

The Caster Chronicles Rules Guide

The Caster Chronicles

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FORCE OF WILL The Caster Chronicle Reference

MANUAL The Caster Chronicles

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●Game Principles

- If card text contradicts the rules, the card text takes precedence.
- Whenever you do any kind of game action, if you cannot resolve the entire action, resolve as much as can be done. This does not apply to card and ability costs.
Ex: If a card says to "Discard two cards" and you only have one card in your hand, you discard one card.
- If a game action is prohibited and something would cause that prohibited game action to happen, it doesn't happen.
Ex: If you would draw a card while an effect that states "Players cannot draw cards." is in effect, you do not draw that card.
- If something would cause an ATK or DEF value to become a value that is not a multiple of 100, round it up to the nearest value of 100.
- You cannot have multiple copies of face up casters with the same name in your caster zone, even if the two casters with the same name have different abilities or levels.

●Deck Construction

- Players must construct a deck of exactly 50 cards, no more and no less.
- You may not include more than four non-caster cards of the same name.
- You may not include more than four caster cards of the same name and level.

●Win Conditions

- When an opponent loses, you win the game. If both players lose at the same time, the game ends in a draw.
- If a player with no orbs takes an attack, they lose.
- If a player cannot draw the required number of cards during their draw phase, they lose.

●Game Preparation

1. Deck Shuffle	Each player should shuffle their deck, then allow their opponent to shuffle their deck. Deck order should be random and unknown to all players.
2. Decide Turn Order	Randomly choose a player (coin toss, rock paper scissors) and that player must go first. Players cannot choose to go first or second.
3. Draw Hand	Each player draws seven cards from their deck to form their starting hands.
4. Set Orbs	Each player puts the top seven cards from their deck face down into their orb zone. You cannot look at these cards.
5. Hand Change	Each player may choose any number of cards in their hand to put on the bottom of their deck in any order. They then flip the same number of cards. This may only be done once per player.
6. Game Start	The player going second gains a coin in their caster zone that can be used later during the game to produce an orb of an element. Then the game begins.

●Anatomy of a Turn

Turns progress in the following phases in the order listed below.

1. Recovery Phase

- The turn player turns all rested cards in their servant and caster zones to the recovered position.
- "At beginning of turn" and "At beginning of recovery phase" processes happen. If it is the first player's first turn "At beginning of game" processes happen.
- Priority sequence happens.

2. Draw Phase

- The turn player draws a card from their deck.
- "At beginning of draw phase" processes happen.
- Priority sequence happens.

3. Call Phase

- The turn player may put one caster card from their hand into their caster zone. (See Call Phase Details for more information.)
- "At beginning of call phase" processes happen.
- Priority sequence happens.

4. Main Phase

- "At beginning of main phase" processes happen.
- Priority sequence happens. If the chase zone is empty at this time, the turn player may perform any of the following actions as they please, in any order.
 - *Play a servant, conjure, or barrier.
 - *Switch an allied servant. Each allied servant can only be switched once per turn this way, and only if it did not enter the field this turn.

5. Battle Phase

- "At beginning of battle phase" processes happen.
- Priority sequence happens.
- The turn player chooses a servant that is able to attack and attacks with it. As long as there is still a servant that can attack, the turn player must attack.
- "At end of battle phase" processes happen.
- Priority sequence happens.

6. End Phase

- "At beginning of end phase" processes happen.
- Priority sequence happens.
- "At end of turn" processes happen.
- Priority sequence happens.
- As a final step the following things occur in the order listed below;
 - **"Until end of turn" effects end.
 - *All unused aether is erased.
- The non-turn player becomes the turn player, and a new turn starts.

2. Choose a target

If the card or ability requires a target, you must choose a valid one at this time.

3. Pay the cost

Pay the cost of the card or ability. Card costs are denoted in the upper left of the card. The number identifies the required number of aether needed*.

*Aether used to pay for a card must include at least one aether of the same element as the card.

4. Resolve the effect

Resolve the card or ability depending on the type as detailed below;

- Conjure cards or abilities: Perform the effect listed on the card/ability. Then, put the conjure card in its owner's graveyard. If it's an ability, erase it from the chase after resolution.
- Servant cards or barrier cards: Put the card into the servant zone of the one who played the card. If its a servant, the one who played it can choose to have the card enter the servant zone either recovered or reversed.

