



True Trading Card Game (TTCG) Official Documentation For Development

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Introduction and Concept Design

A trading card game (TCG) is a popular game format where players acquire cards primarily through purchasing packs or trading with others. Players build customized decks from their collection, aiming to create synergistic combinations of cards that offer strategic balance. These decks serve as personalized tools for competitive play, where players test their strategies against opponents in dynamic, ever-evolving matches. As the name suggests, these are card games which should inherently emphasize trading between players. However, most TCGs in practice operate as product-driven systems where cards are primarily obtained through purchasing randomized packs or individual cards from retailers. The trading aspect is often secondary, with card value dictated by artificial scarcity, power creep, and secondary market speculation which essentially shifts the focus from player-driven exchange to a collectible gambling model.

This distinction between what a trading card game should be and what they typically are gave me the idea for conceiving a *true* TCG. This would be a card game where trade was emphasized, encouraged, and required in order for players to get the cards they need. Some of the major trade-limiting factors of modern games are as follows:

- Many common cards have such a high abundance, that players who purchase booster packs have a large number of them, which makes trading for them unnecessary.
- Key staple cards or cards of higher rarity are often limited and therefore worth a higher value than most other cards. This makes trades with them very uncommon.
- The cards themselves are all valued based on their use in the current meta (strongest for battling) formats and decks. Certain cards are good for a short time and are therefore worth more, making people not likely to trade them. In contrast, many cards are deemed of less value when they are not in this status, making trading for them undesirable.
- Many TCGs sell pre-made decks or structure decks that remove the need to trade or collect cards organically, offering competitive-ready cards directly from the manufacturer.
- Frequent set rotations or constant new releases incentivize continuous buying rather than fostering a stable, long-term trading ecosystem.
- Companies intentionally design sets with a few highly desirable cards to drive pack sales, making acquiring cards through trading inefficient compared to buying.
- Modern card rarities are pre-determined by the publisher and fixed across all packs, limiting the organic value assessment of cards by the player community.
- Frequent reprints of popular cards by publishers devalue previously rare or sought-after cards, discouraging long-term trading and collecting.
- High-end collector boxes with alternate art or foil versions, aimed at investors rather than players, further pushing the game toward a collectible model instead of a trading one.
- The randomized nature of packs mirrors gambling systems, encouraging excessive spending with little guarantee of acquiring desired cards.
- Tournament entry prizes or exclusive promo cards available only through organized play events, creating a two-tiered system where certain cards are locked behind pay-to-participate systems.

1.1 Other Popular Trading Card Games

This is a very brief overview of some of the popular trading card games (TCG) with some pros and cons of each.

1.1.1 Yu-Gi-Oh

The Yu-Gi-Oh TCG was originally based on the anime series "Yu-Gi-Oh!", the card game was first released in 1999 by Konami in Japan. Players use a deck of cards to summon monsters, cast spells, and set traps to reduce their opponent's Life Points from 8000 to 0. The game is turn-based, with players drawing cards, summoning creatures, and activating effects to battle or control the field. The cards are split into three main types: monsters, which have attack and defense points for battling; spells, which offer various effects; and traps, which are hidden and activate under specific conditions. Summoning methods have expanded over time to include Normal Summoning, and more complex Special Summons like Fusion, Synchro, Xyz, Pendulum, and Link Summoning, each with its unique requirements. Deck construction involves a main deck with at least 40 cards, an Extra Deck for specialized monsters (up to 15 cards), and a Side Deck for between-duel adjustments (up to 15 cards). The game supports different formats like Advanced, which uses a banlist to manage overpowered cards, and Traditional, which is less restrictive. Strategy in Yu-Gi-Oh! centers around deck synergy, anticipating opponent moves, and managing resources effectively. The game has evolved through numerous card sets and mechanics, maintaining a dynamic meta-game where various deck archetypes cycle in and out of popularity, supported by a strong community and competitive scene including events like the World Championships.

Issues

Here are some commonly cited issues with the modern Yu-Gi-Oh! card game:

- **Complexity of Cards:** Cards have become increasingly complex with lengthy text descriptions, leading to confusion and requiring players to interpret card effects, which can vary based on punctuation or syntax.
- **Turn Length:** Games often involve long turns where one player performs a series of actions that can take several minutes, reducing interactivity as the other player waits.
- **Power Creep:** There's a significant escalation in card power over time, making older cards obsolete and necessitating frequent deck updates to remain competitive.
- **Special Summoning Mechanics:** The introduction of multiple new summoning methods (like Synchro, Xyz, Pendulum, and Link Summoning) adds layers of complexity that can be overwhelming for new or returning players.
- **Hand Traps and Negation:** The prevalence of hand traps and negation effects can make games feel one-sided, where one player might not get to play effectively if they don't have the right responses in hand.
- **Game Balance:** There's a perception that the game lacks balance due to the continuous introduction of new, powerful cards without effective rotation or a robust banlist that addresses all issues.
- **Cost and Accessibility:** The game can be expensive to stay competitive due to the rarity of key cards and the need to constantly update decks. This also affects accessibility for new players.
- **Archetype Dependency:** The modern game heavily revolves around archetypes or "series" of cards that have specific names or sub-types, which are designed to work synergistically with each other. This means players are often forced into investing in a narrow selection of cards to build a competitive deck, ignoring the vast majority of cards that don't fit into these specific archetypes. This can lead to:

