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Section 1. Outline

1.1 Number of players

1.1.1 This is a game for two players. These rules do not apply to games played with more than two players.

1.2 Winning the game

1.2.1 If a player loses the game, the game ends immediately. If your opponent loses, and you do not lose, you win the game.

1.2.2 If any player fulfils a losing condition during a check timing (Section 3), they automatically lose the game. (Section 9)

1.2.2.1 During a game, if any player has no cards in the deck, they lose the game.

1.2.2.2 During a game, if any player has no Life, they lose the game.

1.2.3 If both players fulfil a lose condition in the same check timing, the game ends in a draw.

1.2.4 If a player has won the game, and the other player has not won the game, the player that has won the game has won the game.

1.2.5 Any player may concede the game at any point, without requiring check timing. If a player has conceded, the game ends immediately and the player that has conceded has lost the game. The game does not proceed to a check timing and no card skill or rule action can disrupt or overrule a loss by concession.

1.2.6 A player may win the game by card skill. Once the skill resolves, the player that was the target of the resolved skill has won. The current check timing does not finish and the game ends.

1.2.6.1 A player may lose the game by card skill. Once the skill resolves, the player that was the target of the resolved skill has lost. The current check timing does not finish and the game ends.

1.2.6.2 A player may be prevented from winning from a card skill. In this case, their opponent can still lose and win, and the affected player can still lose. If a player cannot win due to a card skill, but their opponent still loses, the game still ends, and the player that was prevented from winning due to a skill is still considered to have won the game.

1.2.6.3 A player may be prevented from losing due to a card skill. In this case, their opponent can still win and lose and the affected player can still win. If a player cannot lose due to a card skill, but their opponent still wins, the game still ends, and the player that was prevented from losing due to a skill is still considered to have lost the game.

1.3 Golden Rules

1.3.1 If these rules and the skill of a card contradict each other, the skill takes precedence.

1.3.2 If a skill or rule action attempts to make a player do something they cannot do, they do not do that action and nothing happens. If a skill attempts to make a player do something they can only partially do, that player does as much as they can and/or performs the part they can do.

1.3.3 If a skill or rule action attempts to turn the game state into a state it is already in, that action does not resolve and nothing happens.

1.3.4 If an action would be done zero or a negative number of times, nothing happens.

1.3.5 If an action would take place, but a skill is preventing it from taking place, the preventing skill takes precedence

1.3.6 If an action would ask both players to do an action at the same time, the turn player resolves the action first.

1.3.7 If an action would ask a player to choose a number, that player must choose a positive integer.

1.3.8 If multiple skills go into standby, the controlling player chooses the order to resolve those skills.

1.3.8.1 If both players have a skill in standby, the turn player resolves their skills first.

Section 2. Card Information

2.1. Limit

2.1.1 The Limit of a card indicates how much field space the card takes up. A player may only have Units of a total of 3 Limit on the field at once. (For example, a player may have 3 Limit 1 Units, or 1 Limit 3 Unit)

2.2 Planet Icon

2.2.1 The Planet Icon shows what Planet the card is a part of. Planets are written as <Planet> in card text.

2.3 Attribute

2.3.1 A card may have one or more Attributes. Attributes are indicated in card text as <<Attribute>>

2.4 Gate Master Skill

2.4.1 This icon indicates what Gate Master skill the card has. Cards with a Gate Master skill may be Gate Masters. Cards that do not have Gate Master skill cannot be Gate Masters and cannot enter the Gate Master zone.

2.4.2 Life Skills will be green and indicate a number. When the card is played from the Gate Master zone, gain that much life.

2.4.3 Negative Life skills will be red and indicate a number. When the card is played from the Gate Master zone, your opponent takes that much damage.

2.4.4 Energy skills will be yellow and indicate a number. When the card is played from the Gate Master zone, you put the same number of cards from the top of your deck into your Energy face down.

2.4.5 Negative Energy skills will be purple and indicate a number. When the card is played from the Gate Master zone, your opponent chooses and drops that number of cards from their Energy.

2.4.6 Draw skills will be white and indicate a number. When the card is played from the Gate Master zone, you draw that number of cards.

2.4.7 Negative Draw skills will be black and indicate a number. When the card is played from the Gate Master zone, your opponent chooses and drops that number of hand cards.

2.4.8 Power skills will be orange and have a sword icon. When the card is played from the Gate Master zone, all cards on your field are considered to have infinite power until the end phase of this turn.

