

VARZ TCG Comprehensive Rules ver1.0 (2026.06.06)

0. Introduction

This document is the official comprehensive rules document for VARZ TCG.

This document defines the game flow, card processing, ability resolution, combat, movement, Portals, win and loss conditions, and the meanings of rules terms in VARZ TCG.

This document is not a beginner's play guide. It is a rules reference to be consulted when card or rules interpretations are unclear.

Players playing VARZ TCG for the first time should refer to a separately published Quick Start Guide or Starter Guide.

VARZ TCG is a tactical trading card game in which Heroes and Spils fight over Portals that appear across the lands of Tokyo. Players use the power of VAZ to summon Spils, move units, and attack an opponent's life or Portals.

These rules may be updated due to playtesting, card additions, format additions, or balance changes. If there is a conflict between card text, official rulings, update notes, event rules, and this document, apply them in the priority order defined in rule 101.

1. Game Concepts

100. General Principles

100.1. VARZ TCG is a competitive card game played by two or more players.

100.2. Each player uses a Hero, main deck, skill deck, and portal deck. The types of decks used, deck sizes, and deck construction requirements are defined by the format.

100.3. Each player plays the game around their Hero. A player whose life is 0 or less loses the game.

100.4. Each player has Portals on their lands. A player loses the game if any land they own has 0 Portal cards.

100.5. A player does not lose the game solely because their main deck has 0 cards. However, if that player is instructed to draw a card from their main deck and cannot draw that card, that player loses the game.

100.6. A player may take only actions permitted by cards, abilities, or rules.

100.7. A process written as "may" or "can" is optional. A process written as "does" or "must" is performed as much as possible.

100.8. If part of a process is impossible, ignore only the impossible part and perform as much of the process as possible.

101. Golden Rules of VARZ TCG

101.1. If rules interpretations conflict, apply the following order of priority unless otherwise specified: latest official rulings, format rules, English card text, Japanese card text, these Comprehensive Rules, beginner guides, and supplemental explanations.

101.2. Format rules apply only when playing that format.

101.3. If card text conflicts with these Comprehensive Rules, the card text takes precedence.

101.4. If an effect that says something can be done conflicts with an effect that says it cannot be done, the effect that says it cannot be done takes precedence.

101.5. If an effect that says something must be done conflicts with an effect that says it cannot be done, the effect that says it cannot be done takes precedence.

101.6. If multiple official wordings exist for a card, ability, keyword ability, class, color, card type, or rules term, the latest official wording takes precedence.

101.7. Reminder text, examples, summaries, and guide text are supplemental information. If they conflict with the Comprehensive Rules or the latest official card text, the Comprehensive Rules and latest official card text take precedence.

101.8. When a numerical value is referenced, use the current value at that time unless otherwise specified.

101.9. If part of a process is impossible, ignore only the impossible part and perform as much of the process as possible.

101.10. If an effect uses optional wording such as "may" or "can," that process is optional. If an effect uses mandatory wording such as "does" or "must," that process is performed as much as possible.

101.11. If an effect instructs multiple processes in order, perform them in the written order unless otherwise specified.

101.12. If a specific card, ability, or format rule explicitly modifies part of these Comprehensive Rules, that modification applies only within the specified scope.

101.13. If multiple players make choices at the same time, choices are made in turn order starting with the active player unless a card or rule specifies otherwise. Then the processes based on those choices are performed simultaneously.

101.14. If multiple players must make multiple choices at the same time, each player may choose the order of their own choices.

102. Players

- 102.1. A player is a person participating in a game of VARZ TCG.
- 102.2. The active player is the player whose turn is currently being taken.
- 102.3. A non-active player is any player who is not the active player.
- 102.4. “You” means the player who controls that card or ability.
- 102.5. An opponent is a player other than you who is opposing you in that game.
- 102.6. In multiplayer games, teams, alliances, attackable opponents, ranges of influence, and similar conditions may be defined by the format.

103. Starting the Game

- 103.1. Each player prepares a Hero, main deck, skill deck, portal deck, and any other required game materials according to the format being played.
- 103.2. Each player puts their Hero face up on their start hex. Unless otherwise specified, it is put with the face marked “Syncer” face up.
- 103.3. Each player’s starting life is equal to the Life value printed on their Hero card. Each player sets their life display to that value.
- 103.4. Each player sufficiently shuffles their main deck and skill deck and puts each in its designated zone.
- 103.5. Each player arranges their portal deck in any order, then divides it equally among the required number of their own lands, face down, as defined by the format.
- 103.6. In Standard Format, unless otherwise defined, each player divides their portal deck so that four cards are placed on each of their lands.
- 103.7. Each group of Portal cards placed on a land is treated as an independent portal deck.
- 103.8. Each player puts each portal deck on the central hex of the corresponding land they own.
- 103.9. The first active player is determined randomly. Unless otherwise specified, determine this with dice.
- 103.10. Each player who is not the first active player puts the top Skill card of their skill deck face down into their Holder before the game begins. This card is called an initial Holder Skill.
- 103.11. While an initial Holder Skill is face down, it counts as one Skill card in that player’s Holder only for the purpose of calculating that player’s Hero level.
- 103.12. While an initial Holder Skill is face down, it is treated as having no card name, color, card type, class, cost, abilities, or text, and it cannot be used.
- 103.13. While an initial Holder Skill is face down, it cannot be Synced, cannot be used to generate VAZ, and cannot be used as a cost for a card or ability.
- 103.14. While an initial Holder Skill is face down, it cannot be referenced by cards or abilities unless a card or rule specifies otherwise.
- 103.15. Each player draws five cards from their main deck. These are that player’s opening hand.
- 103.16. A mulligan is a redraw process used to adjust a player’s opening hand at the start of the game.
- 103.17. After looking at their opening hand, each player may take one mulligan.
- 103.18. Starting with the first active player and proceeding clockwise, each player decides whether to take a mulligan.
- 103.19. A player who takes a mulligan chooses any number of cards from their hand and returns them to their main deck. Then that player shuffles their main deck and draws that many cards.
- 103.20. A player who chooses not to take a mulligan cannot take a mulligan later in that game.
- 103.21. After all players have taken a mulligan or chosen not to, each player reveals the top card of each portal deck.
- 103.22. On Reveal abilities of Portals revealed at the start of the game do not trigger.
- 103.23. After all game-start procedures are complete, the first active player’s turn begins.
- 103.24. Opening hand size, number of mulligans, starting player rules, initial setup, the Skill placed into the Holder by a player who is not the first active player, the number of Portals, and how Portals are revealed may be changed by format rules or event rules.

104. Ending the Game

- 104.1. If a player meets a loss condition, that player loses the game.
- 104.2. A player loses the game if any of the following conditions is met.
 - 104.2a. That player’s life is 0 or less.
 - 104.2b. Any land owned by that player has 0 Portal cards.
 - 104.2c. That player is instructed to draw a card from their main deck and cannot draw that card.
 - 104.2d. That player concedes.
 - 104.2e. That player meets a loss condition defined by event rules or format rules.

- 104.3. If all opponents have lost the game, the remaining player wins the game.
- 104.4. A player does not lose the game solely because their main deck has 0 cards. However, if that player is instructed to draw a card from their main deck and cannot draw that card, that player loses the game.
- 104.5. Unless a card or rule specifies otherwise, a player cannot gain life above the Life value printed on their Hero.
- 104.6. If multiple players meet a loss condition at the same time, follow the format rules. If the format rules do not define the result, the game is a draw.
- 104.7. If an effect says “you do not lose the game,” “opponents cannot win the game,” or similar, the applicable win or loss process is not performed while that effect applies.
- 104.8. If a player would win and lose the game at the same time, that player loses the game.
- 104.9. In a multiplayer game, if a player loses the game, that player leaves the game. The treatment of cards that player owns, cards that player controls, and cards or abilities that player controls on the stack is defined by the format rules.

105. Colors

- 105.1. The colors in VARZ TCG are red, blue, green, purple, yellow, silver, and colorless.
- 105.2. A card’s color is defined by its color field, color attribute icon, or card text.
- 105.3. A colorless card has none of the colors red, blue, green, purple, yellow, or silver.
- 105.4. Colorless may be referenced as a color. However, it is not treated as red, blue, green, purple, yellow, or silver.
- 105.5. A card with multiple colors has all of those colors simultaneously.
- 105.6. A monocolored card is a card with exactly one of red, blue, green, purple, yellow, or silver.
- 105.7. A multicolored card is a card with two or more of red, blue, green, purple, yellow, or silver.
- 105.8. A card with no color is colorless unless otherwise specified.
- 105.9. If an effect changes, adds, or removes the color of a card or object, that card or object has the modified color for as long as that effect applies.
- 105.10. An effect that references color references the current color of the applicable card, unit, player, Portal, or ability.
- 105.11. If an effect references both a color and a card type or object kind, such as “red unit” or “blue Spil,” it references only objects that satisfy both conditions.

106. VAZ

- 106.1. VAZ is a resource used to pay costs for cards and abilities.
- 106.2. VAZ has colors. VAZ colors are red, blue, green, purple, yellow, silver, and colorless.
- 106.3. If a card or ability includes “<N>,” it means N VAZ must be paid to use that card or ability.
- 106.4. A number in a card’s cost field indicates the amount of VAZ required to play that card.
- 106.5. Unless otherwise specified, when a player plays a card, that player pays VAZ of the same color as that card equal to that card’s cost.
- 106.6. Unless otherwise specified, when a player plays a card with multiple colors, that player may pay using VAZ of any of that card’s colors, or any combination of those colors.
- 106.7. Unless otherwise specified, when a player plays a colorless card, that player may pay using VAZ of any color or colorless VAZ.
- 106.8. If a card or ability instructs a player to pay VAZ of a specific color, that player must pay VAZ of the specified color.
- 106.9. VAZ of the same color as a Hero is treated as that Hero’s basic VAZ.
- 106.10. To generate VAZ means to make VAZ of the specified color and amount available for paying card or ability costs.
- 106.11. When paying costs for a card or ability, a player may generate VAZ by Syncing available Skills or abilities.
- 106.12. If a Skill or ability generates VAZ and no color is specified, it generates VAZ of the same color as that player’s Hero.
- 106.13. If a Skill or ability generates VAZ of a specific color, it generates VAZ of the color specified by that effect.
- 106.14. VAZ generated during payment of a cost can be used only to pay that cost.
- 106.15. After cost payment is complete, all unused VAZ is lost unless a card or rule specifies otherwise.
- 106.16. A player cannot Sync a Skill solely to generate VAZ without playing a card or using an ability, unless a card or ability explicitly permits it.
- 106.17. A cost that cannot be paid cannot be paid.
- 106.18. A card or ability with cost 0 can be used without paying VAZ. However, any other additional costs must still be paid.
- 106.19. A card or ability with cost “-” cannot be used by normal means unless a card or rule permits it.
- 106.20. If a card or ability instructs a player to store VAZ, carry it over to the next payment, carry it over to a later action, carry it over to the next phase, or place it in a specific zone, that VAZ follows that instruction.

107. Numbers and Symbols

- 107.1. Numerical values in rules or on cards are treated as integers unless otherwise specified.
- 107.2. “N” is a value defined by a card or ability.
- 107.3. “+N” means to increase the applicable value by N.
- 107.4. “-N” means to decrease the applicable value by N.
- 107.5. “” is a target symbol indicating that the process includes choosing a target.
- 107.6. “” is a cost symbol that includes making that card Synced.
- 107.7. “>>” indicates that using that card or ability does not include making that card Synced as a cost.
- 107.8. Unless a card or rule specifies otherwise, an ability with “>>” may be used during your turn even if the card with that ability entered the field or Holder this turn.
- 107.9. The timing at which an ability with “>>” can be used is determined by Action, Slash, or the timing specified by the card or rules.
- 107.10. “[Once/Turn]” indicates that the ability can be used or trigger only once per turn.

108. Cards

- 108.1. A card is an official VARZ TCG card.
- 108.2. A card exists in a zone during the game.
- 108.3. A card may have information such as a card name, color, card type, class, cost, Power, Life, ability text, rarity, and card number.
- 108.4. If a card moves from one zone to another, it is treated as a new object with none of its previous state unless otherwise specified.
- 108.5. A card’s owner is the player who put that card into their deck at the start of the game.
- 108.6. A card’s controller is the player currently controlling that card.
- 108.7. If an effect changes control of a card, that card’s owner does not change.
- 108.8. If a card is in a player’s zone at the start of the game, that card’s initial controller is its owner unless otherwise specified.
- 108.9. If a card is put onto the field, that card’s controller is the player who put that card onto the field unless otherwise specified.

109. Objects

- 109.1. An object is a card, unit, Portal, ability, token, copy, or other item referenced by rules or card effects during the game.
- 109.2. Heroes and Spils on the field are units.
- 109.3. A Portal on the field is an object but is not a unit unless otherwise specified.
- 109.4. Cards and abilities on the stack are also objects.
- 109.5. An object that changes zones loses its previous state unless otherwise specified.
- 109.6. Last known information means the information an object had in the zone it occupied immediately before moving.
- 109.7. If a card or ability needs information about an object that has already changed zones, it uses that object’s last known information unless a card or rule specifies otherwise.
- 109.8. Last known information may include that object’s card name, color, card type, card category, class, Power, Life, Shield Life, status, abilities, position, controller, and similar information.

