# WSPro Automatic Abilities

Sequence of using an Automatic Ability

1. At the beginning of the game, each automatic ability on a card is registered with the event manager to listen for the event that triggers it.
2. Once an event is triggered, the respective automatic ability checks to see if it’s additional conditions are met.
   1. If the conditions are met, the automatic ability adds itself to a standby list
3. At the next check timing, after resolving Rule Actions all abilities in the standby list check to make sure their conditional is still valid
   1. If it isn’t, it is removed from the list of standby conditions
4. Preform the Automatic ability
   1. If multiple Abilities in standby belong to the turn player, the player must choose to play one of them.
      1. If there are no current turn player abilities, non-turn player abilities are chosen instead
5. The ability resolves itself.
6. Repeat the checktiming process until all automatic abilities are done.

Implementation Examples:

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| Example Card/ Effect | Implementation Details |
| **BD/W47-E029**  【AUTO】 [(1) Put the top card of your deck into your clock] When this card is put into your waiting room from the stage, you may pay the cost. If you do, choose a character in your waiting room with "Kasumi(香澄)" or "Tae(たえ)" or "Rimi(りみ)" or "Saya(沙綾)" or "Arisa(有咲)" in its card name, and return it to your hand. | 1. Automatic ability is created at the start of the game with a listener for the event “**MOVE”**. 2. When Triggered, a conditional is checked to see **if MOVE contained this card’s GUID & the movement was from STAGE to WAITING\_ROOM** 3. The Ability is added to the standby pool for the master of that card 4. The master of the ability chooses to play it from the standby pool 5. The Trigger conditional is checked again to ensure still valid. 6. The ability resolves (asking the player if they want to pay the cost…) |
| **BD/WE31-002**  [A] CX COMBO When "Magic of Smile" is placed in your Climax Zone, choose 1 of your Characters, and that Character gains +1000 Power and the following ability for the turn. "[A] [(1)] When this attacks, you may pay cost. If so, perform Trigger Check twice during this attack's Trigger Step." | 1. Automatic ability is created at the start of the game with a listener for the event “**ON\_CARD\_PLACED**” 2. When Triggered, a conditional is checked to see **if ON\_CARD\_PLACED contained target name & target zone name** 3. The ability is added to the standby pool for the master of that card 4. The master of the ability chooses to play it from the standby pool 5. A conditional is checked to make sure it’s still valid (the event happened) 6. The ability resolves |