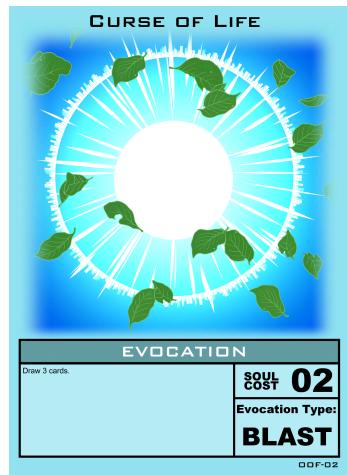


SPIRIT WAR

The higher order calls for your help to fight with your allied spirits in a war for the fate of the world!

How to Play

You start by placing your Deck in either your right or left. Where you place it decides the other zones. The goal is to leave the Deck of your opponent empty before your Deck runs out of cards, the Deck is your life. To do this, you play *Spirits*, *Beyonders* and *Evocations* to make your opponent lose cards. To play them, you need to pay their *Soul Cost*. *Evocations* are cards that give an ability to the player or their cards, depending on their type, they're immediate and then they're sent to the GRAVE after they resolve or they're continuous and stay on the game. Each time a *Spirit*, *Beyonder* or *Evocation* does damage to your opponent, they have to send cards on the top of their Deck to the GRAVE* equal to the damage taken, in case of *Spirit* and *Beyonder* is their *Edge* and in case of an Ability or *Evocation*, the number is specified in the text.

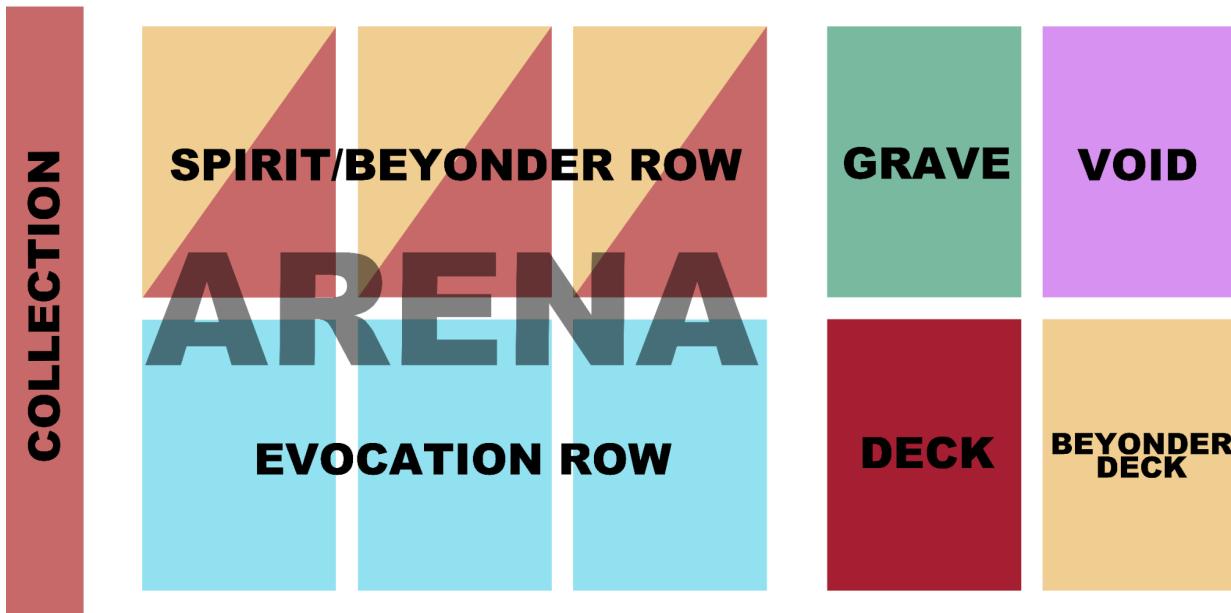


Spirits and *Beyonders* are cards that have an *Edge* which is their offensive power and a *Shield* which is their defensive power, if they're able to attack your opponent directly, they have the top cards of their Deck to the GRAVE equal to the number written under *Edge*. If a *Spirit* or *Beyonder* fights another *Spirit* or *Beyonder*, you compare their numbers, the one with the lowest number is broken and is sent to the GRAVE, if they have the same number, both are broken and sent to the GRAVE. However, which number applies depends if the *Spirit* or *Beyonder* is in vertical or horizontal position. If they're in a vertical or *Edge* position, the number that applies is the one under *Edge*. If they're in a horizontal or *Shield* position, the number that applies is the one under *Shield*. A *Spirit* or *Beyonder* in *Shield* position can be broken (Ignoring if it's Unbreakable) in response to an ability that would send cards from your Deck to the GRAVE. The abilities of the *Spirits* and *Beyonders* can be activated whenever you want during your turn or in either player's turn during Combat step, but only if their conditions are met.