110. Spells

- 110.1. A spell is a card that is played from hand and placed on the stack.
- 110.2. Spells include Spils, Commands, and Slashes.
- 110.3. To play a spell, its required costs must be paid.
- 110.4. When a spell is played, that spell card is placed on the stack.
- 110.5. A spell on the stack is an object.
- 110.6. When a spell resolves, process it according to its card type.
- 110.7. When a Spil spell resolves, that Spil card is put onto an appropriate hex on the field.
- 110.8. When a Command spell or Slash spell resolves, perform its effect and, unless otherwise specified, put it into its owner’s Abyss.
- 110.9. If a spell is canceled, that spell card has no effect and is put into its owner’s Abyss unless otherwise specified.
- 110.10. If a spell has targets, appropriate targets are chosen when it is played.
- 110.11. If some of a spell’s targets are illegal as that spell resolves, the effect is not applied to those illegal targets. If at least one legal target remains, resolve the effect as much as possible for the legal targets.
- 110.12. If all of a spell’s targets are illegal as that spell resolves, the spell has no effect and is put into its owner’s Abyss unless otherwise specified.
- 110.13. A Skill is not a spell unless otherwise specified.

- 110.14. An ability is not a spell unless otherwise specified.
- 110.15. Unless format rules specify otherwise, a main deck is constructed from spell cards.

111. Units

- 111.1. A unit is an object on the field that can exist on a hex and can be affected by Shift, attack, block, damage, and card or ability targets.
- 111.2. A Hero is a unit.
- 111.3. A Spil on the field is a unit.
- 111.4. Unless otherwise specified, a Portal is not a unit.
- 111.5. A unit has Power.
- 111.6. A unit may have statuses. Statuses include Unsynced, Synced, being damaged, having lost abilities, and similar states.
- 111.7. If a unit leaves the field, all damage on it, until-end-of-turn modifiers, temporary abilities, and statuses on it are lost.
- 111.8. If a unit leaves the field and later returns to the field, it is treated as a new object with none of its previous state unless otherwise specified.
- 111.9. However, information for effects that limit use for the entire game, such as “once per game” or “only once this game,” is not reset unless otherwise specified.
- 111.10. A unit has a Shift Right and an Attack Right.
- 111.11. A Shift Right is the right a unit uses to perform a normal Shift.
- 111.12. An Attack Right is the right a unit uses to declare an attack.
- 111.13. Unless otherwise specified, a unit may use its Shift Right only once each turn.
- 111.14. Unless otherwise specified, a unit may use its Attack Right only once each turn.
- 111.15. Once a unit uses its Shift Right or Attack Right, it cannot use that same right again during that turn.
- 111.16. Unless otherwise specified, Shift Rights and Attack Rights can be used only during that unit’s controller’s turn.
- 111.17. If control of a unit changes, information about whether that unit has used its Shift Right or Attack Right that turn is not reset.
- 111.18. A unit may have a Shift Right or Attack Right but still be unable to Shift or declare an attack due to its status, effects, or rules.
- 111.19. Shift Rights and Attack Rights are not statuses.
- 111.20. The detailed conditions, timing of use, and exceptions for Shift Rights and Attack Rights follow the rules for Shift and attack declaration respectively.

112. Heroes

- 112.1. A Hero is a central card used by a player during the game. It defines that player’s starting life, class, abilities, and other information.
- 112.2. Unless format rules specify otherwise, each player reveals one Hero at the start of the game and puts it face up on their start hex.
- 112.3. A Hero has Power and Life.
- 112.4. A player’s starting life is equal to that player’s Hero’s Life.
- 112.5. A Hero is a unit on the field and can Shift, attack, block, be dealt damage, and be targeted by cards or abilities.
- 112.6. Damage dealt to a Hero is processed according to rule 122, Damage.
- 112.7. If a Hero V-Syncs, process it according to the card or format rules.
- 112.8. If format rules use multiple Heroes, the number of Heroes, initial placement, method for determining starting life, and treatment of classes and abilities are defined by those format rules.
- 112.9. A Hero has a color.
- 112.10. A Hero’s color defines the basic VAZ color that player uses.
- 112.11. A Hero may have one or more classes.
- 112.12. A Hero’s classes may define which Skills, abilities, cards, or deck construction conditions that player can use.
- 112.13. If a Hero card is double-faced, the face marked “Syncer” is treated as its front face, and the face marked “VSyncer” is treated as its back face.
- 112.14. At the start of the game, each player puts their Hero with its front face up unless a card or format rule specifies otherwise.
- 112.15. If a Hero’s front face or back face is referenced, use the face that Hero is currently using.

113. Spils

- 113.1. A Spil is a type of spell that a player summons onto the field.

- 113.2. A Spil card is treated as a Spil unit while it is on the field.
- 113.3. A Spil on the field is a unit.
- 113.4. A Spil has Power.
- 113.5. To summon a Spil, a player pays the required cost and places that summon onto the stack according to the rules.
- 113.6. When a Spil summon on the stack resolves, that Spil card is put onto an appropriate hex on the field.
- 113.7. Spil summon destination hexes, summon resolution, and what happens if a summon destination becomes illegal follow rule 602, Summoning Spils.
- 113.8. If a Spil is Dropped, that Spil card is put from the field into its owner's Abyss.
- 113.9. If a Spil is Banished, that Spil card is moved from its current zone to its owner's Banish.
- 113.10. A Spil card in a zone other than the field is not a unit unless otherwise specified.

114. Portals

- 114.1. A Portal is a card type placed on each land.
- 114.2. A Portal has Shield Life.
- 114.3. A Portal is not a unit unless otherwise specified.
- 114.4. Portals are placed by land as portal decks.
- 114.5. At the start of the game, a player may arrange the cards of their portal deck in any order.
- 114.6. Unless format rules specify otherwise, a player may look at the contents and order of their own portal deck.
- 114.7. Unless a card or format rule permits it, a player cannot look at the contents or order of an opponent's face-down portal deck.
- 114.8. If a face-up Portal is attacked and is dealt damage at least equal to its Shield Life at one time, that Portal is destroyed.
- 114.9. If a Portal is destroyed, it is put from the field into its owner's Ruins.
- 114.10. If a Portal is destroyed, that Portal's controller loses life equal to that Portal's Shield Life.
- 114.11. If a Portal is destroyed, that land becomes pending Portal reveal.
- 114.12. A land pending Portal reveal does not immediately reveal its next Portal.
- 114.13. After a Portal is destroyed, players receive priority as normal. Players may use cards and abilities permitted by the rules or by cards.
- 114.14. If a land is pending Portal reveal, the stack is empty, and all players pass priority in succession, perform a Portal update.
- 114.15. During a Portal update, if cards remain in that land's portal deck, reveal the top card of that portal deck. Then remove that land's pending Portal reveal status.
- 114.16. If there are no cards remaining in that land's portal deck when a Portal update would be performed, the player who owns that land loses the game.
- 114.17. On Reveal abilities of Portals revealed by a Portal update trigger.
- 114.18. On Reveal abilities of Portals revealed at the start of the game do not trigger.

115. Skills

- 115.1. A Skill is a card type related to Heroes and classes.
- 115.2. Skill cards are mainly placed in the skill deck or Holder.
- 115.3. A Skill is not a spell and not a unit unless otherwise specified.
- 115.4. A Skill may have Action abilities, Slash abilities, static abilities, triggered abilities, reveal abilities, or similar abilities.
- 115.5. If a Skill says "Action," that ability can be used during your action timing.
- 115.6. If a Skill says "Slash," that ability can be used during Slash timing.
- 115.7. If a Skill says "If this skill is revealed," its effect applies while that Skill is revealed.
- 115.8. If a Skill says "On Reveal," that ability triggers when that Skill is revealed.
- 115.9. To use a Skill ability, its printed cost must be paid.
- 115.10. If a Skill is Synced as the cost of a Skill ability, that Skill becomes Synced.
- 115.11. A Synced Skill cannot be used to pay a cost that includes Syncing that Skill unless otherwise specified.
- 115.12. A Skill card may have a skill class.
- 115.13. Unless format rules specify otherwise, only Skills that match a skill class of the Hero being used, or Generic Skills, can be included in a skill deck.
- 115.14. Whether a Skill ability can be used is determined by the text of that ability, the current game state, and the rules.
- 115.15. If a Skill ability's text does not include a use condition referencing a specific skill class, that Skill ability can be used even if its controller's Hero has lost that skill class during the game.

- 115.16. If a Skill ability's text includes a use condition referencing a specific skill class, such as "if you have a Hero with 《Ninja》" or "if you control a 《Bard》 Hero," that condition must be satisfied when the ability is used.
- 115.17. If a Spil with a skill class exists on the field, a card or rule may allow the corresponding Skill to be used based on that Spil.
- 115.18. Unless a card or rule specifies otherwise, a Spil with a skill class in a zone other than the field, such as the main deck, hand, Abyss, or Banish, does not affect Skill use conditions.
- 115.19. The presence of a Spil card with a specific skill class in the main deck does not affect skill deck construction conditions.
- 115.20. A Generic Skill can be included in a skill deck regardless of the skill classes of the Hero being used unless otherwise specified.
- 115.21. Skill card use conditions, skill deck inclusion conditions, skill classes, Generic Skills, and related rules may be changed by deck construction rules or format rules.

116. Commands

- 116.1. A Command is a type of spell that is played from hand and performs its effect as it resolves.
- 116.2. To play a Command, pay the required cost and put that Command card onto the stack.
- 116.3. When a Command resolves, perform the effect written on that card.
- 116.4. After resolving, a Command is put into its owner's Abyss unless otherwise specified.
- 116.5. A Command can be played only during your action timing unless otherwise specified.
- 116.6. If a Command says it can be played during Slash timing, it can be played during Slash timing.
- 116.7. If a Command has targets, appropriate targets are chosen when it is played.
- 116.8. If some of a Command's targets are illegal as it resolves, the effect is not applied to those illegal targets. If legal targets remain, resolve the effect as much as possible.
- 116.9. If all of a Command's targets are illegal as it resolves, that Command has no effect and is put into its owner's Abyss.

117. Slashes

- 117.1. A Slash is a type of spell that can be played during Slash timing.
- 117.2. To play a Slash, pay the required cost and put that Slash card onto the stack.
- 117.3. A Slash can be played during Slash timing permitted by the rules or by cards.
- 117.4. Unless otherwise specified, a Slash can also be played during your action timing.
- 117.5. When a Slash resolves, perform the effect written on that card.
- 117.6. After resolving, a Slash is put into its owner's Abyss unless otherwise specified.
- 117.7. If a Slash has targets, appropriate targets are chosen when it is played.
- 117.8. If some of a Slash's targets are illegal as it resolves, the effect is not applied to those illegal targets. If legal targets remain, resolve the effect as much as possible.
- 117.9. If all of a Slash's targets are illegal as it resolves, that Slash has no effect and is put into its owner's Abyss.
- 117.10. Slash cards and Slash abilities are different. A Slash card is a card type; a Slash ability is an ability possessed by a card, Skill, or other object.
- 117.11. A Slash ability can be used during Slash timing unless otherwise specified.

118. Abilities

- 118.1. An ability is a property or text defined by a card, object, or rule that creates game effects.
- 118.2. Abilities include static abilities, activated abilities, triggered abilities, and keyword abilities.
- 118.3. A static ability applies continuously while it is active. Static abilities are not put onto the stack.
- 118.4. An activated ability is an ability used when a player pays its cost and declares its use. Activated abilities are put onto the stack unless otherwise specified.
- 118.5. Activated abilities include Action abilities and Slash abilities.
- 118.6. An Action ability is an activated ability that can be used during your action timing unless otherwise specified.
- 118.7. A Slash ability is an activated ability that can be used during Slash timing unless otherwise specified.
- 118.8. If an activated ability contains ":", the text before ":" is the cost to use that ability, and the text after ":" is that ability's effect.
- 118.9. To use an activated ability that contains ":", a player pays the cost written before ":". Then that ability is put onto the stack.
- 118.10. A triggered ability is an ability that triggers when its specified condition is met during the game.
- 118.11. Abilities with standard trigger labels such as "On Enter," "Dropped," "Attack Decl," "Block Decl," "Turn Start," or "On Reveal" are triggered abilities.
- 118.12. An ability written with "Trigger" is a triggered ability that triggers when the condition written after it is met.