2.4.9 Mill skills will be pink and indicate a number. When the card is played from the Gate Master zone, your opponent drops the top cards from their deck equal to that number.

2.5 Power

2.5.1 The power of the card is how strong it is while attacking other cards.

2.6 Crit

2.6.1 The crit of a card is how much damage it deals while attacking players.

2.7 Defense

2.7.1. The defense of a card is how strong it is while being attacked by other cards.

2.8 Skill

2.8.1 The skill text of a card is what the card does.

2.9 Name

2.9.1 The name of the card. Names are referred to as "Name" in card text.

2.10 Image

2.10.1 The card art. It looks cool.

3. Basic Concepts

3.1 Skills and Costs

3.1.1 Skills are instructions generated by card text.

3.1.2 There are three kinds of skills. Use, Counter, and Automatic.

3.1.2.1 Use skills are signified by [Use] at the start of the skill in card text. Use skills are triggered by the controlling player declaring the trigger of the skill while that player has a play timing. In general, Use skills can only be triggered while the card with the use skill is on the field.

3.1.2.2 Counter skills are signified by [Counter] at the start of the skill. Counter skills are triggered by the controlling player declaring the trigger of the skill while that player has a play timing or a counter timing. In general, Counter skills can only be triggered while the card with the counter skill is on the field.

3.1.2.3 Automatic skills are signified by * at the start of the skill in card text. Automatic skills are skills that are triggered when the conditions written on the

skill are fulfilled. If there are no conditions written on the skill, the skill is always active.

3.1.3 Costs are the conditions that must be fulfilled before the card can be played.

3.1.4 Costs are written as [Cost Type](Cost)

3.1.4.1 There are three cost types [Summon Cost], [Cast Cost], and [Equip Cost].

3.1.4.2 The (Cost) of the cost is what must be paid in order for the card to be played. When the card enters the stack, the cost must be immediately paid before the card is considered to have entered the stack. If the cost cannot be paid in full, the card does not enter the stack.

3.2 Player

3.2.1 A player is a person playing the game. Players are also referred to as Players.

3.3 Owner

3.3.1 The owner of a card is the person who owns the card.

3.3.2 The owner of a card is the person who brought the card to the game in their deck.

3.3.3 The owner of a token card is considered to be the player that owns the card that created the Token. Tokens are only considered to have owners while on the field. While off the field, the owner of the token is the owner of the item that was used as the token.

3.3.4 At the end of the game, all players take all cards owned by them. They cannot take cards not owned by them.

3.4 Controller

3.4.1 The controller of a card or skill is the person currently using the card or skill.

3.4.2 Card's on a player's side of the field are considered to be controlled by that player. If a card is moved from one side of the field to other, the controller of the card is also switched.

3.5 Check Timing

3.5.1 Check timing is the sequence when Rule Actions and skills are resolved. (section 8 and 9)

3.5.2 During a check timing, check for any applicable rule actions, and resolve them.

3.5.3 If there are no rule actions to resolve, or all applicable rule actions have finished resolving, the turn player chooses and adds one skill they control that has been triggered to the stack.

3.5.4 The non-turn player then gets a Counter Timing.

3.5.4.1 During a Counter Timing, the player who's Counter Timing it is may choose to add one [Counter] skill to the stack or pass. In either instance, the Counter Timing ends, and the check timing proceeds to 3.5.5

3.5.5 Resolve all cards and skills in the stack in last in first out order. Return to step 3.5.2.

3.5.6 If there are no triggered skills for the turn player to resolve, the non-turn player chooses and adds to the stack onel skill that they control that has been triggered.(Section 8)

3.5.7 The turn player now gets a Counter Timing.

3.5.8 Resolve all cards and skills in the stack in last in first out order. Return to step 3.5.2

3.6 Play Timing

3.6.1 The play timing is the time where a player can do an action.

3.6.2 Whenever a player gets a play timing, a check timing always occurs before. After all Rule Actions, Counter skills, Use skills, and Auto skills resolve, that player gets a play timing.

3.6.3 A player who gets a play timing chooses to do an action that can be done at that time, or chooses to do nothing, called "passing".

3.6.3.1 After a player chooses to do an action, and that action resolves, that player gets a play timing again, unless specified otherwise.

