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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 fulfill 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.

1.3.9 If a skill would require a player to look for a specific card with specific conditions that is in a hidden zone, the found card must be revealed to all players to prove that the found card meets the specified conditions.

1.3.10 If a skill would trigger during deck building, that skill's conditions and effects must be met during the first game in a match.

Section 2. Card Information

2.0 Card Orientation

2.0.1 There are two orientations for cards. Portrait orientation cards are called "Normal" cards. Cards with the Landscape Orientation are called "Finale" cards. Normal cards can only be during the Main Phase. Finale Cards can only be played during the End Phase.

2.1. Card Type

2.1.1 There are 4 card types. Units, Items, Gates, and Spells. Unit cards will have a Number in this spot to indicate Limit. Items will say "Item". Spells will say "Spell". Gates will say "Gate".

2.1.2 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 Left, Right, and Center at once. (For example, a player may have 3 Limit 1 Units, or 1 Limit 3 Unit). Spells, Gates, and Items are considered to have Limit 0.

2.1.3 Spell cards are indicated by saying "Spell" in the type sphere. Spell cards are placed in the stack, resolve, and are then sent to the drop. Please note that cards that say "Finale" in this spot are also considered to be Spell cards.

2.1.4 Item cards are indicated by saying "Item" in the type sphere. Item cards are cards that the player will equip to themself to do battle. Item cards are placed on the field in the Player Zone.

2.1.5 Gate cards are indicated by saying "Gate" in the type sphere. These cards cannot be included in the main deck. Each player will need 1 Gate card. The Gate card will start in the Player zone and indicate what cards can be used in the player's deck, side board, and Gate Master, and what that player's starting conditions are.

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 without a Gate Master skill may be Gate Masters. However, cards without a Gate Master skill icon do not trigger a Gate Master Skill when played from 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 blue 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.

2.4.10 Berserk (BSRK) skills are orange and have a flame icon. During the card's attack on the same turn that it was summoned from the Gate Master zone, the opponent cannot use [Counter].

2.4.11 Assault (ASLT) skills are red and have an axe icon. When this skill is triggered add one "Assault Token" to your hand. The Assault Token is an asteroid spell with the following skill "*This is a token and

cannot be included in a deck. *When your ASLT Gate Master Skill Triggers, add this token to your hand. [Counter]Choose and use one of the following: -Stand a Gate Master on your field. -For this turn, give a unit +4000 Power and [Penetrate]. -Give a unit +4 Crit this turn."

2.4.12 Guard (GRD) skills are pink and have a shield icon. When this skill is triggered add one "Guard Token" to your hand. The Guard Token is an asteroid belt spell with the following skill "*This is a token and cannot be included in a deck. *When your GRD Gate Master Skill Triggers, add this token to your hand. [Counter] Choose and use one of the following: -When you are attacked, fizzle the attack. -When you would take damage due to an enemy skill, reduce the damage to 0. -When one of your units would be destroyed or returned to the hand, that card remains on the field."

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.

2.7.2 If the defense of a card is reduced, remove damage from that card equal to the amount of defense that was reduced.

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. The card triggering the skill must be shown to both players. If the skill is triggered from a private zone such as Hand or Soul, the controlling player must show the card to the opponent.

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 during their main phase and if no other cards or skills are triggered or the stack. 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 leaves the stack and does not resolve. If a card leaves the stack this way, it is returned to its original zone.

3.2 Player

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

3.2.2 The Gate Card is the in game representation of the player. It is placed in the Player Zone, but is not considered part of the field.

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 one 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

3.7.1 Information 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. If an enemy card is specified but the zone is not, you may only target a field card.

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(s) are special cards.

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.

3.10.3 A skill that looks at cards will specify where to put those cards, usually top or bottom of the deck. If the skill does not specify, shuffle the 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 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 placed horizontally 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. A card that is in a private zone is considered to be blank, nameless, and skill-less until the controlling player (who can check the information) reveals the card to their opponent. If the controlling player chooses to reveal the card, the controlling player may use the skills of that card and that card gains all it's information.

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 or looked at, unless otherwise specified, 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.

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. The Gate card is not considered to be a field card and is not considered to be a card on the field. Item Cards in the player zone are considered to be field cards and are considered to be one the field. 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. If a Player with an Item in the Player Zone is attacked, that Item is considered to be the target of the attack.