- Reduced Deck Diversity: Players are less inclined to experiment with a wide variety of cards since non-archetype cards might not provide the same level of strategic depth or interaction, leading to repetitive gameplay centered around a few dominant decks.
- Barrier for New Players: For newcomers, the game can seem daunting not just because of the mechanics but also because of the need to invest in very specific cards to compete, which can be overwhelming both financially and in terms of game knowledge.
- Rarity and Price: Key cards, especially those that define or enhance archetype decks, are often released in high rarity, which significantly increases their cost. This makes keeping up with the meta-game expensive, especially as new sets introduce cards that can shift the competitive landscape.
- Lack of Official Rulings Database: Without an official database for card rulings, players and judges must interpret card text during tournaments, leading to potential inconsistencies and disputes.
- Short Game Duration with High Complexity: Matches can end quickly (sometimes in 1-2 turns), yet the complexity within these turns can be daunting, not matching the entertainment value of longer, strategic games.
- Format Issues: There's no official alternative format supported by Konami that would cater to different play styles or levels of complexity, potentially alienating players who prefer a less intense gameplay experience.

These issues are often discussed by the community, with various opinions on how much they impact the enjoyment of the game or its competitive scene. Some players appreciate the strategic depth these elements add, while others find them to be barriers to entry or fun.

Positives

Here are some of the positives of the Yu-Gi-Oh! trading card game, including aspects that were particularly beneficial before some of the more recent issues became prominent:

- Strategic Depth: Yu-Gi-Oh! offers a high level of strategic complexity. Players must think several moves ahead, manage resources, anticipate their opponent's strategies, and adapt on the fly, which can be intellectually satisfying.
- Deck Building Creativity: Before the archetype system became so central, players had more freedom to experiment with deck building. Even now, there's still room for creativity within archetypes or for players who enjoy building rogue decks.
- Community and Social Interaction: The game fosters a strong community through local events, online forums, and global tournaments. It's a social experience that brings people together, encouraging camaraderie and competition.
- Variety of Play Styles: There's a wide range of deck archetypes and strategies, from control to combo, from beatdown to stall, allowing players to find a style that suits their personality or play preference.
- Constant Evolution: The introduction of new cards and sets keeps the game dynamic. While this can contribute to some issues, it also means the game never gets stale, offering new strategies and mechanics to explore.
- Accessibility to Casual Play: For those not interested in the competitive scene, Yu-Gi-Oh! can still be enjoyed casually with friends or at local game stores where the pressure to keep up with the meta isn't as intense.
- Affordable Entry Point: While the competitive side can be expensive, the base game is accessible with structure decks or starter sets that provide a playable experience at a relatively low cost, especially for those just looking to enjoy the game casually.
- Cultural Impact: The game has a significant cultural footprint, with the anime, manga, and various adaptations contributing to a rich lore and fanbase, which adds to the enjoyment of playing.

- **Educational Benefits:** Playing Yu-Gi-Oh! can help with math skills (calculating damage, resource management), reading comprehension (understanding complex card text), and strategic thinking.
- **Replayability:** Due to the randomness of draws and the myriad of possible interactions between cards, no two games are exactly alike, providing high replayability.
- **Global Events:** The World Championships and other major tournaments give players something to strive for, offering not just competitive play but also a sense of achievement and community recognition.
- **Art and Design:** The artwork on Yu-Gi-Oh! cards is often praised for its quality and thematic richness, enhancing the aesthetic appeal of collecting and playing with the cards.

Before some of the modern complexities and cost issues became as pronounced, these positives made Yu-Gi-Oh! appealing to a broad audience, from casual players enjoying the thematic elements and simple battles to competitive players who thrived on its strategic depth. Even with its challenges, many of these positives still hold true for the game today.