3.6.3.2 If a player with a play timing chooses to pass, and there are no Rule Actions or Auto skills to resolve, the game state progresses.

3.7 Information and status

3.7.1Information is any value, phrase, or icon that has any meaning or is referred to during a game. Information can be modified by some effects.

3.7.2 If a skill or rule action refers to the original information, use the information printed on the card.

3.7.3 Status is the state of a card that can be referred to during a game.

3.7.3.1 Owner, Controller, Stand, Rest, etc. are all status.

3.8 Cards

3.8.1 When a skill or rule action refers to a "card, unit, item, spell, Finale, Finale unit, etc.", use a card on the controller of the rule action or skills field, unless otherwise specified.

3.8.2 "Gate Master" is a card with the same name as a card on the Gate Master Zone(Section 4). The Gate Master is a special card and each player may only have one Gate Master.

3.8.2.1 A Gate Master may be played from the Gate Master Zone by placing a card with the same card name as the card in the Gate Master Zone into the Gate Master zone as rest. The card in the Gate Master zone will now be placed in the Stack. The card in the Gate Master Zone must be Stand for this action to take place. When the Gate master card is successfully played, perform the Gate Master skill on the played card.

3.9 Drawing and Moving Cards

3.9.1 Draw is an action that moves cards from the deck to the hand.

3.9.2 If a skill or rule action says "Draw a card" the designated player takes the top card of their deck and adds it to their hand.

3.9.3 If a skill or rule action says "Draw (a number) cards", the designated player takes the top card of their deck and adds it to their hand the number of times specified by the rule action or skill.

3.9.4 If a skill or rule action says "Move a card", the designated player takes a card from the specified origin zone and places it in the specified destination zone. This does trigger any applicable"When this card enters the (Zone)" skills

3.9.5 If a skill or rule action says "Exchange the positions of (cards in zones)", the designated player takes the specified cards and puts them into the zones that the other card was in. This does trigger any applicable "When this card enters the (Zone)" skills.

3.10 Looking at Cards from the Deck

3.10.1 "Looking at cards from the top of the deck"is an action that checks the information of cards in the deck.

3.10.2 If a skill says "look at (number) cards from the top of (player's) deck", if (number) is 0, nothing happens. If (number) is 1 or more, the player checks the information of the top (number) cards of (player's) deck.

3.11 Source

3.11.1 The source of a skill or effect is the card or player that triggered the skill or effect.

3.12 Stand and Rest

3.12.1 Stand is a card orientation where the card in question is on the field and is placed upright from the perspective of the controlling player. Standing a card is changing a card that is not in Stand orientation to Stand orientation

3.12.2 Rest is a card orientation where the card in question is on the field and is placed horizontal from the perspective of the controlling player. Resting a card is changing a card that is in Stand orientation to Rest orientation.

Section 4 Zones of the Game
4.1 General

4.1.1 In general, each player has their own of each zone listed in these rules.

4.1.2 The number of cards in each zone is public knowledge and may be checked at each time. However, the information and status of each card in each zone is not necessarily public knowledge and will vary with each zone.

4.1.3 Whether information of cards are public or hidden will depend on the zone it is in. Zones with public information are called "public zones" and zones with hidden information are called "hidden zones".

4.1.4 If a card moves or is placed from one zone to a different zone, as long as it was not being moved from one field zone to another, it is considered to be a new card, and the information and status on that card is set to its original information and status. If multiple cards are being moved from one zone to another, the owner of the cards chooses the order of the cards in the zone unless specified otherwise.

4.2 Zone Types

4.2.1 Public zones are zones that have all cards and information free for any player to check at any time in the game. Cards in public zones that are classified as field zones may have their status and information altered.

4.2.2 Private zones are zones that only the owner player of the zone may check the cards and information of at any time. The non-owner player may only count the number of cards in private zones of the owner player of the zone.

4.2.3 Hidden zones are zones that no player may check the cards and information of. Players may only count the number of cards in hiddens zones and no player may freely change the order of cards in hidden zones.

4.3 Deck

4.3.1 The deck zone is where a player placed their deck at the start of the game. Shuffle the deck at the start of the game.