- 118.13. “Trigger” is used for triggered abilities that do not fall under standard timing labels such as On Enter, Dropped, Attack Decl, Block Decl, Turn Start, or On Reveal.
- 118.14. When a triggered ability triggers, it is put onto the stack according to the rules.
- 118.15. Labels such as [On Enter], [Dropped], [Attack Decl], [Block Decl], [Turn Start], [On Reveal], and [Trigger] indicate the trigger condition or category of that triggered ability.
- 118.16. The text following a label indicates that triggered ability’s effect.
- 118.17. If a triggered ability requires targets, directions, colors, hexes, lands, or other choices, those are chosen when that ability triggers and is put onto the stack.
- 118.18. Targets, directions, colors, hexes, lands, or other choices chosen under rule 118.17 cannot be changed unless a card or ability specifies otherwise.
- 118.19. If a choice first becomes possible during the resolution of an ability, that choice is made during resolution.
- 118.20. A keyword ability is a standardized ability represented in card text with “#,” such as #Haste, #Flying, #Guard+N, or #Veil.
- 118.21. If an ability includes optional wording such as “may,” that ability’s process is optional.
- 118.22. If an ability uses wording such as “Choose,” that ability may require a target or a choice.
- 118.23. An ability’s source is the card, object, or effect that has or created that ability.
- 118.24. After an ability is put onto the stack, if its source moves zones or loses that ability, the ability still resolves normally unless it requires the source’s current information or a card specifies otherwise.
- 118.25. If an ability needs the current position, status, Power, Life, color, class, or other current information of its source as it resolves, and the source is not in a zone where that information can be referenced, that ability has no effect and is removed from the stack.
- 118.26. If a Dropped ability references its source’s position, adjacency, land, hex, range, status, Power, Life, color, class, or other information, use the source’s information from immediately before it left the field.
- 118.27. If the target, object, player, hex, land, or information needed for an ability’s process does not exist as that ability resolves, do not perform the impossible part.

119. Targets

- 119.1. A target is an object, player, hex, land, or other game element chosen for a card or ability’s effect to apply to.
- 119.2. An effect that includes “target” or “*” is an effect that targets.
- 119.3. Even if an effect uses “Choose,” if the thing chosen has “*,” that effect targets.
- 119.4. If an effect only says “Choose,” that does not mean it targets unless otherwise specified.
- 119.5. Targets are chosen when the card or ability is played, used, or triggers and is put onto the stack.
- 119.6. Once chosen, targets cannot be changed unless a card or ability specifies otherwise.
- 119.7. A target must satisfy the conditions written on the card or ability.
- 119.8. If all targets are illegal as a card or ability resolves, that card or ability has no effect and is removed from the stack.
- 119.9. If only some targets are illegal as a card or ability resolves, the effect is not applied to illegal targets and is applied to legal targets as much as possible.
- 119.10. A non-targeting choice is not affected by effects that prevent something from being targeted.

120. Costs

- 120.1. A cost is something that must be paid to play a card or use an ability.
- 120.2. Costs include paying VAZ, Syncing cards, discarding cards, Dropping Spills, Banishing cards, paying life, and other actions specified by cards or rules.
- 120.3. A normal cost is a cost basically required to play a card or use an ability. A normal cost may include paying VAZ, Syncing a card, or similar requirements.
- 120.4. An additional cost is a cost required in addition to the normal cost.
- 120.5. Costs are paid when a card is played or an ability is used.
- 120.6. A card or ability whose cost cannot be paid cannot be played or used.
- 120.7. Paying costs is not put onto the stack.
- 120.8. VAZ, cards, life, or other things paid as costs are not returned even if that card or ability is canceled or does not resolve.
- 120.9. If an additional cost cannot be paid, the card or ability cannot be played or used.
- 120.10. “Without paying its VAZ cost” means that the normal VAZ cost can be ignored unless otherwise specified. However, non-VAZ normal costs and additional costs must still be paid.
- 120.11. “Without paying its cost” means that the normal cost can be ignored unless otherwise specified. However, additional costs must still be paid.
- 120.12. If a player pays life as a cost, that player’s life is reduced by that amount.

- 120.13. Paying life is losing life.
- 120.14. Paying life is not damage.
- 120.15. A player who does not have more life than the amount to be paid cannot pay that life cost unless a card or rule specifies otherwise.
- 120.16. If a card is Synced as a cost, make that card Synced. A card that is already Synced cannot be paid as a Sync cost unless otherwise specified.
- 120.17. If a Spil is Dropped as a cost, put that Spil from the field into its owner's Abyss.
- 120.18. If a card is discarded as a cost, put that card from hand into its owner's Abyss.
- 120.19. If a card is Banished as a cost, move that card from its current zone to its owner's Banish.
- 120.20. If a cost payment causes a card to become Synced, be discarded, be Dropped, be Banished, or causes life to be lost, those events occur normally.
- 120.21. If paying a cost causes a triggered ability to trigger, that ability is put onto the stack after the card or ability currently being played or used has been put onto the stack and before a player next receives priority.

121. Life

- 121.1. Life is a numerical value representing a player's remaining durability.
- 121.2. A player's starting life is equal to the total Life of that player's Heroes.
- 121.3. If a player is dealt damage, that player's life is reduced by that damage amount.
- 121.4. If a player loses life, that player's life is reduced by the specified amount.
- 121.5. If a player gains life, that player's life is increased by the specified amount.
- 121.6. A player's life cannot exceed the total Life of that player's Heroes unless otherwise specified.
- 121.7. If a life exchange effect would cause a player to gain life above the maximum, that player gains life only up to their life maximum.
- 121.8. If a player's life is 0 or less, that player loses the game.
- 121.9. An ability written "whenever you gain life" triggers once for each life-gain event. It does not trigger once for each point of life gained.
- 121.10. If an effect exchanges the life totals of multiple players, each player gains or loses the amount of life necessary to become equal to the other player's life total before the exchange.
- 121.11. If a player's life total increases as a result of exchanging life totals, that player is treated as having gained life equal to the difference.
- 121.12. If a player's life total decreases as a result of exchanging life totals, that player is treated as having lost life equal to the difference.
- 121.13. If a player's life total does not change as a result of exchanging life totals, that player is treated as neither gaining nor losing life.
- 121.14. If an effect prevents a player from losing life, that player cannot exchange life totals with a player who has a lower life total. In that case, the exchange does not occur.
- 121.15. If an effect prevents a player from gaining life, that player cannot exchange life totals with a player who has a higher life total. In that case, the exchange does not occur.

122. Damage

- 122.1. Damage is numerical harm dealt to a unit, Portal, or player.
- 122.2. Units include Heroes and Spils.
- 122.3. If damage is dealt to a unit or Portal, that unit or Portal takes that much damage.
- 122.4. The damage an object has taken is the total damage recorded on that object.
- 122.5. A unit's current Power is that unit's base Power minus the damage that unit has taken.
- 122.6. When a unit's Power is referenced, use its current Power at that time unless a card or rule specifies otherwise.
- 122.7. If damage is dealt to a Hero, that Hero takes damage up to its current Power.
- 122.8. If damage dealt to a Hero exceeds that Hero's current Power, the excess damage is dealt to that Hero's controller.
- 122.9. Damage recorded on a Hero cannot exceed that Hero's base Power unless a card or rule specifies otherwise.
- 122.10. If damage is dealt to a player, that player loses that much life.
- 122.11. Life being reduced by damage is losing life.
- 122.12. Combat damage is damage dealt by combat damage processing during the Damage Step. This includes damage involving attackers, blockers, and units or Portals chosen as attack targets.
- 122.13. Non-combat damage is damage other than combat damage.
- 122.14. At end of turn, all damage taken by units and Portals is removed unless a card or rule specifies otherwise.

123. Counters

- 123.1. A counter is a marker placed on a card, unit, Portal, or other object.
- 123.2. A counter gives the object it is on the effect defined by a card or rule.
- 123.3. A Power+1 counter gives the unit it is on current Power +1. Unless otherwise specified, a Power+1 counter does not change that unit's base Power.
- 123.4. A Power-1 counter gives the unit it is on current Power -1. Unless otherwise specified, a Power-1 counter does not change that unit's base Power.
- 123.5. If multiple counters with the same name are on an object, their effects are cumulative.
- 123.6. If a card or object with counters on it leaves the field, all counters on it are removed unless a card or rule specifies otherwise.
- 123.7. Counters are not removed at end of turn unless a card or rule specifies otherwise.
- 123.8. Chips, dice, or other physical markers may be used to record damage. Unless a card or rule specifies otherwise, they are not treated as counters and represent the "damage taken" defined in rule 122.
- 123.9. If special counters exist, their names, effects, objects they can be placed on, and conditions for removal are defined by cards or rules.
- 123.10. If a unit has both Power+1 counters and Power-1 counters, remove one of each as a state-based action. Repeat this process until at least one of those types of counters is no longer present.

124. State-Based Actions

- 124.1. A state-based action is a process automatically performed by the rules when the game state meets a specific condition.
- 124.2. State-based actions are not performed while a card or ability is resolving. They are checked after a card or ability finishes resolving and before a player next receives priority.
- 124.3. State-based actions are not put onto the stack.
- 124.4. If multiple state-based actions apply at the same time, they are performed simultaneously.
- 124.5. If performing state-based actions causes new state-based action conditions to be met, check state-based actions again. Repeat this check until no state-based action conditions remain.
- 124.6. If a Spil's current Power is 0 or less, that Spil is Dropped.
- 124.7. If a Portal has taken damage at least equal to its Shield Life, that Portal is destroyed.
- 124.8. If a Portal is destroyed, it is put from the field into its owner's Ruins.
- 124.9. If a Portal is destroyed, that Portal's controller loses life equal to that Portal's Shield Life.
- 124.10. If a player's life is 0 or less, that player loses the game.
- 124.11. If any land has 0 Portal cards, the player who owns that land loses the game.
- 124.12. If the same player controls two or more 《Legendary》 cards with the same card name on the field, that player chooses one of them. Then the unchosen cards are put into their owners' Abyss. This process is called the Legendary rule.
- 124.13. A card put into the Abyss by the Legendary rule is not Dropped, destroyed, or Banished.
- 124.14. The Legendary rule is a state-based action and is not put onto the stack.
- 124.15. If a card with 《Legendary》 is put onto the field and then put into the Abyss by the Legendary rule, any On Enter ability caused by that card entering the field still triggers.
- 124.16. If multiple players need to apply the Legendary rule at the same time, each player chooses which of their cards to keep in turn order starting with the active player. Then the unchosen cards are put into their owners' Abyss simultaneously.

125. Drawing Cards

- 125.1. To draw a card means to put the top card of your main deck into your hand.
- 125.2. An effect written "draw a card" means to put the top card of the main deck into hand.
- 125.3. An effect written "draw N cards" means to draw a card N times.
- 125.4. If a player draws multiple cards, those cards are drawn one at a time in order.
- 125.5. A triggered ability written "whenever you draw a card" triggers once for each event of drawing one card.
- 125.6. If a player draws N cards, an ability written "whenever you draw a card" triggers N times unless otherwise specified.
- 125.7. If a player is instructed to draw a card from their main deck and there are no cards in that main deck at that time, that player loses the game.
- 125.8. If a player draws multiple cards, process each draw one at a time. If the main deck becomes empty partway through and the next card cannot be drawn, that player loses the game.
- 125.9. A player does not lose the game solely because their main deck has 0 cards.
- 125.10. An effect that puts a card into hand is not drawing a card unless it specifically uses the word "draw."

- 125.11. Looking at, revealing, searching, rearranging, putting into Abyss, or Banishing cards from the main deck is not drawing a card unless the effect specifically uses the word “draw.”
- 125.12. If a draw is replaced by another process by a replacement effect, that player is not treated as having drawn a card. Even if the replacement process fails to produce a card, rule 125.7 does not cause that player to lose the game unless a draw from the main deck was actually attempted.

126. Tokens

- 126.1. A token is not a card, but is created by an effect and treated as an object during the game.
- 126.2. A token is not a card. However, while on the field, it may have card types, colors, Power, Life, abilities, and other information referenced by cards or abilities.
- 126.3. An effect that creates a token specifies that token’s name, color, card type, Power, Life, abilities, status, hex, and similar information.
- 126.4. Unless otherwise specified, a token on the field is controlled by the player who created it.
- 126.5. Unless otherwise specified, a token’s owner is the player who created it.
- 126.6. If a token would leave the field, it is not put into the destination zone and disappears.
- 126.7. If a token is Dropped, it is treated as having been Dropped. Then it disappears instead of being put into the Abyss.
- 126.8. If a token would move to a zone other than the field, such as hand, main deck, skill deck, portal deck, Abyss, Banish, Ruins, or Holder, it is not put into that zone and disappears.
- 126.9. A token in any zone other than the field disappears as a state-based action.
- 126.10. If a token disappears, it is removed from the game. A token that has disappeared does not count as a card in Abyss or Banish.
- 126.11. Any counters, statuses, and continuous effects on a token are lost when that token disappears.
- 126.12. If an ability from a token is put onto the stack, and that token later disappears, the ability on the stack resolves normally unless otherwise specified.
- 126.13. Token cards, chips, dice, or similar items may be used to represent tokens. They are not treated as cards by the rules.
- 126.14. If a token leaves the field, an event of leaving the field occurs. However, because the token is not put into the destination zone, no event of being put into that zone occurs.

