking J/resonator deals damage to the blocking J/resonator (equal to the amount assigned to it) and deals damage to the original attacked object equal to piercing damage assigned to it.
- Having two or more [Pierce] is redundant.
- Damage dealt by [Pierce] is battle damage.

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

11.3. [First Strike]
- Attacking J/resonator with [First Strike] can deal damage before any J/resonator without [First Strike]. This is a continuous ability.
- See First Strike Battle Resolution Step (8.4) and Normal Battle Resolution Step (8.5) for more details.

11.4. [Explode]
- When a resonator with [Explode] deals damage by rules in the battle resolution step, it destroys itself and the resonator the damage was dealt to. This is an automatic ability.
- [Explode] does not apply to J-rulers.

11.5. [Flying]
- An attack by a J/resonator with [Flying] can be blocked only by a J/resonator with [Flying]. This is a continuous ability.

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

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

12. Keyword Skill

Keyword skills are abilities shown by symbol icons on cards and not included in symbol skills.

12.1. Awakening
- [Awakening] is a continuous ability. It changes how the card is played and resolved.
- "[Awakening] <cost>: <text>" means "[Continuous] As you play this card, you may pay <cost> as an additional cost. If you do, this card is resolved and comes into a field with <text> ability when it's resolved." .
- Abilities gained by [Awakening] are not lost at the end of the turn.

12.2. Incarnation
- [Incarnation] is a continuous ability. It changes how the card is played.
- "[Incarnation] [<attribute>]" means "[Continuous] As you play this card, rather than paying its cost, you may banish a specific number of resonators with <attribute>" .
  - ▸ If the attribute is specified with multiple [], you must banish a resonator with that attribute for each [].
  - ▸ If the attribute is specified with [<attribute> or <attribute>], you must banish a resonator with any one of those attributes to fulfill the requirement.

12.3. [Quickcast]
- [Quickcast] is a continuous ability. It changes when the card is played.
- "[Quickcast]" means "[Continuous] You may play this card at any time you could play a [Spell:Chant-Instant]" . .

12.4. God's Art
- God's Art is an activated ability.
- "God's Art <ability name> <activated ability>" means "<ability name> You can play <ability name> only once per game." .
- You may play more than one God's Art if each of them has a different name.
- If a God's Art is played and canceled, that ability is still considered played.

12.5. Stealth
- [Stealth] is a continuous ability. It changes how the card is played.
- "[Stealth] <condition>" means "While this card is in your chant-standby area, you may play it as a triggered object (9.6 without paying its cost when it fulfills <condition>." .
- Different from Chant-Standby cards, cards with [Stealth] can be triggered in the same turn the card is put into chant-standby area.

12.6. Remnant
- [Remnant] is a continuous ability. It changes how the card is played.
- '[Remnant]' means 'You may play this card from your graveyard. If you played this card from your graveyard by Remnant, if this card would move from the chase area to anywhere else, remove it from the game instead.

13. Rule Process

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

13.1. Losing the Game
- If a player's life points are 0 or less, the player loses 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.

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

13.3. Illegal Addition
- If an addition other than [Addition: Field] is in a field, and it's not added to any card, or it's added to an illegal card, the addition is put into its owner's graveyard by rule process.
- If an addition other than [Addition: Field] is in a field and added onto more than one card, the controller of that addition choose one of them. The addition isn't added onto the cards they didn't choose.

13.4. <<Valhalla>> Excess Lifebreak Area
- If cards in a lifebreak area contain more cards than the player's maximum lifebreak size, choose cards from the bottom in the area and put the other cards into their owner's graveyard.

14. Other Rules

14.1. Loop

- During a game, it is possible to be in a situation that a player or players can repeat specific actions as many times as possible, or be forced to repeat specific actions indefinitely. This situation is called a loop, and it follows the rules below:

  ▶ If only one player can stop the loop, they declare the number of times the loop will be performed, then do it that many times. After that, the player has to perform another action to perform the loop again.