In front of you in the middle will be the ARENA where you summon your *Spirits* or your *Beyonders* and emit your *Evocations*. Next to your Deck on the opposite side of the ARENA will be the BEYONDER Deck, a Deck where the *Beyonders* are placed before they enter the ARENA. In front of your Deck will be the GRAVE, and this is where your cards go after they are broken or a certain ability resolves and can be returned by an ability

or in some case by paying their *Soul Cost*. In front of your BEYONDER GATE is the VOID, where cards sent there by an ability and can only return by an ability. Behind your Deck is the COLLECTION, where you place any card from your hand face down as *Soul* and use them to pay costs listed on other cards.



The ARENA is divided into 2 rows, the one next to the GRAVE is where your *Spirits* and *Beyonders* are summoned (*Spirit/Beyonder row*), while the row next to your Deck is where the *Evocations* are emitted (*Evocation row*); Both have 3 zones each that, if they're filled with cards, you cannot play more. To summon or emit a card, you need to normally pay their *Soul Cost*, and you do pay switching the same amount of *Soul* listed in the *Soul Cost* of the card in your COLLECTION from a vertical position to a horizontal position, when your next turn starts you switch all of your *Soul* to a vertical position so they can be used again. *Beyonders* require conditions to be met apart from their *Soul Cost*. With that, let's see the rules!

General Rules:

These rules apply to every format if they wanna be a game of SPIRIT WAR.

- Your hand must be only visible to you in all stages of play unless an ability says otherwise.
- You can only play *Spirits* and *Evocations* by paying the amount of *Soul* listed in their *Soul Cost* from the *Souls* stored in their COLLECTION. *Beyonders* need to either meet the conditions listed in the *Control* section or pay *Souls* equal to double the number of conditions listed in the *Control* section, all apart from the *Soul Cost* listed on the card that you have to pay.

- You can set a *Spirit* or *Evocation* in the *Evocation Row* so you can play them in **your** next turn by paying 1 *Soul* less. However, you cannot play it the turn you set it.
- A *Spirit* or *Beyonder* cannot change its position the turn they enter the ARENA, except by an ability.
- The only way that a card could be face down is if it's a *Soul* in the COLLECTION, has the keyword "Assault" written on their abilities (and is in the *Evocation* row), or is in a Deck.
- No card that is placed as a *Soul* in the COLLECTION can be used as anything apart from a cost until the end of the duel.
- A turn is divided in the following steps:
 - Collecting Step: This is when you draw a card from your Deck and switch the *Soul* in horizontal position in your COLLECTION to vertical position so they can be used again. The player that goes first skips this step.
 - Summoning Step: This where you summon your *Spirits* or *Beyonders* or emit your *Evocations*. Also, you can switch the positions of a *Spirit* or *Beyonder* who enters the ARENA the previous turn.
 - Combat Step: This is when you declare which *Spirits* or *Beyonders* will attack and their targets. You can only attack directly if there're no *Spirits* or *Beyonders* in their ARENA. The player that goes first skips this step. This step is divided in this stages for every fight:
 - Declaration Stage: You declare the combatant and their target. Only *Spirits* or *Beyonders* in *Edge* position can be declared combatants.
 - Response Stage: Your opponent can emit an *Evocation* or use an ability. This can be responded to by you with your own *Evocation* or ability.
 - Resolution Stage: After both players decide that they won't continue responding, apply all the abilities from the last one to the first, and then finally compare the numbers if any. The highest number wins the fight.
 - Final Step: This where you declare you end your turn, some abilities may resolve in this step.
- You can only control up to 3 *Spirits* or *Beyonders* with abilities and 3 *Evocations* on the ARENA, and only play them in their specific zone.
- You can only place 1 card from your hand as a *Soul* in the COLLECTION per turn, unless there's an effect that says otherwise.
- Every card may have one of the following key words refer to specific ability they have, and this abilities cannot be *Silenced* (This keywords will be always bold and in uppercase, with "CONTROL" and "FLOOD" being the only one not in bold because it is an extra cost only for *Beyonders* and *Evocations Type: Stasis*):
 - **Chosen One:** You can only have 1 copy of this card in your Deck, Side Deck and Beyonder Deck.
 - **Wanderer:** You can only have 1 copy of this card in your ARENA.
 - **Unbreakable:** The card cannot be broken by a specific type of card mentioned.
 - **Inmune:** The card is unaffected by the abilities of a specific type of card mentioned.

