Time Game Rules

Terminology:

* Channel field: A per-player area split into 10 zones where cards may be, representing the time remaining on each card controlled by that player (1-10 turns).
* Channel zone: A zone in a channel field, with a number indicating how many turns are left until spells in that zone are cast.
* Zone 0: A special zone for cards that will resolve during the current zone. This is shared between all players\*
  + \* Reason: If a player resolves a “Quicken”, bringing their opponent’s “Fireball” from zone 1 to zone 0, that Fireball should then be cast during the same turn.

Turn Structure:

Phase 0: “Beginning phase”

* “Beginning of turn” triggers occur.

Phase 1: “Channel phase”

* Decrease the time remaining of each spell you control by 1.
* If you are recharging, skip to Phase 4.
* Otherwise, proceed to Phase 2.

Phase 2: “Draw phase”

* You draw a card

Phase 3: “Play phase”

* You may place a spell from your hand onto the stack equal to its channel cost.

Phase 4: “Cast phase”

* All the spells in stack 0 are cast simultaneously. You decide what order they resolve in.
  + If a spell enters stack 0 because of the effect of another resolving spell, you decide when the new spell resolves.

Phase 5: “End phase”

* “End of turn” triggers occur.