●Other Rules Processes

If the following condition is fulfilled at any time, immediately perform rules process.

- If a player fulfills one or more of the conditions for losing the game, that player loses and the game immediately ends.

●Frequent Asked Questions

Q. During the recovery phase, can I rest casters to produce aether before I recover my cards?

A. No. The only priority sequence in the recovery phase is after your cards have been recovered.

Q. Does the first player draw a card on their first turn?

A. No.

Q. Can I play a separate caster card with the same name as another caster already in my caster zone?

A. No.

Q. Can I play a separate caster card with the same name as another caster already in my opponent's caster zone?

A. Yes.

Q. During my call phase, if I play a card face down as a caster, can I use a non-caster card?

A. Yes, any card may be played as a face down Lv1 caster of no element. You do not need to show your opponent the card.

Q. Can I choose not to play a caster during my call phase?

A. Yes.

Q. If my opponent has a reversed servant, can I still attack their other servants?

A. Yes. Reversed servants only prevent that player from being attacked, not their other servants.

Q. If I have a recovered servant during my battle phase, can I end my battle phase?

A. No. As long as you still have servants that are still able to attack, you must attack with them. Servants that can't attack would be servants that are rested, reversed, or have **Slow Start** that you did not control from the beginning of the turn.

Q. Is there a hand size maximum?

A. No.

Q. When two orbs are corrupted from **Double Corrupt**, how do you deal with the order of adding them to your hand?

A. They are both added to the hand at the same time. If one or more of them has **Break** you may play them to the chase zone in any order you wish.

Q. If my opponent only has one orb, and I attack with a servant that has **Double Corrupt**, do I win?

A. No. **Double Corrupt** only corrupts two orbs, you would need a separate attack to the player in order to win.

Q. When my orb is corrupted, do I need to show that card to my opponent?

A. No.

Q. If my attacking servant's ATK is lower than the ATK of the rested or recovered servant I'm attacking, what happens?

A. Nothing. The attack ends with neither being destroyed.

Q. If my attacking servant's ATK is lower than the DEF of the reversed servant I'm attacking, what happens?

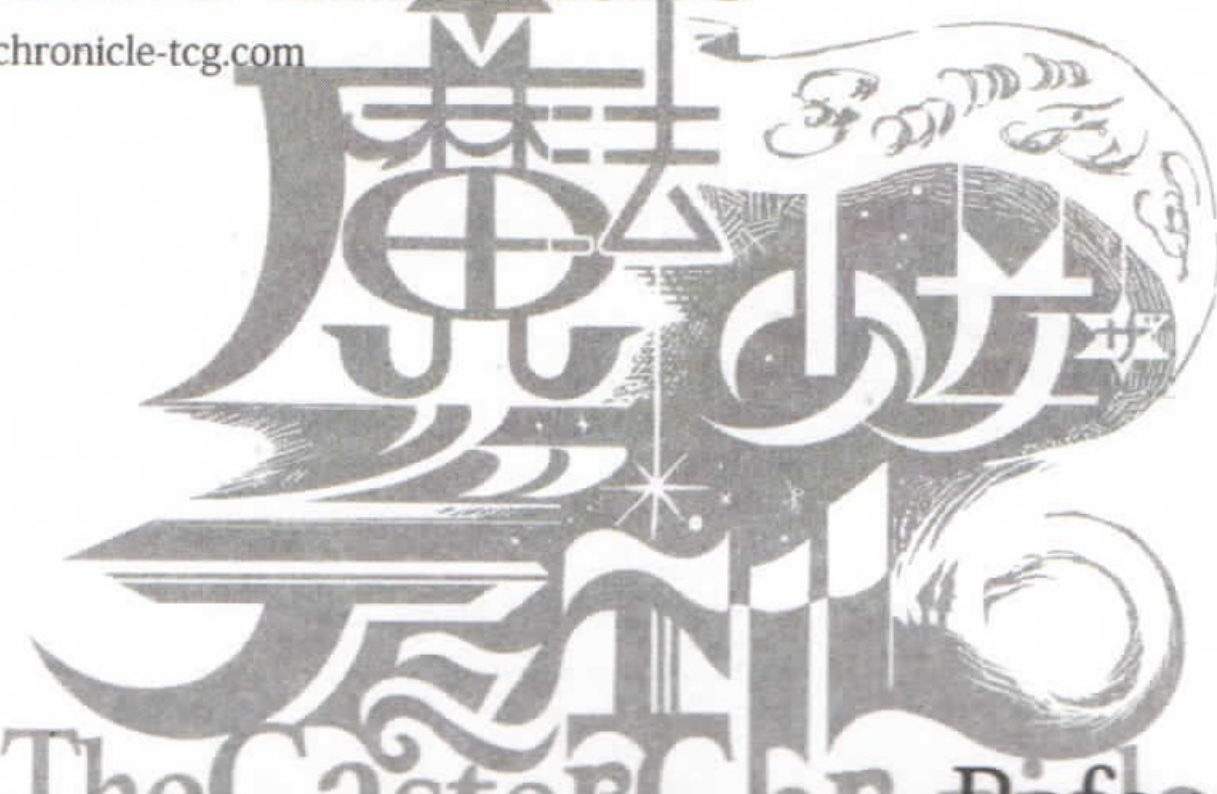
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Q. Can I play a separate caster card with the same name as another caster already in my opponent's caster zone?