1.1.2 Magic The Gathering

Magic: The Gathering (MTG), created by Richard Garfield and first published by Wizards of the Coast in 1993, is a pioneering trading card game where players assume the roles of wizards, casting spells, invoking creatures, and using artifacts to battle each other. In MTG, each player starts with a life total of 20 and aims to reduce their opponent's life to zero or achieve an alternative win condition like decking (making the opponent draw from an empty deck). The game uses a deck of at least 60 cards, divided into several card types: Lands for mana generation, Creatures for combat, Sorceries and Instants for one-time effects, Enchantments for ongoing effects, Artifacts for various utilities, and Planeswalkers for dynamic, player-like abilities. MTG's gameplay involves strategic deck construction and resource management, where players must balance the use of their mana to play cards at the right time. The game's depth comes from its vast card pool, multiple formats (like Standard, Modern, Legacy, and Commander), and the continuous introduction of new sets, which bring fresh mechanics and themes. Magic: The Gathering is renowned for its community, with organized play through local game stores, regional and international tournaments, and the Pro Tour. Its rich lore, intricate artwork, and the ability to blend strategy with storytelling have made MTG not only a competitive game but also a cultural phenomenon in the world of tabletop gaming.

Issues

Here are some commonly cited issues with the modern Magic: The Gathering card game:

- **Complexity of Cards:** Modern MTG cards often feature dense text with intricate mechanics (e.g., double-faced cards, mutate, companion rules), which can confuse new players or lead to rules disputes, especially with interactions that require precise timing or keyword understanding.
- **Power Creep:** Over time, card power levels have escalated (e.g., pushed rares in recent sets like Modern Horizons), rendering older cards less viable in competitive formats and pressuring players to constantly acquire new staples.
- **Game Pace and Interaction:** Formats like Commander can have excessively long turns due to combo-heavy decks or board states, while faster formats like Modern or Standard can end abruptly with little back-and-forth if one player draws the right answers or threats.
- **Mana System Frustrations:** The land-based resource system, while iconic, can lead to non-games due to mana flood (too many lands) or mana screw (too few), reducing player agency compared to games with less variance in resource access.
- **Format Fragmentation:** With numerous formats (Standard, Modern, Legacy, Commander, Pauper, etc.), players can feel overwhelmed choosing where to invest, and some formats

(e.g., Legacy) have high barriers due to the Reserved List inflating card prices.

- **Cost and Accessibility:** Competitive play demands expensive decks, with staples like fetchlands, shocklands, or chase mythics (e.g., Ragavan, Nimble Pilferer) costing hundreds of dollars. Even casual Commander decks can spiral in price with desirable staples.
- **Set Fatigue:** The rapid release schedule (multiple sets per year, plus Secret Lairs and supplemental products) makes it hard for players to keep up financially and mentally, diluting focus and overwhelming collectors.
- **Color Identity Dependency:** Decks heavily rely on adhering to specific color identities or archetypes (e.g., blue for control, green for ramp), which can limit creative deck-building outside of established strategies and push players toward "solved" metas.
 - **Reduced Deck Diversity:** In competitive formats, the meta often coalesces around a handful of dominant decks (e.g., Izzet Murktide in Modern), discouraging experimentation with off-meta strategies.
 - **Barrier for New Players:** Newcomers face a steep learning curve not just with rules but also with understanding which cards are format-defining, requiring significant investment to catch up.
- **Rarity and Price:** Key cards are often printed at mythic rarity or in limited-run products (e.g., Secret Lairs), driving up costs and creating a pay-to-win perception, especially as reprints lag behind demand.
- **Rulings Ambiguity:** While MTG has a comprehensive rules database, niche interactions (especially in Commander or with older cards) can still spark debates, relying on judge calls or community consensus.
- **Short Game Duration in Some Formats:** Formats like Vintage or cEDH (competitive Commander) can end in 1-3 turns due to hyper-efficient combos, clashing with the expectation of interactive, strategic play.
- **Lack of Casual Support:** Official support leans heavily toward competitive play or Commander, leaving casual players without a clear, low-stakes format tailored to simpler gameplay or kitchen-table magic.

These issues are debated within the MTG community, with some players embracing the complexity and others feeling it alienates newcomers or shifts focus too heavily toward profit-driven design.

Positives

Here are some of the positives of Magic: The Gathering, including aspects that shine in its current state and historically:

- **Strategic Depth:** MTG's blend of resource management, timing, and bluffing creates a rich strategic experience. Players must balance offense, defense, and deck synergy, rewarding skill and foresight.
- **Deck-Building Freedom:** While archetypes exist, MTG's color pie and mana system allow for diverse deck construction. From janky brews to tier-one lists, players can express creativity across formats.
- **Community and Social Bonds:** MTG thrives on its global community, with local game store events (e.g., Friday Night Magic), online play via MTG Arena, and massive tournaments fostering connection and rivalry.
- **Variety of Play Styles:** Formats cater to different preferences—Standard for a rotating meta, Commander for multiplayer chaos, Legacy for eternal power, Pauper for budget brews—ensuring something for everyone.
- **Constant Evolution:** New sets introduce fresh mechanics (e.g., Duskmourn's eerie themes or Bloomburrow's creature focus), keeping the game dynamic while building on its 30+ year history.
- **Casual Accessibility:** MTG Arena offers a free-to-play entry point, and physical starter

decks or preconstructed Commander decks provide affordable ways to dip into the game casually.