4.3.2 The deck is a Hidden zone.

4.3.3 When the deck has no cards in it, the owner player of that zone loses the game.

4.3.4 When the deck is searched, it is shuffled after the search

4.4 Drop

4.4.1 The drop zone is a public zone.

4.4.2 The drop zone is where cards are placed when they are "dropped" and/or "destroyed"

4.4.3 The drop is not a field zone and the cards in it cannot have their information and status changed.

4.4.4 The order of the drop can be freely altered by the owner player of the zone.

4.5 Hand

4.5.1 The hand zone is a private zone where cards that are drawn are kept.

4.5.2 Cards in the hand can be summoned, cast, or equipped (played) during the owner player's main phase and the non-owner player's blockade phase.

4.5.3 The order of cards in the hand may be changed freely by the owner of the zone

4.6 Field Zones

4.6.1 General Field Zone Rules

4.6.1.1 Most Field Zones may only have 1 card in it at a time. If another card is summoned to an occupied field zone, perform an "Overloaded Field Zone" rule action. In this rule action, the oldest card in the zone is dropped.

4.6.1.2 Cards in field zones may have their status and information changed.

4.6.1.3 Cards in field zones may be dealt damage. If the damage on a card in the field zone meets or exceeds that card's defense at the instance that it is dealt damage, destroy the card.

4.6.1.4 Cards in field zones may be destroyed. When a card in a field zone is destroyed, send it to the drop and remove all damage from the destroyed card.

4.6.1.5 There are 5 Field zones. Left, Right, Center, Player, Set.

4.6.1.6 Cards can only trigger and resolve skills in the field zone, unless specified in the skill text.

4.6.3 The Left zone is a field zone where the player may summon Unit cards. Cards in the Left zone can attack and can be attacked during the Battle Phase.

4.6.4 The Right zone is a field zone where the player may summon Unit cards. Cards in the Right zone can attack and can be attacked during the Battle Phase.

4.6.5 The Center zone is a field zone where the player may summon Unit cards. Cards in the Center zone can attack and can be attacked during the Battle Phase.

4.6.5 The Player zone is a field zone where the player may Equip Item cards. This zone may contain 1 Gate card and 1 Item card. Cards in the Player zone can attack if the controlling player does not have a Unit in the Center, and can be attacked during the Battle Phase if there is no Unit in the Center zone of the attacked Player zone's player. If a card in the Player zone is attacked, it is considered that the controlling player is attacked.

4.6.6 The Set zone is a zone where spells with the [Set] keyword are played. These spells stay on the field in this zone. There may be any number of cards in this zone. Cards in the Set zone cannot attack and cannot be attacked.

4.7 Banish Zone

4.7.1 The banish zone is a space off the game board.

4.7.2 The banish zone is a public zone.

4.7.3 Cards that are "banished" are placed into the Banish zone.

4.7.4 The order of cards in the Banish zone can be changed at any time by the owner.

4.8 Gate Master Zone

4.8.1 The Gate Master zone is a public zone.

4.8.2 At the start of the game, place your chosen Gate Master card that exists outside of your main deck into this zone.

4.8.3 Only cards with a Gate Master Skill icon can be placed into the Gate Master zone.

4.8.3 If you would be able to summon, equip, or cast a card with the same name as a card in your Gate Master zone, and the card in your Gate Master zone with the same name is in Stand, you may Gate Master Summon/Equip/Cast. To do this, place the card from your hand into the Gate Master zone at rest, and play the Standing card from your Gate Master zone.

4.8.4 When a card from your Gate Master zone is played, trigger and resolve it's Gate Master skill.

Section 5 Setting Up the Game
5.1 Each player prepares their own deck, Gate, and Gate Master before the game.

5.1.1 Each deck must contain between 50 and 100 cards.

5.1.2 Each deck may only contain up to 4 copies cards with the same card name.
5.2 Preparing the game. Do the following steps in order at the start of each game.

5.2.1 Present the deck you will be using to your opponent. Your opponent may confirm that it is 50 or more cards.

5.2.2 Each player shuffles their deck. Then each player may shuffle their opponent's deck.

5.2.4 Randomly determine which player will take the first turn.

5.2.5 Each player draws 6 cards.

5.2.6 Each player, starting with the turn player may place any number of cards from their hand on the bottom of the deck, then draw until they have 6 cards in their hand.

5.2.7 Each player shuffles their deck, then each player may shuffle their opponent's deck.

5.2.8 Each player places their Gate face down in the Player zone and their Gate Master face down in the Gate master zone.

Section 6 Game Procedure
6.1 Each player flips their Gate and Gate Master face up. Both players declare what Gate they are using and what Gate master they have chosen.