127. Copies

- 127.1. A copy is an object created by duplicating information from a card, object, or ability.
- 127.2. When copying a card or object, copy its card name, color, card type, card category, class, cost, Power, Life, Shield Life, and ability text unless a card or rule specifies otherwise.
- 127.3. A copy does not copy counters, damage taken, statuses, until-end-of-turn modifiers, or whether the original object has used its Shift Right or Attack Right, unless a card or rule specifies otherwise.
- 127.4. If a card or ability on the stack is copied, the copy is created on the stack. Unless a card or rule specifies otherwise, that copy is not treated as having been played or used.
- 127.5. If a copy enters the field, it is treated as a token unless a card or rule specifies otherwise.

128. Revealing, Looking, Searching, and Shuffling

- 128.1. To reveal a card means to make that card’s face visible to all players.
- 128.2. To look at a card means that only the specified player sees that card’s face. A card that is looked at is not revealed to other players unless a card or rule specifies otherwise.
- 128.3. To search a deck for a card means to find a card in that deck that matches the specified conditions.
- 128.4. If a player searches a hidden zone, that player may choose not to find a card that matches the conditions unless a card or rule specifies otherwise.
- 128.5. After a player searches a deck, that deck is shuffled unless a card or rule specifies otherwise.
- 128.6. To shuffle means to randomize the order of cards in a zone with an order.
- 128.7. To choose at random means to use a method in which each candidate has a chance to be chosen.

2. Parts of a Card

200. General

- 200.1. A card has multiple pieces of information referenced during the game.

- 200.2. Card information includes card name, color, card type, card category, class, cost, Power, Life, Shield Life, ability text, rarity, card number, artist, and similar information.
- 200.3. If information is not printed on a card, the card does not have that information unless it is defined by the rules or by an official ruling.

201. Card Name

- 201.1. A card name is the name used to identify a card.
- 201.2. Cards with the same card name are treated as cards with the same name.

202. Color

- 202.1. The color field or attribute icon indicates a card's color.
- 202.2. A card with no color is colorless.
- 202.3. If a card's color is changed by an effect, that card has the changed color.
- 202.4. An effect that references color references the current color at that time unless otherwise specified.
- 202.5. Hero's Color means the color of the Hero controlled by that player.
- 202.6. If a player controls multiple Heroes, that player's Hero's Color is all colors those Heroes have.
- 202.7. An effect that references Hero's Color references that Hero's Color at the time the effect is processed unless otherwise specified.

203. Cost Field

- 203.1. The cost field indicates the VAZ cost required to play that card.
- 203.2. A number in the cost field indicates the amount of VAZ required to play that card.
- 203.3. A card with cost “-” cannot be played by normal means. It can be played only if a card or rule permits it.
- 203.4. A card without a cost field cannot be played by normal means unless a card or rule permits it.
- 203.5. Details for costs required to play cards or use abilities follow rule 120, Costs.

204. Card Types

- 204.1. A card type is information indicating what kind of card a card is treated as in the game.
- 204.2. Card types in VARZ TCG are Hero, Spil, Command, Slash, Skill, and Portal.
- 204.3. If a card has multiple card types, it is treated as each of those card types.

205. Card Categories

- 205.1. A card category is information used to broadly classify groups of cards separately from card types.
- 205.2. Card categories in VARZ TCG are Spell, Skill, Portal, and Hero.
- 205.3. The Spell category represents cards that are played from hand and placed on the stack. Unless otherwise specified, the Spell category includes Spil, Command, and Slash.
- 205.4. The Skill category represents cards placed in the skill deck or Holder. Unless otherwise specified, the Skill category includes Skill.
- 205.5. The Portal category represents cards placed in the portal deck or on a land. Unless otherwise specified, the Portal category includes Portal.
- 205.6. The Hero category represents central cards used by players at the start of the game. Unless otherwise specified, the Hero category includes Hero.
- 205.7. Card categories are used for deck construction, searches, effect references, and official database classification.
- 205.8. If a card has multiple card categories, it has all of those card categories simultaneously.

206. Classes

- 206.1. A class is classification information possessed by cards, units, Skills, abilities, and similar objects. Classes may include jobs, species, roles, lineages, or similar categories.
- 206.2. Classes include 《Fighter》, 《Ninja》, 《Spirit》, 《Samurai》, 《Archer》, 《Bard》, 《Kitsune》, 《Bug》, and others.
- 206.3. A card or unit may have one or more classes.

- 206.4. A card or unit with multiple classes has all of those classes simultaneously.
- 206.5. An effect that references a class references whether the applicable card, unit, Skill, ability, or player currently has that class.
- 206.6. If an effect adds, changes, or removes a class, the affected object has the modified class while that effect applies.
- 206.7. A card or ability that references a specific class applies only to objects with the specified class.
- 206.8. 《Legendary》 is a special class that restricts the presence of cards with the same name.
- 206.9. Cards with 《Legendary》 are affected by the Legendary rule defined in rule 124, State-Based Actions.
- 206.10. A card with 《Legendary》 is not prevented from entering the field solely because you already control a card with the same card name and 《Legendary》 on the field.

207. Power

- 207.1. Power is a value representing a unit's combat strength and durability.
- 207.2. The Power printed on a card is that card's base Power.
- 207.3. Current Power is determined by applying counters, effects, and other modifiers to base Power, then subtracting damage taken by that unit.
- 207.4. If Power is referenced, use current Power at that time unless otherwise specified.
- 207.5. If a unit deals combat damage, use that unit's current Power unless otherwise specified.
- 207.6. If a Spil's current Power is 0 or less, that Spil is Dropped by state-based action.
- 207.7. If a Hero's current Power is 0 or less, process it according to rule 122, Damage, and the rules for Heroes. Unless a card or rule specifies otherwise, a Hero is not Dropped solely because its current Power is 0 or less.
- 207.8. Power modifiers such as Power+1 counters and Power-1 counters modify current Power, not base Power, unless otherwise specified.
- 207.9. Power reduction from damage and Power modification from counters or effects are treated as separate things.

208. Life

- 208.1. Life is a value a Hero has that defines the starting life and maximum life of the player using that Hero.
- 208.2. A player's starting life is equal to their Hero's Life.
- 208.3. A player cannot gain life above their Hero's Life unless a card or rule specifies otherwise.
- 208.4. A Hero's Life does not change due to damage taken by that Hero or that Hero's current Power unless otherwise specified.

209. Shield Life

- 209.1. Shield Life is the durability value a Portal has.
- 209.2. If a Portal has taken damage at least equal to its Shield Life, that Portal is destroyed.
- 209.3. If a Portal is destroyed, that Portal's controller loses life equal to that Portal's Shield Life.

210. Memory

- 210.1. Memory is a value that defines the maximum number of unique Skills a player can include in their skill deck.
- 210.2. A unique Skill is a Skill card that is not a VAZ Skill.
- 210.3. Skill cards with class names and Skill cards written as Generic Skill are unique Skills.
- 210.4. A Skill card written as VAZ Skill is not a unique Skill unless a card or rule specifies otherwise.
- 210.5. If a Hero has Memory, the player using that Hero cannot include more unique Skills in their skill deck than that Memory value.
- 210.6. Memory is referenced during deck construction before the game begins unless a card or rule specifies otherwise.
- 210.7. If a Hero's Memory changes during the game, the contents of a deck already constructed do not change unless a card or rule specifies otherwise.

211. Ability Text

- 211.1. Ability text indicates the abilities and effects a card has.
- 211.2. If ability text includes keyword abilities, the definitions of those keyword abilities follow chapter 8 of these rules.
- 211.3. Text in parentheses is reminder text unless otherwise specified and is not treated as rules text. However, if the text in parentheses clearly defines a card effect, condition, restriction, or process, that text is treated as rules text.
- 211.4. If a card or ability references a Hero, Spil, Unit, or Portal without specifying another zone, it refers to one on the field.

212. Flavor Text

- 212.1. Flavor text is text that conveys a card's setting, character, story, atmosphere, or similar information.
- 212.2. Flavor text has no game effect.
- 212.3. Flavor text is separate from ability text.
- 212.4. If flavor text conflicts with ability text, ability text takes precedence.

213. Evolution Level

- 213.1. Evolution Level is card information possessed by a Hero that indicates that Hero's growth stage.
- 213.2. Only Heroes have Evolution Level unless otherwise specified.
- 213.3. Evolution Level is indicated by text such as "Lv1-5" or "Lv6-" printed on the Hero card.
- 213.4. If a Hero card is double-faced, the face marked "Syncer" under the Evolution Level is treated as the front face, and the face marked "VSyncer" is treated as the back face.
- 213.5. During the Level Up Phase, each player checks the number of Skill cards in their Holder.
- 213.6. If a player has five or fewer Skill cards in their Holder, that player's Hero uses the face marked "Lv1-5."
- 213.7. If a player has six or more Skill cards in their Holder, that player's Hero uses the face marked "Lv6-."
- 213.8. During the Level Up Phase, if the Hero's current face differs from the face determined by rule 213.6 or 213.7, change that Hero to the appropriate face.
- 213.9. If a Hero's face changes, that Hero is treated as the same object unless a card or rule specifies otherwise.
- 213.10. If a Hero's face changes, damage it has taken, counters on it, effects applying to it, its status, and whether it has used its Shift Right or Attack Right are carried over unless a card or rule specifies otherwise.
- 213.11. If an effect references Evolution Level, it references the Evolution Level printed on that Hero's back face unless otherwise specified.

214. Rarity

- 214.1. Rarity indicates a card's scarcity or product classification.
- 214.2. Rarity is used for card availability, product format, printing specifications, official database classification, and similar information.
- 214.3. Rarity has no game effect unless a card or rule specifies otherwise.
- 214.4. If a card or ability references rarity, it references that card's current rarity.
- 214.5. Types of rarity are defined by card sets, product specifications, or official databases.

215. Expansion

- 215.1. Expansion indicates the product, set, or series in which a card is included.
- 215.2. Expansion is used for card origin, card number, rarity, official database classification, and similar information.
- 215.3. Expansion has no game effect unless a card or rule specifies otherwise.
- 215.4. Cards with the same card name may appear in different expansions.
- 215.5. If a card or ability references expansion, it references the expansion printed on that card.

3. Card Types

300. General

- 300.1. A card type is information that defines how a card is played, which zones it is placed in, and how it is processed.
- 300.2. A card type is printed in a card's type line.
- 300.3. Card types in VARZ TCG are Hero, Spil, Command, Slash, Skill, and Portal.
- 300.4. An effect that references a card type references the card type that card currently has unless otherwise specified.
- 300.5. If a card has multiple card types, it has all of those card types simultaneously.
- 300.6. Card type and card category are different pieces of information. Card categories such as Spell, Skill, Portal, and Hero follow rule 205, Card Categories.

301. Hero

- 301.1. A Hero card is the central card used by a player during the game and defines that player's starting life, color, class, abilities, and other information.
- 301.2. Unless format rules specify otherwise, each player reveals one Hero card at the start of the game and puts it face up on their start hex.
- 301.3. A Hero on the field is a unit.
- 301.4. A Hero has Power and Life.
- 301.5. A Hero's Power represents that Hero's combat strength and durability as a unit.
- 301.6. A Hero's Life defines the starting life and maximum life of the player using that Hero.
- 301.7. A Hero can Shift, attack, block, be dealt damage, and be targeted by cards or abilities.
- 301.8. Unless format rules specify otherwise, a Hero is not included in the main deck.
- 301.9. If a Hero V-Syncs, awakens, levels up, transforms, or changes face, process it according to the card or rules.

302. Spil

- 302.1. A Spil card is a card type that a player summons onto the field.
- 302.2. A Spil card belongs to the Spell category.
- 302.3. To summon a Spil card, pay its required cost, choose a summon destination hex, and put that summon onto the stack.
- 302.4. A Spil card is not placed on the field until its summon resolves.
- 302.5. When a Spil card's summon resolves, that Spil card is put onto an appropriate hex on the field.
- 302.6. A Spil on the field is a Spil unit.
- 302.7. A Spil unit has Power.
- 302.8. A Spil unit can Shift, attack, block, be dealt damage, and be targeted by cards or abilities.
- 302.9. If a Spil unit is Dropped, that card is put from the field into its owner's Abyss.
- 302.10. If a Spil card is Banished, that card is moved from its current zone to its owner's Banish.
- 302.11. Summoning Spils, summon destination hexes, failed summons, and choosing a new summon destination follow rule 602, Summoning Spils.

303. Command

- 303.1. A Command card is a card type that is played from hand and performs its effect as it resolves.
- 303.2. A Command card belongs to the Spell category.
- 303.3. To play a Command card, pay its required cost and put that Command card onto the stack.
- 303.4. A Command card can be played only during your action timing unless otherwise specified.
- 303.5. When a Command card resolves, perform the effect written on that card.
- 303.6. After resolving, a Command card is put into its owner's Abyss unless otherwise specified.
- 303.7. If a Command card has targets, those targets are chosen when that Command card is played and put onto the stack.
- 303.8. If a target is illegal as a Command card resolves, process it according to rule 119, Targets.