- **Affordable Entry Point:** While competitive play is costly, casual options like Jumpstart packs or precon decks keep the barrier low for new or returning players looking to have fun without breaking the bank.
- **Cultural Legacy:** As the first trading card game, MTG’s lore—spanning planes like Ravnica, Innistrad, and Zendikar—adds depth, enhanced by novels, art, and a growing media presence (e.g., Netflix series rumors).
- **Educational Value:** MTG sharpens critical thinking (e.g., sequencing plays), math skills (e.g., combat calculations), and adaptability, often praised as a mental workout disguised as fun.
- **Replayability:** Randomized draws, diverse matchups, and format-specific metas ensure games rarely feel identical, offering endless replay value.
- **Global Events:** Pro Tours, MagicCons, and Commander-focused gatherings give players aspirational goals, blending competition with celebration of the game’s culture.
- **Art and Design:** MTG’s card art is a hallmark, with stunning illustrations (e.g., Rebecca Guay’s classics or John Avon’s lands) and thematic cohesion that elevate collecting and gameplay.

Historically, MTG’s elegant core design and slower pace made it a standout, and even with modern challenges, its adaptability and community passion keep it a titan in the TCG world.

1.1.3 Pokemon

The Pokémon Trading Card Game (Pokémon TCG), launched in 1996 by Creatures Inc. and managed by The Pokémon Company, is a collectible card game tied to the iconic Pokémon franchise, blending simple mechanics with nostalgic appeal and strategic depth. Players build decks from a vast pool of Pokémon, Trainer, and Energy cards, aiming to knock out opponents’ Pokémon and claim 6 Prize cards to win, with gameplay centered on attaching energy to power attacks and evolving Pokémon through stages. Its accessibility—rooted in straightforward rules and affordable starter decks—makes it a gateway for younger players and casual fans, while modern expansions like Scarlet & Violet introduce mechanics (e.g., Tera Pokémon, VMAX) that cater to competitive scenes. Backed by stunning card art, a global community, and events like the Pokémon World Championships, the TCG thrives on its franchise synergy, though it faces critique for power creep, archetype dominance, and high costs for meta cards, balancing simplicity with a dynamic, evolving meta as of February 21, 2025.

Issues

Here are some commonly cited issues with the modern Pokémon Trading Card Game:

- **Simplistic Core Mechanics:** While accessible, the game’s reliance on basic attack-damage mechanics and energy attachment can feel less strategic compared to the layered complexity of competitors like Yu-Gi-Oh! or MTG, limiting depth for advanced players.
- **Power Creep:** Newer Pokémon (e.g., Pokémon V, VMAX, and ex cards) consistently outclass older ones with higher HP and damage output, making older decks obsolete and requiring frequent updates to stay competitive.
- **Turn Length and Passivity:** Early turns can be slow as players build up energy and evolve Pokémon, leading to passive gameplay where one player waits for the other to “set up,” especially in mirror matches or against stall decks.
- **Prize Card System:** The prize card mechanic (winning by taking 6 prizes) can lead to swingy games where drawing a key card early or late disproportionately decides the outcome, reducing skill expression in some cases.

- **Item and Supporter Dependency:** Competitive decks heavily rely on specific Trainer cards (e.g., Boss's Orders, Professor's Research) for consistency and disruption, creating a bottleneck where games hinge on drawing these staples rather than Pokémon interactions.
- **Cost and Accessibility:** Meta-defining cards (e.g., rare Alternate Arts or Secret Rares) are expensive due to collector demand, and the lack of affordable reprints makes building top-tier decks costly, despite the game's kid-friendly image.
- **Archetype Dominance:** The game pushes specific Pokémon types or strategies (e.g., Charizard, Gardevoir) through synergistic support cards, limiting deck diversity and pressuring players to invest in a narrow pool of viable archetypes.
 - **Reduced Deck Diversity:** Tournaments often feature a handful of dominant decks (e.g., Lugia VSTAR, Miraidon ex), discouraging experimentation with rogue strategies or less-supported Pokémon.
 - **Barrier for New Players:** Newcomers face not only rule learning but also the need to acquire specific, often pricey cards to compete, overwhelming those without prior knowledge or budget.
- **Rarity and Price:** Chase cards like full-art Trainers or hyper-rare Pokémon are printed at low rates, inflating secondary market prices and tying competitive success to financial investment.
- **Lack of Official Rulings Clarity:** While simpler than some TCGs, edge-case interactions (e.g., Ability timing) lack a robust, centralized rulings database, leading to occasional confusion at events.
- **Short Competitive Games:** Top-tier decks can close out games in 3-5 turns, especially with fast setups like one-Prize attackers (e.g., Radiant Charizard), clashing with the expectation of evolving Pokémon over time.
- **Format Rotation Issues:** Standard rotation refreshes the meta but can alienate players who lose access to favorite cards, and the lack of a widely supported eternal format limits options for those wanting to use older collections.