6.1.1 Each player places the top 2 cards of the deck into the Energy face down.

6.1.2 Trigger and resolve all "Start of the Game" skills.

6.2 Turn Procedure

6.2.1 During a game, players take turns progressing the game by becoming the turn player. The turn player performs actions in the following order of phases. This sequence of phases is called a turn.

6.2.2 The phases and steps of each phase are in the order as follows
-Start Phase
-Stand Step
-Draw Step
-Skill Step
-Main Phase
-Battle Phase

-Attack Process
    -Rest attacker
    -Declare target
    -Damage calculation
    -Clean up
 -End Phase
    -Finale Step
    -Skill step
    -Clean up
6.2.3 Start Phase

    6.2.3.1 In the Stand Step, the turn player Stands all of their cards on the field.

    6.2.3.2 In the Draw step, the turn player draws one card. After drawing, the turn player may place one card from the hand into Energy. If they do, the turn player will draw one card.

    6.2.3.3 The skill step is where all "At the start of turn" skills will trigger and resolve.

    6.2.4 Main Phase. The following options may be performed in any order by the turn player. The Main Phase ends when the turn player chooses to pass.

    6.2.4.1 The turn player may summon a Unit card to the Left, Center, or Right by paying the card's cost.

    6.2.4.2 The turn player may Cast a Spell by paying it's cost.

    6.2.4.3 The turn player may equip an Item to the player zone by paying the Equip Cost of that Item.

    6.2.4.4 The turn player may trigger a [Use] Skill by paying it's cost.

    6.2.4.5 The turn player may use a [Counter]

    6.2.4.6 If the turn player may choose to pass.

    6.2.4.5.1 At this point, the main phase is considered to be ending. The turn player triggers and resolves any

[Move] skills. The non-turn player gets a Counter Timing.

    6.2.6 Battle Phase. The battle phase consists of attack sub-phases and ends when the turn player chooses to pass. During the first turn of the game, only one attack may be declared.

    6.2.6.1 The turn player may choose to Rest a standing card that can attack and declare it to be the attacker. The turn player may now choose any number of additional cards to rest. These cards are also considered to be attacking. Add the power and crit of all attacking cards together. This is referred to as a Link Attack.

    6.2.6.2 The turn player chooses a card that can be attacked on the opponent's field, and declares that card to be the target.

    6.2.6.3 Trigger and resolve any '[Auto]:When I attack…' skills of the attacker.

    6.2.6.4 Trigger and resolve any '[Auto]:When I am attacked…' skills of the attack target.

    6.2.6.5 The non-turn player gets a Counter Timing. When this Counter Timing resolves, repeat this step until the non-turn player chooses to pass.

    6.2.6.5 If the target was a Unit Deal damage to the attack target equal to the Power of the attacker. If the target was a card in the Player Zone, and the attacker had equal or greater power to the attack target, deal damage to the non-turn player equal to the crit of the attacking card. The attack is now considered to have "hit."

    6.2.6.6 Trigger and resolve any '[Auto]:At the end of my attack…' skills of the attacker.

    6.2.6.7 The attacker is no longer considered to be attacking, and the

attack target is no longer considered to be the attack target. The attack ends.

6.2.7 End Phase

6.2.7.1 During the Finale Step, the turn play may play a Finale or Finale Unit. If the turn player played a Finale Unit, return to the Battle Phase.

6.2.7.2 During the Skill Step, trigger and resolve all "end of turn" skills.

6.2.7.3 The clean up step is where the turn player is now the non-turn player. Remove all damage from all cards. The non-turn player becomes the turn player. The current turn ends.

Section 7. Attack and Battle. (See 6.2.6)

Section 8. Play and Resolve Cards and Skills

8.1 Categories of skills

8.1.1 Skills are divided into three categories. Automatic, Use, and Counter.

8.1.2 Automatic skills are skills that are triggered automatically when the triggering conditions in the effect are met.

8.1.2.2 Auto skills may have a cost. If that is the case, the player who controls the Auto skill may pay the cost of the skill when the trigger conditions in the effect are met. If the controlling player does not pay the cost, the Auto skill does not trigger or resolve.

8.1.2.3 An example of an Auto skill is '*When this card attacks, you may pay 1 Energy. If you do, draw 1 card.' This example is read as '*Auto Indication Condition, Cost. Effect'.