304. Slash

- 304.1. A Slash card is a card type that can be played during action timing or Slash timing.
- 304.2. A Slash card belongs to the Spell category.
- 304.3. To play a Slash card, pay its required cost and put that Slash card onto the stack.
- 304.4. When a Slash card resolves, perform the effect written on that card.
- 304.5. After resolving, a Slash card is put into its owner's Abyss unless otherwise specified.
- 304.6. If a Slash card has targets, those targets are chosen when that Slash card is played and put onto the stack.
- 304.7. Slash cards and Slash abilities are different. A Slash card is a card type; a Slash ability is an ability possessed by a card, Skill, or other object.

305. Skill

- 305.1. A Skill card is a card type mainly placed in the skill deck or Holder.
- 305.2. A Skill card belongs to the Skill category.
- 305.3. A Skill card is not a Spell and not a unit unless otherwise specified.

- 305.4. A Skill card may have Action abilities, Slash abilities, static abilities, triggered abilities, reveal abilities, or similar abilities.
- 305.5. If a player uses an ability of a Skill card, follow the cost, timing, and use conditions written on that card.
- 305.6. Skill cards may have skill classifications such as VAZ Skill, Generic Skill, or a class name.
- 305.7. VAZ Skill, Generic Skill, and Skill cards with class names are all card type Skill.
- 305.8. Use conditions, skill deck inclusion conditions, skill classes, Generic, VAZ Skill, and Memory treatment follow rule 115, Skills; rule 210, Memory; deck construction rules; or format rules.

306. Portal

- 306.1. A Portal card is a card type placed on a land.
- 306.2. A Portal card belongs to the Portal category.
- 306.3. Portal cards make up a portal deck for each land.
- 306.4. A Portal card has Shield Life.
- 306.5. A Portal card is not a unit unless otherwise specified.
- 306.6. A face-up Portal card's static abilities apply while that Portal card is revealed on the field.
- 306.7. A Portal card ability written "On Reveal" triggers when that Portal card is revealed. However, On Reveal abilities of Portal cards revealed at the start of the game do not trigger.
- 306.8. If a Portal card is destroyed, that Portal card is put from the field into its owner's Ruins.
- 306.9. If a Portal card is destroyed, that land becomes pending Portal reveal.
- 306.10. If a land is pending Portal reveal, the stack is empty, and all players pass priority in succession, perform a Portal update.
- 306.11. During a Portal update, if that land's portal deck has cards remaining, reveal the top card of that portal deck. Then remove that land's pending Portal reveal status.
- 306.12. If that land's portal deck has no cards remaining when a Portal update would be performed, the player who owns that land loses the game.
- 306.13. A Portal card is not a unit, so it is not Dropped unless otherwise specified. If a Portal card is destroyed, that is destruction, not Drop.

4. Zones

400. General

- 400.1. A zone is a place where cards and objects exist.
- 400.2. Zones in VARZ TCG include the main deck, hand, field, lands, hexes, portal decks, skill deck, Holder, Abyss, Ruins, Banish, and stack.
- 400.3. Zones are divided into public zones and hidden zones.
- 400.4. The field, Abyss, Banish, face-up Portals, Holder, Ruins, and stack are public zones.
- 400.5. The hand, main deck, skill deck, and portal deck other than face-up Portals are hidden zones.
- 400.6. If a card moves to a zone such as the field, stack, hand, main deck, portal deck, skill deck, Abyss, Banish, Ruins, or Holder, that card moves to its owner's corresponding zone.
- 400.7. If a card whose control has changed leaves the field, that card moves to its owner's corresponding zone unless otherwise specified.

401. Main Deck

- 401.1. The main deck is the deck a player uses to draw cards.
- 401.2. The main deck is a hidden zone.
- 401.3. A player cannot look at the order of cards in their main deck unless a card or rule permits it.
- 401.4. When drawing a card from a deck, put the top card of that deck into hand.
- 401.5. A player does not lose the game solely because their main deck has 0 cards.
- 401.6. If a player is instructed to draw a card from their main deck and that main deck has no cards at that time, that player loses the game.
- 401.7. If a player draws multiple cards, draw them one at a time. If the main deck becomes empty partway through and the next card cannot be drawn, that player loses the game.

402. Hand

- 402.1. A hand is the group of cards a player holds and usually only that player can see.
- 402.2. The hand is a hidden zone.
- 402.3. The number of cards in a hand is public information.
- 402.4. When playing a card from hand, reveal that card and pay its required cost.

403. Field

- 403.1. The field is the game battlefield where Heroes, Spils, Portals, lands, and hexes exist.
- 403.2. The field is a public zone.
- 403.3. Units on the field exist on hexes.
- 403.4. Portals on the field exist corresponding to lands.

404. Lands

- 404.1. A land is an area on the field used for unit existence, Shift, summoning, combat, Portal placement, and the ranges of card and ability effects.
- 404.2. Each land consists of a central Portal hex and six surrounding hexes.
- 404.3. The central Portal hex is treated as a hex.
- 404.4. Unless a card or rule specifies otherwise, Portal cards are placed on the central Portal hex of that land.
- 404.5. While a Portal card exists on the central Portal hex, that hex cannot be chosen as a unit's Shift destination, summon destination, or placement destination unless a card or rule specifies otherwise.
- 404.6. Each land has a corresponding portal deck.
- 404.7. The six outer hexes of each land are assigned hex numbers from 1 to 6.
- 404.8. If an effect references a central Portal hex, its treatment follows the card or rules.
- 404.9. Lands may overlap on the field.
- 404.10. A single hex may belong to two or more lands.
- 404.11. If a hex belongs to multiple lands, any unit, card, or object on that hex is treated as being on all of those lands.
- 404.12. "This land" means the land on which that card, unit, Portal, or effect exists or the land it references.
- 404.13. If a Portal ability says "this land," it means the land on which that Portal is placed.
- 404.14. "The same land" means that two or more units, Portals, cards, objects, or effects exist on or reference at least one identical land.
- 404.15. If an object exists on multiple lands and a card or ability references "this land," "the same land," "that land," or similar wording, it references the land determined by context. If context does not determine one land, the controller of that effect chooses one applicable land.

405. Hexes

- 405.1. A hex is a hexagonal space within a land.
- 405.2. Unless otherwise specified, only one unit can exist on a hex.
- 405.3. A hex with no unit on it is an empty hex.
- 405.4. A hex next to a given hex is an adjacent hex.
- 405.5. An adjacent unit is a unit on an adjacent hex.
- 405.6. "range N" means within N hexes from the specified hex.
- 405.7. When counting distance, movement to an adjacent hex counts as 1.

406. Portal Decks

- 406.1. A portal deck is a group of Portal cards placed on each land.
- 406.2. Portal decks exist independently for each land.
- 406.3. The top card of a portal deck is revealed and becomes that land's current Portal.
- 406.4. If the current Portal is destroyed, that Portal card is put into its owner's Ruins and that land becomes pending Portal reveal. Portal update processing follows rule 114, Portals, and rule 306, Portal.
- 406.5. If a portal deck has no cards, that land has 0 Portals.

407. Holder

- 407.1. The Holder is the zone where Skill cards are placed.
- 407.2. The reveal status, usable card count, order, and replenishment method of cards placed in the Holder are defined by format rules.
- 407.3. Revealed Skill cards can be used at timings permitted by cards or rules.
- 407.4. A used Skill card cannot be used again until the next recovery process unless otherwise specified.

408. Abyss

- 408.1. The Abyss is a public zone where used cards, Dropped Spils, resolved Commands, and similar cards are placed.
- 408.2. The Abyss is a zone equivalent to a graveyard in other TCGs.
- 408.3. Cards in the Abyss may be referenced by cards or abilities.
- 408.4. To Banish a card in the Abyss, put that card into Banish.

409. Banish

- 409.1. Banish is the public zone where Banished cards are placed.
- 409.2. Cards in Banish cannot be played or used during the game unless a card or rule permits it.
- 409.3. Cards in Banish may be referenced by cards or effects.

410. Stack

- 410.1. The stack is the public zone where played cards, used abilities, and triggered abilities wait to resolve.
- 410.2. Cards and abilities on the stack are objects.
- 410.3. A card or ability placed on the stack does not resolve immediately.
- 410.4. Priority is the opportunity for a player to use cards or abilities.
- 410.5. A player with priority may use cards or abilities permitted by the rules or by cards, or may pass priority without taking an action.
- 410.6. The timing at which a player has priority and can use Slash cards or Slash abilities is called Slash timing.
- 410.7. During Slash timing, the active player receives priority first. Then priority passes from the active player to each player in clockwise order.
- 410.8. If a card or ability is used during Slash timing, it is put onto the stack unless otherwise specified.
- 410.9. If any player uses a card or ability and it is put onto the stack, the active player receives priority again. Then priority passes from the active player to each player in clockwise order.
- 410.10. Objects on the stack resolve starting with the object most recently put onto the stack.
- 410.11. If all players pass priority in succession while there is an object on the stack, resolve the top object on the stack.
- 410.12. After the top object on the stack resolves, if any objects remain on the stack, the active player receives priority again. Then priority passes from the active player to each player in clockwise order.
- 410.13. If the stack is empty and all players pass priority in succession, proceed with the current phase, step, or process.
- 410.14. If a triggered ability triggers while a card or ability is resolving, that ability is not put onto the stack immediately. After the current card or ability finishes resolving and before a player next receives priority, that ability is put onto the stack.
- 410.15. If multiple triggered abilities are put onto the stack at the same time, first put Portal triggered abilities onto the stack.
- 410.16. If multiple Portal triggered abilities are put onto the stack at the same time, put them onto the stack in clockwise order starting from the Portal on the active player's right-hand side.
- 410.17. Next, the active player puts their triggered abilities onto the stack in any order.
- 410.18. Then the non-active player puts their triggered abilities onto the stack in any order.
- 410.19. In a multiplayer game, after the active player, each non-active player in clockwise order from the active player puts their triggered abilities onto the stack in any order.
- 410.20. When a card on the stack resolves, it is put onto the field, into Abyss, or into another appropriate zone according to its card type.
- 410.21. When an ability on the stack resolves, perform its process and then remove it from the stack.
- 410.22. Static abilities are not put onto the stack. A static ability applies continuously while active.
- 410.23. Replacement effects, state-based actions, turn-based actions, cost payments, VAZ abilities, and attack declarations are not put onto the stack.
- 410.24. A Spil summon is put onto the stack. When putting a Spil summon onto the stack, follow rule 602, Summoning Spils.

- 410.25. Unit attack declarations and block declarations are not put onto the stack. Players cannot respond to those processes with cards or abilities.
- 410.26. A unit's Shift is put onto the stack. Players may respond to a Shift on the stack with cards or abilities permitted by the rules or by cards.
- 410.27. If the planned Shift destination is legal when a Shift on the stack resolves, the player performing that Shift shifts that unit to the planned destination.
- 410.28. If the planned Shift destination is not legal when a Shift on the stack resolves, the player performing that Shift may either not perform the Shift or choose another legal Shift destination at that time and perform the Shift.
- 410.29. If no legal Shift destination exists when a Shift on the stack resolves, the Shift is not performed.
- 410.30. Even if the player chooses not to perform the Shift, or no legal destination exists and the Shift cannot be performed, that unit loses the right to Shift during that turn.
- 410.31. Attack declarations and block declarations are not put onto the stack. Players cannot respond to those processes with cards or abilities.
- 410.32. If a triggered ability triggers due to a Shift, attack declaration, or block declaration, that triggered ability is put onto the stack after the current process completes and before a player next receives priority.

411. Ruins

- 411.1. Ruins is a public zone where destroyed Portal cards are placed.
- 411.2. Each player has their own Ruins.
- 411.3. If a Portal card is destroyed, that Portal card is put from the field into its owner's Ruins.
- 411.4. A Portal card in Ruins is not a Portal card on the field.
- 411.5. Unless a card or rule specifies otherwise, a Portal card in Ruins does not apply its static abilities, On Reveal abilities, or any other abilities as a Portal.
- 411.6. If a card or ability references Portal cards in Ruins, it may reference Portal cards in Ruins.
- 411.7. If a card or ability references the Shield Life of a Portal card in Ruins, use the Shield Life printed on that Portal card unless otherwise specified.
- 411.8. The order of Portal cards in Ruins has no game meaning unless a card or rule specifies otherwise.
- 411.9. Cards in Ruins are public information.

5. Turn Structure

500. General

- 500.1. The game proceeds by players taking turns in sequence.
- 500.2. A turn consists of multiple phases and steps.
- 500.3. The player taking the current turn is the active player.
- 500.4. A player who is not the active player is a non-active player.
- 500.5. The turn structure may be changed by format rules or event rules.
- 500.6. A turn normally proceeds in the following order.
- 500.6a. Unsync Phase.
- 500.6b. Level Up Phase.
- 500.6c. Draw Phase.
- 500.6d. Start Phase.
- 500.6e. Main Phase.
- 500.6f. End Phase.
- 500.7. The Combat Phase is not always included in the normal turn sequence. It occurs if combat is established by an attack declaration during the Main Phase or by a card or ability.
- 500.8. After the Combat Phase ends, return to the Main Phase unless a card or rule specifies otherwise.