These issues are often debated within the Pokémon TCG community, with some enjoying its simplicity and others wishing for more strategic nuance or affordability.

Positives

Here are some of the positives of the Pokémon Trading Card Game, including aspects that shine today and historically:

- **Accessibility and Simplicity:** The game's straightforward rules—attach energy, evolve Pokémon, attack—make it easy for beginners, kids, and casual players to pick up and enjoy without a steep learning curve.
- **Deck-Building Creativity:** While archetypes dominate competitive play, casual players can experiment with a wide range of Pokémon, Trainers, and strategies, especially with the variety of Pokémon types and evolution lines.
- **Community and Social Appeal:** Local leagues, online play via Pokémon TCG Live, and global events foster a welcoming community, blending nostalgia with competition for players of all ages.
- **Variety of Play Styles:** Decks range from aggressive single-Prize attackers to tanky VMAX stall builds to combo-heavy evolution strategies, offering options for different preferences.
- **Constant Evolution:** New sets (e.g., Scarlet & Violet expansions) introduce fresh mechanics like Tera Pokémon or reworked ex cards, keeping the game dynamic while staying true to its roots.
- **Casual Accessibility:** Preconstructed decks (e.g., Battle Decks, League Battle Decks) provide an affordable, ready-to-play entry point, ideal for casual fun or learning the ropes.
- **Affordable Entry Point:** Compared to MTG or Yu-Gi-Oh!, casual Pokémon play is budget-friendly with starter products, and Pokémon TCG Live offers a free digital option (though

with in-game grind).

- **Cultural Impact:** Tied to the Pokémon franchise’s massive popularity—spanning games, anime, and merchandise—the TCG taps into a nostalgic and vibrant universe, enhancing its appeal through familiar characters and lore.
- **Educational Benefits:** The game teaches basic math (damage calculation), planning (energy management), and reading skills (card text), making it a subtle learning tool for younger players.
- **Replayability:** Randomized draws, evolving board states, and matchup variety ensure games feel fresh, especially in casual settings with diverse Pokémon options.
- **Global Events:** The Pokémon World Championships and regional tournaments offer a prestigious stage for competitive players, blending prizes with community celebration.
- **Art and Design:** Pokémon cards are renowned for their stunning artwork—full-art cards, Secret Rares, and nostalgic reprints—making collecting as rewarding as playing.

Historically, the Pokémon TCG’s simplicity and Pokémon brand loyalty made it a gateway TCG, and today, it balances kid-friendly charm with enough depth to sustain a competitive scene.

Basic Rules

2.1 Relevant Terms and Definitions

CARD: Any valid card from the game.

DECK: The collection of cards a player plays with.

HAND: The cards that the player has in their possession from their deck.

DRAW: The act of taking a card from the deck and adding it to the hand.

SHUFFLE: The act of mixing a pile of cards.

DISCARD: The act of moving a card from the hand or field to the discard pile.

DISCARD PILE: The area where used or destroyed cards are placed.

SEARCH: The ability to look through a deck or discard pile for a specific card.

MILL: Sending cards from the deck directly to the discard pile.

RECOVER: The ability to retrieve a card from the discard pile or another out-of-play area.

FIELD: The area where cards are placed by both players.

UNIT ZONE: The top area of a player's field, where units cards are played.

SPELL ZONE: The bottom area of a player's field, where spell cards are played.

PLAY: The action of placing a card on the field.

TAP: Switch the position of a card from vertical to horizontal or from horizontal to vertical.

LEVEL UP: The act of placing a card of one level higher on top of another card.

UNDER: Refers to all cards that are beneath another card (usually through leveling up cards).

DESTROY: The act of sending a card and all cards under it to the discard pile.

TURN: The period of time where only one player can play cards.

POINT: The unit which keeps track of a player's score.

UNIT: Any valid card from the game which has an attack, defense, and non-spell type.

SPELL CARD: Any valid card from the game which has a type equal to spell.

TYPE: One of the primary types of cards within the game - Water, Fire, Earth, Nature, Electric, Light, Dark.

SUB-TYPE: One of the subtype categories of cards within the game - Dragon, Warrior, Beast, Spell-caster, Flying, Insect, Reptile, Humanoid, Machine, Fairy, Ghost, Fish, etc.

LEVEL: The number of stars on a unit card.

ATTACK: The attacking potential of a unit card.

DEFENSE: The defensive potential of a unit card.

EFFECT: The text written on a card which does some action within the game.

ACTION: The act of performing an effect of a card.

EQUIP: The act of attaching a card to another card for added effects.

COUNTER: A response action that can negate or modify another action.

IMMUNE: A status where a card is unaffected by specific effects.

TRIGGER: A condition that activates an effect automatically.