8.1.3 Use skills are skills that can be triggered during the controlling player's Main Phase by paying the cost of the skill.

8.1.4 Counter skills are skills that may be used during a Play Timing or a Counter Timing.

8.2 If a skill contains 'Once per turn' this means the skill can only be triggered once per turn.

8.3 Check Timing

8.3.1 A check timing occurs after each play timing and when the game phase progresses.

8.3.2 When a check timing resolves, the game proceeds in the following order

8.3.3 If there are any rule actions that need to be resolved, resolve them simultaneously. Then if there are any rule actions the need to be resolved, repeat 8.3.3

8.3.4 If there are any triggered Auto abilities owned by the turn player, the turn player chooses one and adds it to the stack.

8.3.5 The non-turn player now gets a Counter timing.

8.3.6 Resolve all cards in the stack in last in first out order. Repeat 8.3.3

8.3.7 If there are any triggered Auto abilities owned by the non-turn player, the turn player chooses one and adds it to the stack.

8.3.8 The turn player gets a Counter Timing.

8.3.9 Resolve all cards in the stack in last in first out order. Repeat 8.3.3

8.3.10 End check timing

8.4 Play Timing

8.4.1 Playing a Unit card on a field zone is called "summon". Playing a

Spell card is called "cast". Playing an Item card is called "Equip". Playing a Finale is called "cast". Playing a Finale Unit is called "Summon"

8.4.2 Cards in the hand and [Use] Skills must be played in a Play Timing in order to be summoned and triggered respectively. If the card or skill is [Counter], it may also be played during a Counter Timing.

8.4.3 When you play a card or [Use] skill, process it in the following steps

8.4.3.1 If you are playing a card, choose one of your field zones that is appropriate.

8.4.3.2 If you are triggering a [Use] skill and that skill requires the player to choose a card, the targeted player chooses now.

8.4.3.3 Pay all required costs of the card or skill.

8.4.3.4 The card is now considered to be in the stack.

8.4.3.5 The non-turn player now gets a Counter timing.

8.4.3.6 Resolve all cards in the stack in first in last out order.

8.4.3.7 Place the card into the chosen zone. The card is now considered to have been played.

8.4.3.8 Resolve the skill if you were triggering a [Use] skill.

8.4.3.9 Check timing occurs.

Section 9 Rule Action

9.1 Rule actions are specific actions the game will automatically take when certain conditions are fulfilled.

9.2 Rule actions are only checked and resolved during check timings. If a rule

action condition has been met during the triggering or resolution of a skill, but is no longer met at the end of the resolution of that skill, the rule action condition is not considered to have been met.

9.3 If multiple rule action conditions have been met, and multiple rule actions need to be resolved, resolve them at the same time.

9.4 Losing the game

9.4.1 If a Player does not have any cards in the deck zone when a skill or rule action would drop a card from that zone, that player has lost the game.

9.4.2 If a Player does not have any Life, they lose the game.

9.5 Overloaded Field Zone

9.5.1 If there are more than one card in a field zone, other than the Set zone and excluding Gates, the Overloaded Field Zone rule action condition has been met.

9.5.2 The controlling player of the summon that placed the most recent unit chooses units and drops units in the overloaded zone until there is only one unit left in the zone.

9.6 Damage Application Process

9.6.1 When a card receives damage, compare the amount of damage that card has received this turn to its Defense. If the amount of damage is equal to or greater than the card's Defense, destroy the damaged card.

9.6.2 If a Player receives damage, reduce that Player's life by the amount of damage received.

9.7 Erasure of Tokens

9.7.1 If a <Token> specific card is in a zone that is not a field zone. Remove that <Token> card from the game.

9.8 Overlimit Field

9.8.1 If the total limit of units on a player's Center, Left, and Right field zones adds up to greater than 3, that player chooses Units to send to the drop until the total limit is 3 or less.

Section 10 Specific Actions

10.1 Some actions have specific terms and are described as specific actions.

10.2 Draw is a specific action where the top card of a player's deck is added to that player's hand.

10.3 Drop is the action of moving a card from the specified zone to the Drop zone.

10.3.1 Dropping a card from the field zone does not count as that card being destroyed.

10.4 Destroy is a specific action that happens when a card receives damage and the total damage received in the turn meets or exceeds the defense of the card.