A. Yes.

Q. During my call phase, if I play a card face down as a caster, can I use a non-caster card?

A. Yes, any card may be played as a face down Lv1 caster of no element. You do not need to show your opponent the card.

Q. Can I play a separate caster card with the same name as another caster card already in my caster zone if its a Lv2 and I play it on a separate face down caster?

A. No. You cannot have two or more face up casters with the same name in your caster zone, regardless of level.

Q. Can I choose not to play a caster during my call phase?

A. Yes.

Q. If my opponent has a reversed servant. Can I still attack their other servants?

A. Yes. Reversed servants only prevent that player from being attacked, not their other servants.

Q. If I have a recovered servant during my battle phase, can I end my battle phase?

A. No. As long as you still have servants that are still able to attack, you must attack with them. Servants that can't attack would be servants that are rested, reversed, or have **Slow Start** that you did not control from the beginning of the turn.

Q. Is there a hand size maximum?

A. No.

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Q. If my opponent only has one orb, and I attack with a servant that has **Double Corrupt**, do I win?

A. No. **Double Corrupt** only corrupts two orbs, you would need a separate attack to the player in order to win.

Q. When my orb is corrupted, do I need to show that card to my opponent?

A. No.

Q. If my attacking servant's ATK is lower than the ATK of the rested or recovered servant I'm attacking, what happens?

A. Nothing. The attack ends with neither being destroyed.

Q. If my attacking servant's ATK is lower than the DEF of the reversed servant I'm attacking, what happens?

A. Nothing. The attack ends with neither being destroyed.

Q. If my attacking servant's ATK is equal to the ATK of the rested or recovered servant I'm attacking, what happens?

A. Nothing. The attack ends with neither being destroyed.

Q. If my attacking servant's ATK is equal to the DEF of the reversed servant I'm attacking, what happens?

A. Nothing. The attack ends with neither being destroyed.

Call Phase Details

During the call phase the turn player can choose to do only one of the following actions and only once per turn.

Play a Lv1 Caster face up

Play a Lv1 caster face up in your caster zone. You cannot play a face up caster with the same name as a face up caster card already in your field.

Play a Lv1 Caster face down

Put any card from your hand into your caster zone face down as a level one caster card. This card can only be rested to produce aether of no element.

Level up a Caster

Put a caster from your hand on top of another caster one level lower that is either face down or face up with the same name. If there is already an allied caster face up in your caster zone with the same name, you must put the one from your hand on top of it if you choose to play a caster this way.

Battle Phase Details

The battle phase progresses in the following steps in the order listed below.

1. Beginning of Battle Phase Step

- "At beginning of battle phase" processes happen.
- Priority sequence happens.

2. Attack Declaration Step

- "At beginning of attack declaration step" processes happen.
- Priority sequence happens.
- The turn player chooses a recovered servant to be the attacker.
- The attacking servant may choose to attack either an enemy servant or the enemy player. However, if there are any reverse position enemy servants, the attacking servant cannot attack the enemy player.
- Change the attacking recovered servant to the rested position.
- Priority sequence happens.