CHAIN: A method of resolving multiple effects in order.

DESTROY: To send a card and all cards underneath it to the discard pile.

INDESTRUCTIBLE: This means a card cannot be *destroyed*.

IMMORTAL: This is an alternate term meaning a card is Indestructible.

EXACTLY: This term is used when a condition has to be met for a card effect to activate.

RANK: The number of stars on a card.

OWNING: A player is considered the owner or owning player if the card on the field came from their deck.

2.2 Basic Rules

2.2.1 Deck Construction

- Each player must construct a deck with a minimum of 50 cards and maximum of 70 cards.
- A player can have no more than 2 copies of the same card (across all rarities) in their deck.
- A deck may contain any ratio of unit and spell cards.

2.2.2 Game Start

- To decide who goes first, any random method can be used (e.g., coin toss, age, agreement). The default method for official play should be the roll of a die (assign one player as even, and another as odd).
- Each player begins the game by drawing 7 cards.
- The first player to play cannot attack on their first turn nor draw at the start of their turn.

2.2.3 Turn Structure

- Each player's turn consists of three phases:
 1. **Draw Phase:** At the start of every turn (except the first player's first turn), the player draws a card.
 2. **Main Phase:**
 - A player may play up to two cards to their field (unless a card specifies otherwise).
 - A card effect that plays a card to the field does not count toward this limit.
 3. **Battle Phase:** Combat and attacks occur.

2.2.4 Playing Cards

- A card can only be played to the field in face up vertical position.
- **Spell Cards:**
 - A Spell card effect can be used immediately after the card is played.
 - Spell card effects can be activated at any point during either players turn once the card is on the field.
- **Unit Cards:**
 - A unit card effect can be used immediately after the card is played.
 - Unit effects can only be activated on the owning players turn.

2.2.5 Card Effects

- Every card has two effects.
- All rules and effects are able to be overruled if a card effect explicitly states that it does so.
- Most effects can be activated at any time while the card is face-up on the field.

- If multiple effects trigger at the same time, they activate in reverse order of activation. If an effect is no longer valid because of this order, the effect simply does nothing (but still counts as activated).
- Tapped units cards cannot activate effects.
- **Unit Cards:**
 - When a unit effect is activated, that card is then tapped.
 - Tapped cards cannot activate effects.
 - A unit card can attack whether tapped or not.
- **Spell Cards:**
 - When a spell card effect is activated (even if it's is a continuous effect), that card is tapped.
- **Effect Conditions:**
 - If a card effect activates when the card is sent to the discard pile or deck, it can only be activated if the card was initially untapped.
 - Cards in the hand, deck, underneath other cards, and in the discard pile are considered untapped.
 - A card effect cannot be activated when (in response to) it is destroyed (unless a card states otherwise).
- **Effect Types:**
 - Normal: A Normal effect is one that can be activated during your turn by tapping the card.
 - Continuous: This effect is activated like a normal effect, but stays active while the card is on the field.
 - Counter: This effect can be activated at any time in response to an opponents action.
 - Equip: This card is 'equip' to another card and remains active until the other card or this card is destroyed.
 - * When a card is destroyed, all equip cards connected to that card are destroyed with it.
 - * If an equip card is leveled up, it is no longer considered active or equip to what it was before leveling up.
 - Latent: This effect is triggered only when this card is currently untapped and meets some specific trigger condition.
 - Dormant: This is an effect that can only be activated when the card is tapped. These effects cannot be activated the same turn the card was tapped.
 - Passive: This effect is always active and is triggered whenever the effect conditions are met.

2.2.6 Leveling Up

- Any card with a level rank/level than one can only be played to the field by leveling up another card of the same type.
- To rank/level up a card, place a card with the same type and one rank higher on top of that card.
- All cards under the card played are considered underneath that card and are immediately untapped.
- All cards underneath another card remain on the field.
- Cards underneath another card cannot be tapped or have their effects activated.
- Cards underneath another do not count towards the field unit limit.

2.2.7 Battle Phase

- The last part of a players turn is the battle phase.

- Every unit a player owns can attack once during the owner players Battle Phase.
- If the opponent controls any units, the attacker must target one of them.
- If an opponent has no units remaining, a unit can attack the opponent directly.
- When a unit attacks, the attack value is used to determine its strength.
- When a unit is defending, the defense value is used to determine its strength.
- During an attack, whichever unit has the higher power/attack prevails, and the other is destroyed (unless a card states otherwise) and sent to the discard pile.

2.2.8 Gaining Points

- Every player starts the game with 20 points.
- To gain points, you must destroy units on your opponents side of the field.
- When a unit is destroyed, the owner of that unit loses points equal to the level of that unit.
- During a players battle phase, if there are no units on the opponents side of the field, a unit can attack directly and the opposing player loses points equal to the level of the attacking units.
- Players can also gain or lose points based on various card effects.