  ▶ If both players can stop the loop, the turn player declares the number of times the loop will be performed, and non-turn player does the same, then perform the loop the smaller number of times among them. After that, the player has to perform another action to perform the loop again.

  ▶ If nobody can stop the loop, the game ends in a draw.

14.2. <<Bifrost>> Referring Lifebreak

- If an effect refers to cards or a number or cards in a lifebreak area, it moves a card from or to a lifebreak area, ignore that part of the effect.

- Ignore all [Break] abilities on a card.

Updates:

May 28th, 2014 Ver. 3.13
• First English version.

June 12th, 2014 Ver. 3.14
• 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].

Dec 15th, 2014 Ver. 4.03
• Fixed rules about calling magic stone.
• Added altering and changing the cost to play cards and abilities.
• Detailed base ability.
• Added rules about continuous effect.
• Fixed rules about "destroy".
• Changed definition of symbol skill.
• Added keyword skill and [Awakening] ability.

Mar 3rd, 2015 Ver. 5.00
• Deleted additional winning condition when both player loses at the same time.
• Moving card from a field or magic stone area to another is not treated as "comes into" that area.
• Rules can be put to owner's graveyard.
• Changed rules around chase:
  - After both players passed, only the last card or ability is resolved, and you may put cards and abilities again after that.
  - Changed rules how priority goes.
  - Changed how triggered automatic ability goes to chase.
• Judgment can be done only once in a turn.
• Defined "blocked".
• Defined ability name.
• Fixed incorrect rules around chant-standby.

- Detailed how you play cards and abilities.
- Cards and abilities are still resolved even if all the targets become illegal.
- Detailed when can you start using rest ability.
- Detailed about [Enter] ability.
- Changed rules around global continuous effects.
- Defined ruler destruction.
- Defined "cannot be destroyed" rules.
- Defined term "trigger" "call" and "copy".
- Changed rules about "Pierce".
- Removed rules you can have only one copy of [Addition: Field] with the same name.
- Removed "this ability" and "this ability of this card" rules.

Mar 31st, 2015 Ver. 5.01
- Defined term "life".
- Defined additions don't come into field if the target is illegal.
- Defined "battle damage" and damage from [Pierce] is battle damage.
- Defined term "printed".
- Defined term "prevent" and "discard".
- Defined keyword skill [Incarnation] and [Quickcast].

May 30th, 2015 Ver. 5.1
- Defined type "regalia".
- Defined type "astral ruler" and rules around it.
- Changed term "<J/resonator>" and "<J/ruler>" to "J/resonator" and "J/ruler".
- Detailed about the difference of subtypes of addition.
- If an effect refers race or trait without any zone it's in, it refers cards in a play ground with that race or trait.
- If a text refers "card" without the zone it's in, it refers card in a field.
- Changed rules about [Spell: Chant-Standby] and chant-standby area.
- Defined new notation for abilities.
- Detailed about zone-changing automatic abilities.
- Defined characteristic of will and "moon" characteristic.
- Defined putting addition directly into a field.
- Defined term "search", "gain" and "become".
- Expand the definition of "Awakening".

June 24th, 2015 Ver. 5.11
- Defined how multiple cards move from main deck or magic stone deck.
- Fixed incorrect rules of automatic abilities.
- Fixed incorrect rules of lifebreak.

July 28th, 2015 Ver 5.12
- Defined magic stone type.
- Clarified the phrase written in "".

September 14th, 2015 Ver 5.2
- Change definition of card's attribute.
- Added rules about J-rulers without ATK and DEF
- Changed how to play automatic [Spell: Chant-Standby] card and changed automatic ability section along with it.
- Detailed alternative cost to play.
- Added rules about continuous effect.
- Defined how you apply replacement effects for dealing damage.
- Defined how the damage is dealt with "for each" text.
- Changed and detailed how you resolve [Pierce] ability.
- Defined keyword skills "God's Art", "Stealth" and "Remnant".
- Fixed some typo.