10.4.1 When a card is destroyed, place it in the Drop Zone.

10.4.2 When a card is destroyed, remove all damage from that card

10.5 Summon is a specific action to move a Unit card from a non-field zone to a field zone.

10.5.1 The summon action is performed in the following order.

10.5.2 Choose the specified number of cards to summon. If <Token>

cards are being summoned, do not choose cards at this point.

10.5.3 Choose the field zone or zones where the cards will be placed.

10.5.4 Place all cards being summoned at the same time.

10.5.5 Perform Overloaded Field Zone rule action if applicable.

10.6 Shuffle is a specific action to randomize the order of cards in a zone.

10.7 Move is a specific action that moves a card in a field zone to a different field zone, unless otherwise specified.

10.8 Fizzle

10.8.1 When an action or skill is fizzled, that action or skill is considered to have not happened. The action or skill does not resolve. If a summon was fizzled, the summoned card is sent to the drop. All costs are still paid for any fizzled action or skill.

10.9 Cast is a specific action to play a Finale or Spell card from the hand.

Section 11 Keywords

11.1 Some actions are defined as keyword skills.

11.2 [Move]

11.2.1 At the end of the main phase, the turn player may move the card to a different legal field zone. The non-turn player then does the same with any cards with [Move] that they have.

11.3 [Dual Attack]

11.3.1 Cards with dual attack stand after their first attack each turn.

11.4 [Penetrate]

11.4.1 [Penetrate] allows the card with penetrate to deal damage to the

enemy Player equal to it's crit when it's attack destroys a Unit in the center.

11.5 [Soulguard]

11.5.1 If a card has one or more cards placed underneath it, those cards are considered to be in the soul. When a card with [Soulguard] is destroyed, it may drop one of its soul cards instead of being sent to the drop itself.

11.6 [Revenge]

11.6.1 When a card with Revenge is attacked, if that card is still on the field at the end of the attack, deal damage to the attack equal to the Revenge card's power.

11.7 [Ghoststrike] allows the card to attack cards in the Player zone even if there is a card in the center.

11.8 [Vampire Curse X] when the card destroys a Unit by attack, deal damage to the enemy life equal to the X value

11.9 [Life Bond X] When this card leaves the field, deal X damage to its controller's life.

11.10 [Pilot] and [Transform] This card may be equipped as an Item by paying the (Cost)

11.11 [Combine] a [Use] skill that puts the [Combine] card from the field into the soul of another card on the field.

Section 12 Miscellaneous
12.1 Loop

12.1.1 A loop is a continuous string of skills and/or actions that can happen infinitely.

12.1.2 If no player can stop the loop, the game ends in a draw.

12.1.3 If one player can stop the loop, that player chooses the number of times the actions take place, then resolve it that number of times.

12.1.4 If both players can stop the loop, the turn player chooses the number of times the actions take place, then resolve it that number of times.

12.2 Paying Costs

12.2.1 Costs must be paid in full by the controller of the card or skill with a cost.

12.2.2 If a cost specifies a card must be chosen or targeted, but a zone is not specified for that card, the card must be in a zone that is owned by the skill's owner.

12.2.3 If a cost states "Pay X" you must pay X Energy as the cost

12.3 Enemy is synonymous with opponent.

12.4 Numbers in skill text with a + or - in front are in units of Power, unless otherwise specified.

12.5 Summoning conditions and costs must be met and paid unless otherwise stated

Section 13 Deck Construction

13.1 Each deck must contain 50 to 100 cards exactly

13.2 Each deck may only have one associated Gate Master. The gate master doesn't count towards the decks card total.

13.3 Each deck must have one associated Gate and each deck may only contain cards that the Gate allows the use of as well as <Asteroid Belt> cards. The gate does not count towards the decks card total.

13.3 Each deck may only contain 4 copies of a card with the same card name. The Gate Master may have 4 copies in the main deck and 1 as the Gate Master.

13.4 <Token> cards cannot be put into a deck

Section 14 FAQ

14.1 Can cards attack cards with defense higher than their attack?
14.1.1 Yes.

14.2 If I play a [Counter], then my opponent counters my counter with a [Counter], may I counter my opponent's counter that is countering my counter with a [Counter]?
14.2.1 No. In general, each player may only have one card, or skill in the stack at any given time.

14.3 May I cast Alpha Barrier to fizzle the attack against my Unit?
14.3.1 No. It may only be cast when you (the player or a card in the player zone) is being attacked.

Credits

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