2.2.9 Field Limitations

- A players field is split into two parts (upper for units, and lower for spell cards).
- A players upper field can support a maximum of 5 unit cards.
- A players lower field can support a maximum of 5 spell cards.

2.2.10 Hand Size Limit

- Players may hold a maximum of 10 cards in their hand.
- At the end of their turn, if a player has more than 10 cards, they must discard down to 10.

2.2.11 Deck Exhaustion Rule

- If a player cannot draw a card because their deck is empty, they take 5 points of damage instead.
- This damage occurs at the start of their Draw Phase each turn that they are unable to draw.

Logistics

3.1 Card Types

There are two primary categories of cards - unit cards (or units for short) and spell cards (or spells for short). Every card has a card 'type' associated with it. Spell cards are differentiated in their function and purpose, but are simply a card with the type of 'spell'. The unit cards encompass all of the remaining card types. Every unit card also has one or more sub-type(s) (also called secondary type(s)), which is a more focused type specific to the card itself (primarily the art/lore of the unit).

Types

The primary types, of which each card is assigned one, are listed below with a brief description.

Earth: Units aligned with nature, resilience, and the physical world. Earth units often have high defense and abilities that enhance survivability.

Water: Units embodying fluidity, adaptability, and the power of the seas. Water units typically specialize in control effects and healing.

Fire: Units representing destruction, passion, and chaotic power. Fire units are known for high attack values and aggressive effects.

Air: Units characterized by speed, agility, and freedom. Air units often have evasion abilities and excel at quick, tactical strikes.

Electric: Units aligned with energy, and the power of electricity. Electrical units often have abilities focused on stunning enemies, or interrupting other cards.

Light: Units symbolizing purity, order, and restoration. Light units frequently provide healing, support, and protective effects.

Dark: Units associated with corruption, death, and forbidden power. Dark units excel at destruction, disruption, and sacrificial effects.

Spell: Non-unit cards that represent magical powers, blessings, equipment, spell effects, artifacts, curses, or more. Spells provide a wide range of one-time or ongoing effects to influence the game.

Sub-Types

The secondary types, of which each unit card is assigned one or more, are listed below with a brief description.

Dragon: Powerful, mythical beings with immense strength and destructive capabilities.

Beast: Natural creatures with raw physical power, often found in forests and plains.

Elemental: Manifestations of elemental forces, bound to the magic of nature.

Aquatic: Sea-dwelling creatures adept at controlling water and adapting to fluid environments.

Warrior: Skilled fighters trained in physical combat, often acting as frontline attackers.

Spellcaster: Mystics and mages who wield magical powers to cast spells and manipulate the battlefield.

Machine: Artificial constructs built for labor, warfare, or magical purposes.

Ghost: Ethereal spirits bound to the mortal realm, often with abilities to haunt or possess.

Insect: Swarming, persistent creatures that thrive in large numbers and rapid reproduction.

Reptile: Cold-blooded creatures known for their resilience and venomous strikes.

Fairy: Small, magical beings capable of blessings, mischief, and subtle manipulations.

Undead: Reanimated corpses and skeletal beings driven by dark magic or lingering souls.

Botanic: Living plants and fungal creatures that can entangle foes, spread toxins, or regenerate.

3.1.1 Unit Cards

// TODO

3.1.2 Spell Cards

// TODO

3.2 Effect Variations

// TODO

3.2.1 Unit Effect Variations

// TODO

3.2.2 Spell Effect Variations

// TODO

3.2.3 Effect Conditions

Many effects have a condition that must be met in order to use the effect or as part of the effect's actions. A list of these conditions follows with a brief description of what they mean.

"Discard one card to...": The player must choose and discard one card from their hand to activate the effect of the card. Sometimes this condition is further specific, in which case the player must choose and discard one card matching the exact condition to activate the effect of the card. The follow-up effect is considered activated after the action of discarding the card.

"Discard this card to...": The player must discard the specific card to trigger its effect, often a one-time cost for a powerful result. The follow-up effect is considered activated after the action of discarding the card.

"If you have...": A condition based on whether the player has a specific card, type, or number of cards in play or in hand (e.g., "If you have a Fire unit on the field...").

"Let your opponent...": The player allows the opponent to perform a specific action or gain some benefit, often with a trade-off for the player. The follow-up effect is considered activated after the action done by the opponent and can only be activated if the opponent successfully takes that action.

"Lose X point(s) to...": The player must sacrifice a certain amount of points (e.g., life points, mana) to trigger the effect. The follow-up effect is considered activated after the player loses the point(s).

"This turn...": The effect lasts or can only be used within the current turn, typically providing a temporary advantage or ability.