- **Breakthrough:** If this card fights another card and has a higher number, send cards from your opponent's Deck to their GRAVE equal to the difference.
 - **Assault:** If this card is placed face down in your *Evocation* row, It can be summoned or emitted during your opponent's turn at any time.
 - **Undying:** This card can be played from the GRAVE as if it were in your Hand by paying their *Soul Cost*, but send it to the VOID when they leave the ARENA.
 - **Control:** This lists the conditions needed to summon a *Beyonder* apart from their *Soul Cost*. You can bypass these conditions by paying *Souls* equal to the *Soul Cost* plus double the amount conditions.
 - **Flood:** This lists the maintenance cost of an *Evocation Type: Stasis*. The cost is paid every *Collecting Step*. If you don't pay for it, you must *Sacrifice* the card.
- These keywords are to refer certain actions that abilities have after a condition or cost has been fulfilled, this abilities can be *Silenced* (These keywords will be always be bold and italic):
 - **Recruit:** Look into your Deck and add a specific card mentioned to your Hand, then shuffle the Deck.
 - **Return:** Add the specific cards mentioned from your GRAVE to your Hand.
 - **Ghost:** Summon or emit the specific cards mentioned in your GRAVE in your ARENA. You don't need to pay its Soul Cost unless specified in the ability.
 - **Manifest:** Summon or emit the specific cards mentioned in your Hand or Deck. You don't need to pay its Soul Cost unless specified in the ability.
 - **Recharge:** Add the specific cards mentioned in your GRAVE to your Deck, then shuffle it.
 - **Recover:** Add the specific cards mentioned in your VOID to your Deck, then shuffle it.
 - **Silence:** A specific card's abilities cannot be used or activated until the end of this turn. If it's an *Evocation*, break it.
 - **Vanquish:** Add a specific card from the Field to their owner's Deck, then shuffle the Deck.
 - **Push:** Add a specific card from the Arena to their owner's Hand.
 - **Break:** Send cards to the GRAVE from where this ability specifies.
 - **Reveal:** Show the specific card(s) to another player(s).
 - **Sacrifice:** Turn the specific card into a *Soul* in your COLLECTION when the conditions listed are met. The *Soul* enters the COLLECTION horizontally.
 - **Clone:** Create Token copies of this card or the target card. These copies don't occupy a zone on the field, instead use a paper, token or dice on top of this card or the target card to represent them.

Rules for Standard and Draft Format:

These are the rules to play the standard form of SPIRIT WAR, if you're playing a different format, then these rules don't apply.

- Your Deck has to be a total of 30 cards if it's constructed or 20 cards if it's drafted. The Beyonder Deck can be up to 5 cards. The cards in all Decks must either be official if its official play or custom cards that follow the "*Card Creation Rules*" if its casual play. You

can only have 2 copies of each card within your Deck, Side Deck and Beyonder Deck, unless they're a "Chosen One".

- Side Decks only apply if you're doing a best of 3 or more, and are 5 cards that can be switched with cards in your Deck and Beyonder Deck in between duels.
- For starting the game, both players shuffle their Decks, place them on the field and then place the top card of their Deck in their COLLECTION zone, this will be their initial *Soul*.
- Both players start with a 4 card hand, drawn from the top of their Deck, then the rules of "General Rules" apply here.
- If it's tournament play, the best of 3 duels wins the battle. Tournaments must follow a *Sealed List* that decides if cards are forbidden for official play or not.

Card Creation Rules:

These rules are for submitting custom cards to potentially become official cards.

- The amount of abilities that a *Spirit* card can have is equal to its *Soul Cost* -1 unless they have extra costs like the following:
 - Affects all players.
 - Affects you negatively.
 - Affects an opponent in a positive way.
 - Is a Chosen One or Wanderer.
 - Has a once per turn clause.
 - Has a once per turn clause that mentions its own card name.
 - Has conditions related to chance (roll a dice, flip a coin, etc.)
 - Makes you pay a cost. It can be either *breaking* a card you own, sending a card you own to the VOID, *Pushing* or *Vanquishing* a card you own, or paying a *Soul Cost* apart from the cost of summoning this card.