501. Unsync Phase

- 501.1. The Unsync Phase is the first phase of a turn.
- 501.2. The active player makes all of their Synced cards Unsynced.
- 501.3. A card affected by an effect that says it cannot become Unsynced remains Synced.
- 501.4. If a card or effect states that a card cannot be Unsynced, that card is not Unsynced.

501.5. Abilities written “when this becomes Unsynchronized” or with similar conditions trigger if their conditions are met during this phase.

502. Level Up Phase

- 502.1. At the start of the Level Up Phase, if there is a face-down initial Holder Skill, turn it face up.
- 502.2. Once an initial Holder Skill is turned face up, it is treated as a normal Skill card from then on.
- 502.3. If an initial Holder Skill is turned face up, that Skill card is treated as having been revealed. If that Skill has an On Reveal ability, that ability triggers.
- 502.4. Turning an initial Holder Skill face up does not count as putting that Skill card into the Holder.
- 502.5. Then the active player puts the top two Skill cards of their skill deck face up into their Holder.
- 502.6. If the active player’s skill deck has one or fewer cards, that player puts as many cards as possible face up into their Holder.
- 502.7. If a Skill card is put face up into the Holder, that Skill’s reveal ability triggers.
- 502.8. Abilities written “when you level up” trigger during this phase.
- 502.9. During the Level Up Phase, check the active player’s Hero level.
- 502.10. Unless a card or rule specifies otherwise, a Hero’s level is determined by the number of Skill cards in that player’s Holder.
- 502.11. If the active player’s Hero is currently using a face different from the face defined by rule 213, Evolution Level, change that Hero to the appropriate face.
- 502.12. To V-Sync a Hero means to change that Hero to its VSyncer face.
- 502.13. If a Hero V-Syncs, that Hero is treated as the same object unless a card or rule specifies otherwise.
- 502.14. If a Hero V-Syncs, damage it has taken, counters on it, effects applying to it, its status, and whether it has used its Shift Right or Attack Right are carried over unless a card or rule specifies otherwise.
- 502.15. If a Hero V-Syncing causes a reveal ability or V-Sync ability to trigger, that ability triggers.
- 502.16. If multiple triggered abilities trigger during the Level Up Phase, they are put onto the stack according to rule 606, Triggered Abilities.

503. Draw Phase

- 503.1. During the Draw Phase, the active player draws one card from their main deck.
- 503.2. If the active player attempts to draw from their main deck while that main deck has no cards, that player loses the game.
- 503.3. Draw-related triggered abilities trigger during this phase if their conditions are met.
- 503.4. If the draw for the Draw Phase is skipped by a card or effect, no card is drawn. Therefore, even if the main deck has no cards, that player does not lose the game unless they are attempting to draw a card.

504. Start Phase

- 504.1. During the Start Phase, abilities written “at the start of the turn,” “Turn Start,” “Each Turn Start,” or similar trigger.
- 504.2. An ability written “at the start of your turn” triggers if that ability’s controller is the active player.
- 504.3. An ability written “at the start of each turn” triggers during each player’s Start Phase.
- 504.4. Abilities that trigger during the Start Phase are put onto the stack according to rule 606, Triggered Abilities.

505. Main Phase

- 505.1. The Main Phase is the phase in which the active player performs their main actions.
- 505.2. During the Main Phase, while the active player has priority and the stack is empty, the active player may perform the following actions in any order.
 - 505.2a. Play a card of the Spell category.
 - 505.2b. Shift a unit.
 - 505.2c. Use an Action ability.
 - 505.2d. Declare an attack.
 - 505.2e. Perform any other action permitted by a card or rule.
- 505.3. During the Main Phase, the active player may perform actions any number of times as permitted. However, restrictions from cards, abilities, rules, or use limits apply.
- 505.4. Unless a card or rule specifies otherwise, each unit can Shift once per turn.
- 505.5. Unless a card or rule specifies otherwise, each unit can declare an attack once per turn.
- 505.6. If the active player declares an attack during the Main Phase, process it according to rule 507, Attack Declaration.

- 505.7. After an attack declaration, if combat is established, move to the Combat Phase.
- 505.8. After an attack declaration, if combat is not established, do not move to the Combat Phase and return to the Main Phase.
- 505.9. After the Combat Phase ends, return to the Main Phase unless a card or rule specifies otherwise.
- 505.10. The active player may declare the end of the Main Phase, indicating intent to move to the End Phase.
- 505.11. If the end of the Main Phase is declared, and all players pass priority in succession while the stack is empty, the Main Phase ends and the game moves to the End Phase.

506. Slash Timing

- 506.1. Slash timing is a timing at which Slash cards, Slash abilities, and similar effects can be used if permitted by a card or rule.
- 506.2. Slash cards can be played during Slash timing.
- 506.3. Slash abilities can be used during Slash timing.
- 506.4. Cards with #Flash can be played during Slash timing.
- 506.5. Cards played or abilities used during Slash timing are put onto the stack.
- 506.6. During Slash timing, players use cards and abilities according to normal priority.
- 506.7. If all players consecutively choose to do nothing while there is a card or ability on the stack, resolve the top card or ability on the stack.
- 506.8. If the stack is empty and all players consecutively choose to do nothing, that Slash timing ends.
- 506.9. During Slash timing, Command cards cannot be played unless a card or rule specifies otherwise.

507. Attack Declaration

- 507.1. An attack declaration is an action the active player can perform during the Main Phase.
- 507.2. An attack declaration is not a step within the Combat Phase. If combat is established by an attack declaration, move to the Combat Phase to process that combat.
- 507.3. To declare an attack, the active player chooses one of their Unsynchronized units as an attacker and chooses a legal attack target.
- 507.4. A unit that has declared an attack is called an attacker unit.
- 507.5. An attack target is the object the attacker unit is attacking.
- 507.6. Attack targets are opponent's units or opponent's Portals. However, attackable targets are determined by rules, positional relationships, and card effects.
- 507.7. To declare an attack, perform the following steps.
 - 507.7a. The active player chooses one of their Unsynchronized units with an available Attack Right as the attacker unit.
 - 507.7b. The active player makes that attacker unit Synchronized. However, a unit with #Vigilance does not become Synchronized when declaring an attack unless a card or rule specifies otherwise.
 - 507.7c. The active player chooses a legal opponent's unit or opponent's Portal adjacent to that attacker unit as the attack target.
 - 507.7d. The attacker unit and attack target are locked in.
- 507.8. After the attacker unit and attack target are locked in, Attack Decl abilities trigger.
- 507.9. After Attack Decl abilities trigger, perform Slash timing.
- 507.10. After an attack is declared, the attack target is not reselected.
- 507.11. A Spill summoned this turn cannot declare an attack unless a card or rule specifies otherwise.
- 507.12. During each player's first turn, that player cannot declare an attack unless a card or rule specifies otherwise.
- 507.13. The Attack Right is consumed when the attack declaration is locked in.
- 507.14. Even if the attack fails and combat does not occur, the attacker unit's Attack Right remains consumed.
- 507.15. After the attack declaration and all stack processing during the following Slash timing are complete, check whether combat is established.
- 507.16. Combat is established and the game moves to the Combat Phase if all of the following conditions are met.
 - 507.16a. The attacker unit exists on the field.
 - 507.16b. The attack target exists on the field.
 - 507.16c. The attacker unit and the attack target are on adjacent hexes.
 - 507.16d. The attacker unit is in a state in which it can fight.
 - 507.16e. The attack target is in a state in which it can fight.
 - 507.16f. That combat is not prohibited by a card or ability.
- 507.17. If the conditions in rule 507.16 are not met, combat is not established and the attack fails. In this case, do not move to the Combat Phase and return to the Main Phase.

- 507.18. If, after an attack is declared, the attacker unit or attack target enters a state that does not meet combat establishment conditions, combat is not established when the combat establishment check is performed.
- 507.19. If, after an attack is declared, the attack target gains #Stealth or an ability that prevents it from being chosen as an attack target, that alone does not cause the combat to fail because the attack target has already been locked in.
- 507.20. If, after an attack is declared, the attacker unit or attack target gains an ability such as “cannot fight,” “cannot participate in combat,” “combat with this unit is not established,” or similar, combat is not established when the combat establishment check is performed.
- 507.21. If a unit with #Taunt enters the field after an attack is declared, the attack target does not change because it has already been locked in.
- 507.22. If the position of the attack target changes after an attack is declared, such as by Swap, combat is established if the attacker unit and attack target are adjacent when the combat establishment check is performed. If they are not adjacent, combat is not established.

508. Combat Phase

- 508.1. The Combat Phase is a phase performed to process combat after combat has been established by an attack declaration or by a card or ability.
- 508.2. The Combat Phase proceeds in the following order.
- 508.2a. Block Declaration Step.
- 508.2b. Damage Step.
- 508.2c. Combat End Step.
- 508.3. During the Combat Phase, players cannot play Command cards unless a card or rule specifies otherwise.
- 508.4. Unless a card or rule specifies otherwise, the only cards and abilities that can be used during the Combat Phase are Slash cards, Slash abilities, triggered abilities, and effects that specifically state they can be used during the Combat Phase.
- 508.5. After the Combat Phase ends, return to the Main Phase unless a card or rule specifies otherwise.

509. Block Declaration Step

- 509.1. The Block Declaration Step is performed if combat has been established.
- 509.2. During the Block Declaration Step, the defending player decides whether to block the attack.
- 509.3. The defending player is the player who controls the attack target, or if the attack target is a Portal, the player who owns that Portal.
- 509.4. The defending player can use one of their units as a blocker if it meets all of the following conditions.
- 509.4a. It is Unsynced.
- 509.4b. It exists on a hex adjacent to the attack target.
- 509.4c. It is in a state in which it can block.
- 509.5. The defending player chooses either not to block or to block with one or more units.
- 509.6. If the defending player blocks, that player chooses the units used as blockers and makes them Synced.
- 509.7. A unit may be declared as a blocker multiple times during a turn as long as it is Unsynced and satisfies the blocking conditions.
- 509.8. If the attacker unit has #Menace, that attack can be blocked only by two or more units.
- 509.9. If a card or ability states that a unit cannot block, or can block only under certain conditions, those conditions apply.
- 509.10. Once block declaration is complete, the blockers and blocking configuration are locked in.
- 509.11. After block declaration is locked in, Block Decl abilities trigger.
- 509.12. After Block Decl abilities trigger, perform Slash timing.
- 509.13. If, during Slash timing, a unit newly becomes able to block, the defending player may make an additional block declaration.
- 509.14. The additional block declaration in rule 509.13 can be made after each card or ability resolves during Slash timing.
- 509.15. When all cards and abilities on the stack have resolved and no further block declarations are made, the blockers and blocking configuration are finally locked in.
- 509.16. If a blocker’s position changes after block declaration, that blocker does not participate in combat unless it is adjacent to the attack target when the game proceeds to the Damage Step.
- 509.17. If the attacker unit gains #Menace after block declaration, the block is not established unless two or more legal blockers exist when the game proceeds to the Damage Step.
- 509.18. If the attacker unit, attack target, or blocker is no longer on the field when the game proceeds to the Damage Step, it does not participate in combat.
- 509.19. Before proceeding to the Damage Step, check again whether the attacker unit and attack target are still on the field, adjacent, able to fight, and not prohibited from that combat by a card or ability.

509.20. If the conditions in rule 509.19 are not met, combat ends without proceeding to the Damage Step and the game returns to the Main Phase unless a card or rule specifies otherwise.

510. Damage Step

- 510.1. The Damage Step is the step in which combat damage is dealt.
- 510.2. At the start of the Damage Step, determine which units and objects are participating in combat.
- 510.3. If the attacker unit is no longer on the field, no combat damage is dealt.
- 510.4. If the attack target is no longer on the field, no combat damage is dealt.
- 510.5. If there are no blockers, the attacker unit deals combat damage to the attack target equal to the attacker unit's current Power.
- 510.6. If the attack target is an Unsynced unit, that attack target deals combat damage to the attacker unit equal to its current Power.
- 510.7. If the attack target is a Synced unit, that attack target does not deal combat damage unless a card or rule specifies otherwise.
- 510.8. If the attack target is a Portal, that Portal does not deal combat damage unless a card or rule specifies otherwise.
- 510.9. If there is one or more blocker units, the attacker unit deals combat damage to the blocker units, not to the attack target, unless a card or rule specifies otherwise.
- 510.10. If there is one blocker unit, the attacker unit deals combat damage to that blocker unit equal to the attacker unit's current Power.
- 510.11. If there are multiple blocker units, the attacker unit assigns combat damage equal to its current Power among those blocker units as it chooses. It must assign all combat damage if possible.
- 510.12. Each blocker unit deals combat damage to the attacker unit equal to that blocker unit's current Power.
- 510.13. After combat damage is dealt, process it according to rule 122, Damage, and rule 124, State-Based Actions.
- 510.14. If any abilities trigger during the Damage Step, put them onto the stack according to rule 606, Triggered Abilities, after combat damage and state-based actions have been processed.