- "While this card remains on the field...":** The effect remains active as long as the card stays in play, often providing continuous benefits or penalties.
- "When this card is send to the discard pile...":** This effect is triggered when the card is discarded or destroyed, usually offering a secondary benefit upon leaving the field. A card must be considered untapped to activate this effect. The follow-up effect is considered activated after the card is sent to the discard pile.
- "When another card is destroyed...":** This condition activates the effect when a different card is destroyed, potentially creating a chain reaction. The follow-up effect is considered activated after the other card is destroyed.
- "When an enemy card attacks...":** The effect activates when an enemy unit declares an attack, providing defensive actions, counterattacks, or interrupts. The follow-up effect is activated before the attack.
- "If you control...":** A condition based on controlling a specific unit or type of unit, or having a certain number of cards in play.
- "At the start of your turn...":** The effect triggers automatically at the beginning of the player's turn, typically with a passive or setup ability.
- "After this card attacks...":** The effect occurs after the card has attacked, often used for follow-up actions or penalties. The follow-up effect is activated after the attack is finished.
- "When this card attacks...":** The effect occurs after the card has attacked, often used for follow-up actions or penalties. The follow-up effect is activated before the attack.
- "During your opponent's phase...":** The effect activates during the opponent's phase (the exact phase will be specified by the card), often to disrupt or delay their strategy.
- "When a card effect activates...":** The effect activates when another card effect activates. The follow-up effect occurs before the card effect that triggered this card. This is typically known as a counter effect.

3.2.4 Effect Targets

Many effects have targets which the effect applies to. These targets can be broad or specific depending on the effect and all conditions of the target must be met in order for the effect to target that card. These are all pretty precise and straight forward. Regardless, a list of common target formats follows with a brief description of what they mean.

- "one", "two", ...** Often, an effect specifies a number of cards that its effect applies to. This is straight forward and the number must be adhered to unless another card specifies otherwise.
- "rank 1", "rank 2", ...** Often, a specific rank of card is specified in the target. This must be a card matching that rank value.
- "rank x or lower"** This represents a card matching the rank or having a rank lower than the rank specified.
- "rank x or higher"** This represents a card matching the rank or having a rank higher than the rank specified.
- "dark", "light", "spell", ...** Often, a card will specify a type of card in the target. This type must be adhered to.
- "dragon", "warrior", ...** Often, a card will specify a sub-type of card in the target. This type must be adhered to.
- "this card"** The effect targets the card it is currently associated with, often used for self-targeting abilities.
- "all cards", "each"** A broad target that includes all cards of a specified type or set. For example, "all Fire-type units" or "each unit on the field."
- "opponent's cards"** Specifies that the target is the opponent's cards, often used for disrupting or removing enemy units or spells.
- "your cards"** Specifies that the target is your own cards, often for protection or support

abilities that affect your side of the field.

"lowest attack", "highest defense", ... A conditional target based on the card's stats.

For example, "lowest attack" targets the card with the lowest attack value.

"in your hand", "in your discard pile", "in your deck", ... Specifies cards in specific locations, such as those in the player's hand or discard pile.

"equipped unit" Targets a unit that is currently equipped with an item or equipment card. The targets of a card can be any combination of the above descriptors or other possible card features.

3.2.5 Effect Actions

Effect actions define what an effect does to the targeted cards or entities. These actions are typically used in the effect's resolution and determine how the game state is modified. Below is a list of common effect actions with a brief description of each:

Destroy The target card is removed from the field and sent to the discard pile. This action usually eliminates the target from play completely.

Send The target card is moved from one place to another, such as from the field to the discard pile, from hand to deck, or other designated zones depending on the effect.

Mill The target card or cards are placed from the top of a deck into the discard pile, often used to deplete the opponent's deck or trigger discard-related effects.

Discard The target card is taken from the player's hand and placed in the discard pile, typically reducing resources or disrupting the opponent's strategy.

Counter The target card's effect is negated or stopped entirely. A counter might prevent the resolution of a spell, effect, or action from the opponent, nullifying its effect.

Return The target card is returned to its previous location or zone, such as returning a card from the field to the hand, deck, or another appropriate zone.

Equip A specific piece of equipment is attached to a target card, usually a unit, granting it additional abilities or buffs.

Activate The effect triggers or activates a specified ability or action on a card, often requiring specific conditions or costs to be met.

Add The effect adds a specified card or value to a target card, player, or zone. For example, adding cards to a player's hand.

Shuffle The target cards are shuffled back into the deck, discard pile, or any other designated zone. This is often used to obscure the order of cards and introduce randomness.

Reveal The target card is revealed face-up to all players, usually as a means of providing information or triggering specific effects based on visibility.

Search The player may search through their deck, hand, for a specific card, typically allowing for strategic card retrieval.

Gain The target card or player gains a benefit, such as life points, attack points, defense points, or other advantages.

Lose The target card or player loses a specified amount of points, attack, defense, or other metric.

Skip The target player or card's action is skipped, preventing them from performing a certain action, such as skipping a phase or a turn.

References

[1]