Each extra cost allows you to have another ability.

- The sum of *Edge* and *Shield* of a *Spirit* card must be equal or less to double their *Soul Cost*. However a *Spirit* card with no abilities can have a sum of *Edge* and *Shield* equal to double of their *Soul Cost* +2.
- *Beyonders* always have *abilities*. The amount of abilities that a *Beyonder* card can have is equal to its *Soul Cost* unless they have extra costs like the following:
 - The condition to be summoned requires more than 2 cards.
 - Affects all players.
 - Affects you negatively.
 - Affects an opponent in a positive way.
 - Is a Chosen One or Wanderer.
 - Has a once per turn clause.
 - Has a once per turn clause that mentions its own card name.
 - Has conditions related to chance (roll a dice, flip a coin, etc.)
 - Makes you pay a cost. It can be either *breaking* a card you own, sending a card you own to the VOID, *Pushing* or *Vanquishing* a card you own, or paying a *Soul Cost* apart from the cost of summoning this card.

Each extra cost allows you to have another ability.

- The sum of *Edge* and *Shield* of a *Beyonder* card must be equal or less to double their *Soul Cost* plus the minimum amount of cards required to be summoned.
- The amount of abilities a *Evocation* card has must be always equal to their *Soul Cost* -1, unless they have extra costs like the following:
 - Affects all players.
 - Affects you negatively.
 - Affects an opponent in a positive way.
 - Is a Chosen One or Wanderer.
 - Has a once per turn clause.

- Has a once per turn clause that mentions its own card name.
- Has conditions related to chance (roll a dice, flip a coin, etc.)
- Makes you pay a cost. It can be either *breaking* a card you own, sending a card you own to the VOID, *Pushing* or *Vanquishing* a card you own, or paying a *Soul Cost* apart from the cost for emitting this card.

Each extra cost allows you to have another ability.

- *Spirits* and *Beyonders* can have one of these 6 elements to show their affinity: Fire, Water, Earth, Wind, Light and Dark. The element also shows what kind of gameplay you might expect from the card.
 - Fire: Pure offensive.
 - Water: Adapt through the arena.
 - Wind: Control the arena.
 - Earth: Maintain your defenses until your opponent runs out of resources.
 - Light: Charge one-shot impacts, either on other cards or the opponents.
 - Dark: Use your opponent's cards against them.
- *Spirits* and *Beyonders* have a *Species* that designates their alliances and synergies with other cards (ex: Archetypes in YuGiOh). There cannot be a Species called Soul, Spirit, Beyonder, Evocation, Blast or Stasis to avoid confusion. They can have multiple Species, but they must be separated with a “/” so they can be differentiated.
- *Evocation* cards can be one of two types:
 - BLAST: After they're emitted, their ability resolves while in the *Evocation* row and then are sent to the GRAVE.
 - STASIS: After they're emitted, they stay on the *Evocation* row after the ability resolves, unless the ability is silenced, in which case they're sent to the GRAVE. While it stays on the *Evocation* row they can be broken by other abilities.
- Abilities cannot interact with sections of other card's names, only the complete names.
- Cards that have an ability that stops players from doing something (ex: Floodgates, Stax) are not allowed. However, you can have continuous abilities that hamper but not stop interaction (ex: Instead of “Silence all Spirits” it should be “Every time your opponent uses a Spirit ability, your Spirits gain 1 Edge”), this cards have to be at least have a Soul Cost of 4 and a *Flood* condition. The only way to reduce the Soul Cost is by adding conditions to the *Flood*. The conditions listed in *Flood* have to always be costs like the ones listed earlier and a cost that stops you from doing something opposite to the ability (ex: your Spirits gain 1 Edge, the flood cost is that your evocations cost 1 more Soul). Only *Evocations Type: Stasis* can have these abilities, but if a Beyonder, Spirit or other Evocation has an ability to emit this type of card, they have at least the same cost as the card they're emitting.
- Abilities can be one of these 3 types.
 - Automatic: They trigger immediately after the condition is met and normally start with a “If”. They can be optional. (*Evocation type: Blast* abilities are always automatic unless specified otherwise).
 - Manual: They trigger when you decide to activate them. They are always optional. They can be activated always during your turn, but only *Spirits* and

Beyonders can activate them during your opponent's turn but only during the Combat Step.

- Continuous: These are always active and they're not optional.
- Armory: These are evocations that equip themselves to a target card, by placing it under them on the Arena, using the same zone. They give an ability or buff to the target card.