3. Battle Judgment Step

- If the servant is attacking the enemy player, choose an enemy orb to corrupt. If there are no enemy orbs when a servant declares an attack on the enemy player, you win the game.
- If the servant is attacking a servant not in the reverse position, compare its ATK to the attacked servant's ATK. If the attacker's ATK is higher, destroy the attacked servant.
- If the servant is attacking a servant in the reverse position, compare its ATK to the attacked servant's DEF. If the attacker's ATK is higher, destroy the attacked servant.
- Priority sequence happens.

4. End of Battle Step

- "At end of battle" processes happen.
- Priority sequence happens.
- If there is still an allied servant that is able to attack, return to the Attack Declaration Step.

5. End of Battle Phase Step

- "At end of battle phase" processes happen.
- Priority sequence happens.

Chase Details

Any player may perform the following actions at any time.

- Play an activated ability of an allied card by paying that ability's cost.
- Play a card with Quickcast from your hand by paying that card's cost.

During the game, players gain priority and may perform an action permitted at that time. After that action has been declared, the other player has the ability to respond to that action and chase to it with a legal action of their own. This can continue until both players take no further actions. Then each action resolves with the last action played to be the first resolved, then the second to last resolved and so on. Players may again chase after the resolution of each individual action.

If both players do not take actions and there are no remaining unresolved actions, the game proceeds to the next phase/step.

Priority Sequence

The turn player gains priority.

Perform rule process

At this time, perform all actions necessary by the rules. Repeat as long as any rule process remains unperformed.

Play automatic abilities

If any abilities are triggered, choose one of them and play it. After playing one of them, repeat the priority sequence from the beginning. Repeat this until all automatic abilities are played.

Actions while they have priority

The player with priority may perform any one action that they can do at this time. If they choose to do nothing, they 'pass'.

End of priority sequence

- If both players choose to pass consecutively, resolve the most current played action, then the turn player gains priority and the game returns to performing rule process. If there are no remaining unresolved actions, the game proceeds to the next phase/step.
- If the player with priority passes but it is not a consecutive pass by both players, the player without priority gains priority, and the game returns to performing rule process.
- If the player with priority takes any action other than passing, that player retains priority and the game returns to performing rule process.

Playing Cards and Abilities

Cards and abilities are played as follows.

1. Declaration of play

Reveal the card and put it into the chase zone. If it's an ability, put it into the chase zone as a pseudo-card.

Glossary

ATK	A servant's attack power. This is used during battle.
DEF	A servant's defense power. This is used during battle.
Lv	A caster's level. The number printed here is the amount of aether a caster produces.
Conjure	Cards with one time effects that are put in the graveyard after they are used.
Aether	The resource of this game. Aether is divided into seven different attributes.
Draw a card	To take the top card of your deck and add it to your hand.
Servant	Magical servants. They attack enemies and defend the player.
Barrier	Cards placed in the field that provide a constant effect.
Reveal	Show a card's information to all players.
Coin	The player to go second gains this item. It has the ability "Banish this coin: Produce 1." Aether produced by this coin has no element.
Cost	A number in the upper left corner of a card. It indicated the number of aether needed to play that card.
Enter	Cards with Enter trigger that automatic ability when they enter the field.
Control	Every card in the game is controlled by one of the players. As a general rule, unless otherwise stated, only the controller of a card or ability may use it. Unless otherwise stated, the controller of a card, is that card's owner.
Controller	The player that controls a card in question.
Race	A trait of servants. They do not have any impact on the rules on their own. However, certain cards and abilities may refer to them for their own effects.
Type	The card types are "Caster", "Servant", "Conjure", and "Barrier".
Quickcast	Cards with Quickcast can be played anytime you have priority.
Slow Start	Servants with Slow Start cannot attack unless you've controlled them from the beginning of the turn.
Activated Ability	Abilities you can play by paying a cost.
Continuous Ability	Abilities that are in constant effect. They become active as soon as any requirements for them are fulfilled.
Switch	To switch means "To change a non-reversed servant to the reversed position, or to change a reversed servant to the recovered position".
Discard	Discarding means to put a card from one's hand into their graveyard. Unless otherwise stated, a player may choose which card in their hand to discard. If an effect states "discard your hand" it