511. Combat End Step

- 511.1. The Combat End Step is the step in which combat ends.
- 511.2. Abilities that trigger at the end of combat trigger during this step and are put onto the stack according to rule 606, Triggered Abilities.
- 511.3. When the Combat End Step is complete, the Combat Phase ends.
- 511.4. After the Combat Phase ends, return to the Main Phase unless a card or rule specifies otherwise.

512. End Phase

- 512.1. During the End Phase, abilities written "at the end of turn," "Turn End," "End Phase," or similar trigger.
- 512.2. Effects written "this turn" or "until end of turn" end during this phase unless a card or rule specifies otherwise.
- 512.3. All damage taken by units, Heroes, and Portals is removed at end of turn unless a card or rule specifies otherwise.
- 512.4. [Once/Turn] use restrictions for that turn are cleared.
- 512.5. Whether Shift Rights and Attack Rights were used during that turn is reset at end of turn unless a card or rule specifies otherwise.
- 512.6. Abilities that trigger during the End Phase are put onto the stack according to rule 606, Triggered Abilities.
- 512.7. After the End Phase is complete, the next player's turn begins.

6. Cards, Abilities, and Effects

600. General

- 600.1. Playing cards, using abilities, triggering abilities, and resolving effects follow this chapter.
- 600.2. After a card or ability is put onto the stack, players may be able to respond during Slash timing.
- 600.3. Cards and abilities on the stack resolve starting with the most recently placed object.

601. Playing Cards

- 601.1. To play a card is to declare the use of that card, make required choices, pay required costs, and put that card onto the stack as a sequence of steps.
- 601.2. A player may begin the process of playing a card only if permitted by a rule or card.

- 601.3. To play a card, perform the following steps.
- 601.3a. Reveal the card being played.
- 601.3b. Check the timing, zone, and use conditions under which that card can be played.
- 601.3c. Make any required choices, such as modes, targets, the value of X, additional costs, alternative costs, or other choices.
- 601.3d. Check whether that card can legally be played.
- 601.3e. Determine the cost.
- 601.3f. Pay the cost.
- 601.3g. Put that card onto the stack. At this point, that card is treated as having been played.
- 601.4. If the steps in rule 601.3 cannot be completed, that card cannot be played. In that case, choices, payments, movement, destruction, Drop, Banish, or other processes that would have been performed as part of those steps cannot be performed independently.
- 601.5. When a card resolves, it is put onto the field, into Abyss, or into another zone according to its card type.
- 601.6. A process written “As you cast this card” is performed as part of the process of playing or summoning that card.
- 601.7. A process written “As you cast this card” can be performed only if that card can legally be played or summoned.
- 601.8. If, at the time the player begins the process of playing or summoning that card, required targets, summon destination, timing, use conditions, or other conditions are not met, that card cannot be played or summoned. In that case, the process written “As you cast this card” cannot be performed independently.
- 601.9. Even if a process written “As you cast this card” could make unmet play or summon conditions become satisfied, that card’s play or summon process cannot be started unless a card or rule specifies otherwise.
- 601.10. During the process of playing a card, no player can use cards or abilities unless a card or rule specifies otherwise.
- 601.11. After a card is put onto the stack, players may respond to that card with cards or abilities according to normal priority.

602. Summoning Spils

- 602.1. To summon a Spil is to play a Spil card, make required choices, determine and pay costs, put that summon onto the stack, and put that Spil card onto the field as that summon resolves.
- 602.2. A player may begin the summon process of a Spil card only if permitted by a rule or card.
- 602.3. At the time the summon process begins, timing, zone, use conditions, summon destination, and other conditions for summoning that Spil card must be satisfied.
- 602.4. If no legal summon destination hex can be chosen when the summon process begins, that Spil card cannot be summoned.
- 602.5. Unless a card or rule specifies otherwise, a summon destination hex must be an empty hex.
- 602.6. If a hex or land a player is trying to choose as a summon destination is prohibited from being used for summons by a card or ability, that hex cannot be chosen as a legal summon destination.
- 602.7. During the summon process, the player makes any required choices such as modes, targets, summon destination hex, the value of X, additional costs, alternative costs, and other choices.
- 602.8. Targets, summon destination hex, modes, the value of X, and other choices are chosen when the summon is put onto the stack unless a card or rule specifies otherwise.
- 602.9. A process written “As you cast this card” is performed as part of the process of summoning that Spil card.
- 602.10. A process written “As you cast this card” can be performed only if that Spil card can legally be summoned.
- 602.11. If the player cannot summon that Spil card when the summon process would begin, the process written “As you cast this card” cannot be performed independently.
- 602.12. Even if a process written “As you cast this card” could make currently unmet summon conditions become satisfied, that summon process cannot be started unless a card or rule specifies otherwise.
- 602.13. After all choices are made, check whether the summon is legal. If it is not legal, that summon process cannot be performed.
- 602.14. If the summon is legal, determine the total cost required for that summon. The total cost is determined by applying normal costs, additional costs, alternative costs, cost increases, cost reductions, and other cost modifications.
- 602.15. After the total cost is determined, the total cost of that summon becomes fixed. After that, even if an effect that would modify costs occurs during that summon process, the fixed total cost does not change unless a card or rule specifies otherwise.
- 602.16. The player pays the determined total cost. If that player cannot pay the total cost, that Spil card cannot be summoned.
- 602.17. Costs may be paid in any order unless a card or rule specifies an order.
- 602.18. A player cannot pay only part of a cost.
- 602.19. If all required choices have been made and the total cost has been paid, the summon is put onto the stack. At this point, that Spil card has not yet been put onto the field.
- 602.20. During the summon process, no player can use cards or abilities unless a card or rule specifies otherwise.
- 602.21. Players may respond to a Spil summon on the stack with cards or abilities permitted by the rules or by cards.
- 602.22. If the planned summon destination hex is legal when the Spil summon resolves, put that Spil card onto that hex.

602.23. If the planned summon destination hex is not legal when the Spil summon resolves, that player must choose any legal empty hex on the field as the new summon destination.

602.24. If no legal empty hex on the field can be chosen under rule 602.23, the summon fails. The Spil card from the failed summon does not enter the field and is put into its owner's Abyss.

602.25. Even if a summon fails, costs paid for that summon are not returned.

602.26. If a Spil card on the stack is canceled, that Spil card does not enter the field and is put into its owner's Abyss.

602.27. When a Spil card is put onto the field, abilities triggered by that Spil entering the field trigger. This includes that Spil's On Enter abilities.

602.28. After a Spil card is put onto the field, before a player receives priority, check rule 124, State-Based Actions.

602.29. If any abilities triggered under rule 602.27, those abilities are put onto the stack before a player receives priority.

602.30. Then perform a Slash timing.

602.31. The Slash timing in rule 602.30 is performed even if that Spil has no On Enter abilities.

602.32. During the Slash timing in rule 602.30, the Spil that entered the field can be chosen as a target if it is still on the field and is a legal target.

602.33. Slash cards and abilities used during the Slash timing in rule 602.30 are put onto the stack as normal.

602.34. After the Slash timing in rule 602.30 is complete, cards and abilities on the stack resolve following the normal stack rules.

602.35. If the summon fails or if the Spil card on the stack is canceled, the Slash timing in rule 602.30 is not performed.

602.36. Summoning a Spil card with 《Legendary》 is not prohibited solely because you already control a card with the same card name and 《Legendary》 on the field.

602.37. After a Spil card with 《Legendary》 is put onto the field, if the same player controls two or more 《Legendary》 cards with the same card name, apply the Legendary rule defined in rule 124, State-Based Actions.

603. Playing Command Cards

603.1. A Command card is a Spell-category card that is played from hand and performs its effect as it resolves.

603.2. A Command card can be played only during your action timing unless a card or rule specifies otherwise.

603.3. When playing a Command card, follow rule 601, Playing Cards.

603.4. If a Command card has targets, those targets are chosen when that Command card is played and put onto the stack.

603.5. When a Command card resolves, perform the effect written on that card.

603.6. A resolved Command card is put into its owner's Abyss unless a card or rule specifies otherwise.

603.7. If a Command card is canceled, that Command card has no effect and is put into its owner's Abyss.

603.8. If a target is illegal as a Command card resolves, process it according to rule 119, Targets.

604. Playing Slash Cards

604.1. A Slash card is a Spell-category card that is played from hand and performs its effect as it resolves.

604.2. A Slash card can be played during your action timing.

604.3. A Slash card can be played during Slash timing permitted by the rules or by cards.

604.4. When playing a Slash card, follow rule 601, Playing Cards.

604.5. If a Slash card has targets, those targets are chosen when that Slash card is played and put onto the stack.

604.6. When a Slash card resolves, perform the effect written on that card.

604.7. A resolved Slash card is put into its owner's Abyss unless a card or rule specifies otherwise.

604.8. If a Slash card is canceled, that Slash card has no effect and is put into its owner's Abyss.

604.9. If a target is illegal as a Slash card resolves, process it according to rule 119, Targets.

604.10. Slash cards and Slash abilities are different. A Slash card is a card type; a Slash ability is an ability possessed by a card or object.

605. Generating VAZ

605.1. To generate VAZ means for a player to gain a resource that can be used to pay costs for cards or abilities.

605.2. Generated VAZ is added to that player's VAZ pool.

605.3. VAZ in a VAZ pool can be used to pay costs for cards and abilities.

605.4. Generating VAZ is not put onto the stack unless a card or rule specifies otherwise. However, if the ability that generates VAZ is itself put onto the stack, VAZ is generated as that ability resolves.

605.5. If an ability that generates VAZ resolves, generate the amount of VAZ written on that ability.

- 605.6. Generated VAZ is lost at the end of the current phase or step unless a card or rule specifies otherwise.
- 605.7. If a card or ability generates VAZ of a specific color, that VAZ has the specified color.
- 605.8. Colored VAZ can be used to pay costs that require the same color.
- 605.9. Colorless VAZ, or VAZ with no specified color, can be used to pay costs that do not require a color unless a card or rule specifies otherwise.
- 605.10. If a card or ability says to generate VAZ of any color, that player chooses one color as it is generated and generates VAZ of that color.
- 605.11. VAZ in a VAZ pool is not shared between players unless a card or rule specifies otherwise.
- 605.12. Generating VAZ is not paying VAZ.
- 605.13. Hero's Color VAZ is VAZ of any of that player's Hero's Colors.
- 605.14. If a player generates Hero's Color VAZ, that player chooses one color from among their Hero's Colors and generates VAZ of that color.
- 605.15. If a player has only one Hero's Color, Hero's Color VAZ is generated as VAZ of that color.
- 605.16. If a player has multiple Hero's Colors, each time that player generates Hero's Color VAZ, they choose one of those colors.
- 605.17. If a player has no Hero's Color, that player cannot generate Hero's Color VAZ unless a card or rule specifies otherwise.

606. Triggered Abilities

- 606.1. A triggered ability is an ability that triggers automatically when a specific condition is met.
- 606.2. A triggered ability does not produce its effect immediately when it triggers. It is put onto the stack according to the rules and produces its effect when it resolves.
- 606.3. "On Enter" triggers when that card or unit enters the field.
- 606.4. "Dropped" triggers when that card or unit is Dropped.
- 606.5. "On Reveal" triggers when that card is revealed.
- 606.6. "Attack Decl" triggers when that unit declares an attack.
- 606.7. "Block Decl" triggers when that unit declares a block.
- 606.8. "Turn Start" triggers at the start of the specified player's turn or at the specified turn start.
- 606.9. An ability written with "Trigger" triggers when the following condition is met.
- 606.10. If multiple triggered abilities trigger at the same time, the active player puts triggered abilities they control onto the stack in any order, then the non-active player puts triggered abilities they control onto the stack in any order.
- 606.11. If a triggered ability triggers during the resolution of a card or ability, that triggered ability is not put onto the stack immediately. After the current card or ability finishes resolving and before a player next receives priority, it is put onto the stack.
- 606.12. If a triggered ability requires targets, directions, colors, modes, hexes, lands, players, numbers, or other choices, they are chosen when that triggered ability is put onto the stack. However, choices that first become possible during the ability's resolution are made during resolution.
- 606.13. If a triggered ability contains optional wording such as "may," the player chooses whether to perform that ability's process as it resolves unless otherwise specified.
- 606.14. If a single effect causes multiple card draws, an ability written "whenever you draw a card" triggers once for each card drawn. Those triggered abilities are put onto the stack according to the rules after the current effect finishes resolving.
- 606.15. If a single event satisfies multiple trigger conditions at the same time, each triggered ability triggers separately.
- 606.16. If a triggered ability's source changes zones or loses that ability after the ability has been put onto the stack, that triggered ability still resolves normally unless a card or rule specifies otherwise.
- 606.17. If a triggered ability needs its source's current information as it resolves, and the source is not in a zone where that information can be referenced, that ability has no effect and is removed from the stack.
- 606.18. If multiple players make choices or perform processes during the resolution of a triggered ability, they do so in turn order starting with the active player unless a card or rule specifies otherwise.
- 606.19. If text says "starting with the active player," each player makes the specified choice or performs the specified process in order starting with the current turn player.
- 606.20. If a card enters the field during the resolution of a triggered ability, abilities triggered by that event are not put onto the stack immediately. After the current ability finishes resolving and before a player next receives priority, they are put onto the stack.
- 606.21. If a Dropped ability references its source's position, land, hex, adjacency, range, status, Power, Life, color, class, or other information, it uses that source's information from immediately before it left the field.