4.6.6 The Set zone is a zone where spells with the [Set] keyword are played. These spells or finales 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. You may have more than one card in your set zone at a time.

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 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 its Gate Master skill. The card is always played as Stand even if it was as Rest in the Gate Master Zone.

4.9 Soul

4.9.1 Each card in a field zone is considered to have an associated soul. Soul is placed under the field card. Soul is not a field zone.

4.9.2 Soul is a public zone, however cards that are face down in a Soul are considered to be Private.

4.9.3 If a card leaves the field, it's soul is dropped and the zone is removed.

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.

5.1.3 Each Deck, Side Board, and Gate Master must follow the rules of what your Gate allows you to use.
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's life is set to 20. This starting life may be modified by Gates or other skills.

5.2.6 Each player places their Gate face up in the Player zone and their Gate Master face up in the Gate master zone.

5.2.7 Each player draws their starting hand amount. Unless modified, this starting hand will be 6 cards.

5.2.8 Each player, starting with the turn player, may place any number of cards from their hand on the bottom of the deck, then draw the same number of cards. This is called a mulligan, and each card returned is called a mulligan card.

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

5.2.10 Each player puts the top card of their deck face down into their energy equal to their starting energy. Unless modified by a Gate or other skill, this starting Energy will be 2.

Section 6 Game Procedure
6.1 Both players declare what Gate they are using and what Gate master they have chosen.

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 that are not in the Gate Master Zone.

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. If the turn player's opponent has not had a turn during this game, only one attack may be declared and that attack cannot be a Link Attack.

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 or Player Zone, and declares that card to be the target.

6.2.6.3 Trigger and resolve any 'When I attack…' skills of the attacker.

6.2.6.4 Trigger and resolve any '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.

6.2.6.6 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's defense, deal damage to the non-turn player equal to the crit of the attacking card. The attack is now considered to have "hit."

6.2.6.7 Trigger and resolve any '[Auto]:At the end of my attack…' skills of the attacker. Any effects that resolve at the end of the attack, or at the end of the battle, now resolve.

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

8.1.2 Automatic skills are skills that are triggered automatically when the triggering conditions in the effect are met. Cards can only trigger and resolve skills in the field zone, unless specified in the skill text.

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

8.1.4 Counter skills are skills that may be used during a Play Timing or a Counter Timing. Cards can only trigger and resolve skills in the field zone, unless specified in the skill text.

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

8.3 If a skill would set a stat or other number to a certain number and another skill triggered later changes what that number is set to, the most recent skill takes priority and changes what the number is set to.

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. If there is only one

triggered Auto ability, that ability MUST be chosen.

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 as Stand. 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 in the following order.

9.4 Losing the game
9.4.1 If a Player does not have any cards in the deck 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. The Overloaded Zone's owning player removes the oldest card from the zone until only one card is left. Put the removed cards into the Drop.

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.

10.5.6 Trigger any "When summon" or "When enter" skills.

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 prevented from completing. The action or skill ends. If an attack is fizzled, the attack will immediately proceed to 6.2.6.7. 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 start of the Battle 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] would leave the field, it may drop one of its soul cards instead of leaving the field.

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 attacker equal to the Revenge card's power or crit. Power if the attacker is a Unit, Crit if the attacker is a Player.

11.7 [Ghoststrike] When this card attacks and destroys a unit, banish the attacked unit and this unit.

11.8 [Vampire Curse X] when the card destroys a Unit by attack, send the top X cards of the opponent's deck to the drop zone.

11.9 [Life Bond X] When this card is destroyed, deal X damage to its controller's life.

11.10 [Pilot] This card may be equipped from the hand as if it were an Item card. It is now considered to be an Item and no other card types. Its limit is considered to be 0.

11.11 [Combine] a [Use] skill that puts the [Combine] card from the field into the soul of another card on the field. [Combine] cannot be triggered if the target of the [Combine] has a card in it's soul with the same card name as the card using [Combine]. If [Combine] was fully written out in a card's text, it would look like this: "[Use]Choose a unit on your field that does not have a Soul card with the same name as this card. Put this from the field into the chosen unit's Soul."

11.12 [Gear Swap] When your other Item is equipped, return this card to your hand.

11.13 [Slow Start] I am summoned as Rest instead of Stand.