Chase	As a response to a player's action, playing an activated ability or card with Quickcast to the chase area.
Double Corrupt	A card with Double Corrupt corrupts two orbs instead of one when it attacks a player.
Ability	Text on cards that causes actions to occur.
Destroy	An instruction to put a non-conjure card in the field into a graveyard.
Banish	An instruction to put a card into a graveyard. Players may only banish cards they control.
Battle	When a servant attacks an enemy player or enemy servant.
Break	When a card with Break is put from an orb area into your hand, you may immediately play that card without paying its cost.
Spell	Any servant, conjure, or barrier card in the chase zone counts as a 'spell' while retaining its existing card types. Ex: Servant Spell.
Caster	Cards that can be rested to produce aether to play other cards. By resting a caster, you produce a number of aether equal to that caster's level of the same element as the caster. This ability does not use the chase zone.
Owner	The owner of a card is the player who brought it to the game.
Automatic Ability	Abilities that have a condition followed by an arrow. When the condition is met, the controller of that ability performs the action after the arrow.
Recover	A vertical upright card orientation that denotes the card is unused.
Reverse	A vertical upside down orientation that denotes a servant is defending the player from incoming attacks.
Rest	A horizontal orientation that denotes that a card has been used.
⇨	Text to the left of this symbol is a trigger condition for an automatic ability. The text to the right of this symbol is the effect of an automatic ability.
↻	This icon denotes the action of resting the card with this icon.

During the call phase the turn player can choose to do only one of the following actions and only once per turn.

Play a Lv1 Caster face up

Play a Lv1 caster face up in your caster zone. You cannot play a face up caster with the same name as a face up caster card already in your field.

Play a Lv1 Caster face down

Put any card from your hand into your caster zone face down as a level one caster card. This card can only be rested to produce aether of no element.

Level up a Caster

Put a caster from your hand on top of another caster one level lower that is either face down or face up with the same name. If there is already an allied caster face up in your caster zone with the same name, you must put the one from your hand on top of it if you choose to play a caster this way.

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The battle phase progresses in the following steps in the order listed below.

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- "At beginning of battle phase" processes happen.
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- The attacking servant may choose to attack either an enemy servant or the enemy player. However, if there are any reverse position enemy servants, the attacking servant cannot attack the enemy player.
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- If the servant is attacking the enemy player, choose an enemy orb to corrupt. If there are no enemy orbs when a servant declares an attack on the enemy player, you win the game.
- If the servant is attacking a servant not in the reverse position, compare its ATK to the attacked servant's ATK. If the attacker's ATK is higher, destroy the attacked servant.
- If the servant is attacking a servant in the reverse position, compare its ATK to the attacked servant's DEF. If the attacker's ATK is higher, destroy the attacked servant.
- Priority sequence happens.

4. End of Battle Step

- "At end of battle" processes happen.
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- If there is still an allied servant that is able to attack, return to the Attack Declaration Step.

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The turn player gains priority.

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If any abilities are triggered, choose one of them and play it. After playing one of them, repeat the priority sequence from the beginning. Repeat this until all automatic abilities are played.

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Set	To put a barrier into the field.
Last Words	Cards with Last Words trigger that automatic ability when they enter the field.

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Battle	When a servant attacks an enemy player or enemy servant.
Break	When a card with Break is put from an orb area into your hand, you may immediately play that card without paying its cost.
Spell	Any servant, conjure, or barrier card in the chase zone counts as a 'spell' while retaining its existing card types. Ex: Servant Spell.
Caster	Cards that can be rested to produce aether to play other cards. By resting a caster, you produce a number of aether equal to that caster's level of the same element as the caster. This ability does not use the chase zone.
Owner	The owner of a card is the player who brought it to the game.
Automatic Ability	Abilities that have a condition followed by an arrow. When the condition is met, the controller of that ability performs the action after the arrow.
Recover	A vertical upright card orientation that denotes the card is unused.
Reverse	A vertical upside down orientation that denotes a servant is defending the player from incoming attacks.
Rest	A horizontal orientation that denotes that a card has been used.
⇒	Text to the left of this symbol is a trigger condition for an automatic ability. The text to the right of this symbol is the effect of an automatic ability.
↻	This icon denotes the action of resting the card with this icon.