11.14 [Union]. Union is a Keyword with multiple components that is written like the following [Union "Card Name"](Cost). [Union] is triggered during your Main Phase like [Use] but only if the triggering card is not in Union. Pay the listed cost and search your deck or drop for the listed card in the "card name" section. Put the listed card into the same zone as the triggering card by paying the listed card's [Cost]. Those cards are now considered to be "in Union". While in Union, they can be in the same zone as each other and the card with the smallest Limit no longer consumes Limit

11.15 [Dive]. Standing cards with [Dive] that are on the Left, Right, or Set cannot be affected, chosen, targeted, or damaged by enemy cards.

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 card in the gate master zone 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

13.5 Each deck may have an associated 12 card sideboard.

13.5.1 Between games in a match, players may add cards from the side board into the main deck, Gate, or Gate Master as long as the main deck, Gate, and Gate Master are still legal.

13.5.2 Players may remove cards from the main deck and place them into the sideboard between games in a match as long as the main deck, Gate, and Gate Master are still legal.

13.5.3 The sideboard may include up to 12 cards, including Gates and Gate Masters.

13.6 Coin Flips

13.6.1 At the start of the game, both players agree on a random method to determine the outcome of a coin flip.

13.6.2 If both players cannot agree, a coin flip is decided using this method. Roll a 6 sided die. 1,2, and 3 are Tails. 4, 5, and 6 are Heads.

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.

14.4 If a card is moved from a Private zone (such as the deck) to a private zone (such as soul), can my opponent see the card?

14.4.1 It depends. If there are no specifications to what card can be moved from the deck, the card will be kept hidden from the opponent and placed face down. The controlling player may look at

the face down card, but not the opponent. If there are specifications (see Celestial Wyvern Nord), the card must be shown to the opponent to prove that the moved card meets the requirements of the skill moving the card.

14.5 If I have a card in my Center, may I still cast Chaos Meditation?

    14.5.1 Yes. There is no requirement to cast the card. You simply cannot Summon to your Center for the rest of the turn.

14.6 If I fizzle an attack, do skills that trigger when that card attacks and at the end of that card's battle still trigger and resolve?

    14.6.1 Yes. Skills that trigger when a card attacks and at the end of that card's battle will still trigger and resolve even if that card's attack is fizzled.

14.7 If a face down card triggers its skill, do I have to show it to my opponent.

    14.7.1 Yes.

Section 15 Tag Team Format Rules

15.1 Tag Team Format is a special variation of System Gate that allows 4 players to play at once.

15.2 To play Tag Team Format, 4 players will need to divide themselves into 2 teams of 2 players.

15.2.1 In this section, we will be naming the teams "Team A" and "Team B". Each player will be named "Player A-1", "Player A-2", "Player B-1", and "Player B-2". Players will randomly determine which team will be Team A and which team will be Team B. Then players will agree within the team which player will be 1 and which will be 2.

15.3 The adjustments to the game set up are as follows.

15.3.1 Each team will start the game with a shared 30 Life points. These life points will be modified by each player on the team's gate appropriately. For example, if a player is using "Corpse Cave Gate", their team will start with 28 Life Points instead of 30.

15.3.2 Each player on each team will put the top 2 cards of their deck into a shared Energy Pool. The amount of energy placed can be modified by a Player's gate. For example, if Player A-1 is using Polaris Crag Gate, they will place 0 Energy, but Player A-2 using Venus Gate will place 2 Energy.

15.3.3 There are no adjustments to the players starting hand and mulligan during game setup.

15.4 Turn Rotation.

15.4.1 Players will take turns in the following order. Player A-1 -> Player B-1 -> Player A-2 -> Player B-2.

15.4.2 During a Player A-1's first turn, it is considered to be "the first turn" and all first turn rules apply.

15.4.3 During a player X-1's turn, player X-2's cannot trigger skills or play cards. They are considered to be "paused".

15.4.4 During a player X-2's turn, player X-1's cannot trigger skills or play cards. They are considered to be "paused".

15.5 Paying costs

15.5.1 Energy and Life are both a shared pool within a team. If a skill were to cost energy, the turn player may pay Energy from the shared pool regardless of which deck it came from. When an energy is paid, place it in the owner's drop.

15.5.2 If a skill or cost would drop a card from the hand, that player's team mate may choose to drop the hand card on behalf of their team mate.

15.6 Communication

15.6.1 Players are encouraged to communicate with their teammates.

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