607. Static Abilities

- 607.1. A static ability is an ability that continuously generates an effect while it is active.

- 607.2. Abilities that continuously change states, conditions, restrictions, values, or characteristics, such as “cannot,” “gains,” or “gets +N,” are static abilities.
- 607.3. Static abilities are not put onto the stack.
- 607.4. Unless a card or rule specifies otherwise, a static ability applies only while the card or object with that ability is in an appropriate zone.
- 607.5. If a card or object with a static ability leaves a zone where that ability can apply, that static ability immediately stops applying.
- 607.6. If multiple static abilities apply at the same time, their application order follows the rules for continuous effects.

608. Effects

- 608.1. An effect is a process or continuous influence generated in the game by a card, ability, or rule.
- 608.2. Effects include one-shot effects, continuous effects, replacement effects, and prevention effects.
- 608.3. A one-shot effect is an effect processed once during resolution or at a specified time.
- 608.4. A continuous effect is an effect that applies for a specified duration or while that effect remains active.
- 608.5. A replacement effect replaces part or all of an event that would occur with another event.
- 608.6. A prevention effect reduces damage that would be dealt.
- 608.7. Replacement effects and prevention effects are not put onto the stack unless a card or rule specifies otherwise.
- 608.8. If an effect specifies a duration such as “this turn,” “until next turn,” or “during this combat,” that effect applies only for the specified duration.
- 608.9. If an effect contains an impossible part, perform only the possible parts unless a card or rule specifies otherwise.
- 608.10. If multiple continuous effects apply at the same time, apply them in the following order unless a card or rule specifies otherwise.
- 608.10a. Effects that change control of objects.
- 608.10b. Effects that change, add, or remove colors, card types, card categories, or classes.
- 608.10c. Effects that grant, remove, or change abilities.
- 608.10d. Effects that set Power, Life, Shield Life, or other numerical values to a specific value.
- 608.10e. Effects that increase or decrease Power, Life, Shield Life, or other numerical values.
- 608.10f. Modifications from counters.
- 608.10g. Current Power reduction from damage.
- 608.11. If multiple continuous effects in the same category apply at the same time, apply older effects first unless a card or rule specifies otherwise.
- 608.12. If multiple continuous effects in the same category begin at the same time and their order cannot be determined, the controller of the affected object chooses the order in which to apply them.
- 608.13. If multiple replacement effects or prevention effects apply to a single event, the affected player or the controller of the affected object chooses the order in which to apply them.
- 608.14. A single replacement effect or prevention effect applies only once to the same event unless a card or rule specifies otherwise.
- 608.15. If applying a replacement effect or prevention effect causes another replacement effect or prevention effect to become applicable, it can be applied.
- 608.16. If an effect that increases damage and an effect that prevents or reduces damage apply to the same damage event, the controller of the object being dealt damage, or the player being dealt damage, chooses the order in which to apply them.

609. Canceling

- 609.1. To cancel a card or ability means that it does not resolve and produces no effect.
- 609.2. A canceled card is put into its owner’s Abyss unless a card or rule specifies otherwise.
- 609.3. A canceled ability produces no effect and is removed from the stack.
- 609.4. A card or ability that has already resolved cannot be canceled.
- 609.5. If a Spil summon on the stack is canceled, that Spil card does not enter the field and is put into its owner’s Abyss.
- 609.6. Because a canceled card has not resolved, abilities that trigger from that card resolving do not trigger.
- 609.7. Costs paid for a canceled card or ability are not returned.

610. Illegal Actions

- 610.1. An illegal action is an action not permitted by rules or cards, or an action whose required conditions are not satisfied.
- 610.2. If a player attempts to perform an illegal action, return the game state to immediately before that action as much as possible.

610.3. Choices, payments, movement, reveals, Drop, Banish, destruction, paying life, or other processes that would have been part of an illegal action cannot be performed independently.

610.4. If an illegal action is discovered and cannot be fully reversed, handle it according to event rules or official rulings.

7. Movement, Combat, and Portals

700. General

700.1. Units exist on hexes on the field unless a card or rule specifies otherwise.

700.2. Cards and abilities may reference hexes, adjacency, distance, lands, directions, ranges, paths, or positional relationships.

700.3. Shift is the general term for a unit or object changing its position from one hex on the field to another hex.

700.4. Move, Teleport, Leap, Flying, Swap, and similar methods are forms of Shift.

700.5. Move is a Shift that moves one hex at a time along a path.

700.6. Teleport is a Shift that has no path and moves to a hex within the specified range.

700.7. Swap is a Shift that exchanges the positions of two or more objects.

700.8. Each swapped object is treated as having Shifted to the hex it swapped into.

700.9. Swap has no path and does not pass through hexes unless a card or rule specifies otherwise.

700.10. If Swap is performed by a card or ability, it does not consume a normal Shift Right unless a card or rule specifies otherwise.

701. Shift

701.1. Shift is the process of moving a unit from its current hex to another hex.

701.2. Unless otherwise specified, each unit can perform a Shift using its Shift Right only once per turn. This is called a normal Shift.

701.3. A Shift Right is the right a unit uses to perform a Shift based on the rules once per turn.

701.4. Position changes by Move, Teleport, Leap, Flying, or Swap are included in Shift unless otherwise specified.

701.5. The basic range of a normal Shift is equivalent to #Move1. Unless otherwise specified, a unit can perform a normal Shift to an adjacent empty hex.

701.6. A Synced unit cannot perform a normal Shift unless otherwise specified.

701.7. To perform a normal Shift, the player chooses the unit to Shift and the planned Shift destination hex, then puts that Shift onto the stack.

701.8. If a unit puts a normal Shift onto the stack, that unit consumes its Shift Right for that turn, regardless of whether that Shift actually occurs as it resolves.

701.9. If the planned Shift destination hex is legal when the Shift on the stack resolves, Shift that unit to the planned destination hex.

701.10. If the planned Shift destination hex is not legal when the Shift on the stack resolves, that player may either not perform that Shift or choose another legal Shift destination hex at that time and Shift the unit there.

701.11. Even if that player chooses not to perform the Shift, or no legal Shift destination hex exists and the Shift cannot be performed, that unit's Shift Right remains consumed.

701.12. If a unit Shifts due to a card or ability effect, that unit's Shift Right is not consumed. However, if the card or ability explicitly says it uses the Shift Right, this does not apply.

701.13. If a card or ability effect Shifts a Synced unit, that unit can Shift if that card or ability permits the Shift.

701.14. Even when a unit is Shifted by a card or ability effect, the Shift destination must be a legal hex unless otherwise specified.

701.15. A movement process written "this is not a Shift" is not treated as a Shift.

702. Move

702.1. Move is a Shift method that moves a unit to an adjacent hex or to a hex specified by a card or ability.

702.2. Move is a Shift.

702.3. If an effect says "Move it to an adjacent empty hex," move that unit to one adjacent legal empty hex.

702.4. If an effect says "Move N" or "Move up to N hexes," that unit can Move up to N hexes.

702.5. If moving by Move, the destination hex must be a legal empty hex unless a card or rule specifies otherwise.

702.6. If moving by Move for two or more hexes, the moving player chooses a path from the starting hex to the destination hex.

702.7. A Move path must follow adjacent hexes in sequence.

702.8. A Move path does not need to be the shortest path unless a card or rule specifies otherwise.

702.9. A Move path cannot pass through the same hex more than once.

702.10. A Move path cannot return to the starting hex.

702.11. A unit moved by Move is treated as having Shifted to the destination hex.

702.12. Whether a unit moved by Move becomes Synced or consumes its normal Shift Right is determined by the card, ability, or rule that causes that Move.

703. Teleport

703.1. Teleport is a Shift method that moves a unit to a legal empty hex within a specified range.

703.2. Teleport is a Shift.

703.3. A unit with #TeleportN can Teleport to a legal empty hex within range N when performing a normal Shift.

703.4. If moving by Teleport, the destination hex must be a legal empty hex unless a card or rule specifies otherwise.

703.5. Teleport has no path.

703.6. If a unit moves by Teleport, it is not treated as passing through the hexes between its origin hex and destination hex.

703.7. A unit moved by Teleport is treated as having Shifted to the destination hex.

703.8. Whether a unit moved by Teleport becomes Synced or consumes its normal Shift Right is determined by the card, ability, or rule that causes that Teleport.

704. Swap

704.1. Swap is a Shift method that exchanges the positions of two or more units or objects.

704.2. Swap is a Shift.

704.3. Units or objects being Swapped leave their current hexes and simultaneously move to their specified exchange destination hexes.

704.4. Swap has no path.

704.5. A unit or object moved by Swap is treated as having Shifted to the hex it moved into.

704.6. If an object moves by Swap, it is not treated as passing through the hexes between its origin hex and destination hex.

704.7. If Swap is performed by a card or ability, that Swap does not consume a normal Shift Right unless a card or rule specifies otherwise.

704.8. Even if a unit is prohibited only from a specific Shift method, such as “cannot Move” or “cannot Teleport,” Swap can still be performed.

704.9. If any unit is affected by an effect that says it cannot Shift, a Swap including that unit cannot be performed. However, if a card or ability explicitly says it can Swap ignoring that prohibition, this does not apply.

705. Drop

705.1. Drop is the process of putting a Spil on the field into its owner’s Abyss.

705.2. If a Spil’s current Power is 0 or less, that Spil is Dropped by state-based action.

705.3. If a card or ability instructs “Drop it,” put the target Spil into its owner’s Abyss.

705.4. Heroes are not Dropped unless a card or rule specifies otherwise.

705.5. A “Dropped” ability triggers when that card or unit is Dropped.

705.6. If a Spil is Dropped, that Spil leaves the field.

705.7. A Dropped card is put into its owner’s Abyss unless a card or rule specifies otherwise.

706. Banish

706.1. Banish is the process of putting a card into Banish.

706.2. A Banished card is moved from its current zone to its owner’s Banish.

706.3. A card in Banish cannot be played, used, referenced, or moved to another zone unless a card or rule specifies otherwise.

706.4. To Banish a card in Abyss, put that card from Abyss into its owner’s Banish.

706.5. To Banish a card on the field, put that card from the field into its owner’s Banish.

706.6. To Banish a card in hand, in a deck, on the stack, in the Holder, or in another zone, put that card from that zone into its owner’s Banish.

706.7. Banished cards are public information unless a card or rule specifies otherwise.

707. Attack

- 707.1. An attack is an action in which the active player chooses one of their units as an attacker unit during the Main Phase and chooses an opponent's unit or opponent's Portal as the attack target.
- 707.2. When declaring an attack, process it according to rule 507, Attack Declaration.
- 707.3. An Unsynced unit can declare an attack unless a card or rule specifies otherwise.
- 707.4. Attack targets are opponent's units or opponent's Portals.
- 707.5. Attackable targets are determined by position, range, card effects, and format rules.
- 707.6. An attacker unit becomes Synced when declaring an attack unless a card or rule specifies otherwise.
- 707.7. "Attack Decl" abilities trigger when an attack is declared.
- 707.8. Combat damage is processed according to rule 510, Damage Step.

708. Block

- 708.1. Block is the process by which the defending player designates one of their units as a blocker in response to an attack.
- 708.2. A unit that can block must be Unsynced and in a position from which it can block the attack target.
- 708.3. A unit that has declared a block is called a blocker unit.
- 708.4. A blocker unit becomes Synced when it declares a block.
- 708.5. "Block Decl" abilities trigger when a block is declared.
- 708.6. If a blocker unit is designated, the attacker unit fights the blocker unit unless a card or rule specifies otherwise.
- 708.7. If one or more blocker units exist, the attacker unit's combat damage is dealt to the blocker units instead of the attack target unless a card or rule specifies otherwise.
- 708.8. If multiple blocker units exist, damage assignment by the attacker unit follows rule 510, Damage Step.
- 708.9. The detailed procedure for blocking follows rule 509, Block Declaration Step.

709. Combat Damage

- 709.1. Combat damage is damage dealt during the Damage Step by attacker units, blocker units, or attack targets.
- 709.2. Combat damage is dealt simultaneously unless a card or rule specifies otherwise.
- 709.3. If an attack is not blocked, the attacker unit and attack target fight.
- 709.4. If the attack target is an Unsynced unit, the attacker unit and attack target simultaneously deal combat damage to each other equal to their current Power.
- 709.5. If the attack target is a Synced unit, only the attacker unit deals combat damage equal to its current Power to the attack target unless a card or rule specifies otherwise.
- 709.6. If the attack target is a Portal, the attacker unit deals combat damage equal to its current Power to that Portal.
- 709.7. If an attack is blocked by one or more blocker units, the attacker unit fights the blocker units.
- 709.8. Each blocker unit deals combat damage equal to its current Power to the attacker unit.
- 709.9. The attacker unit deals combat damage equal to its current Power to the blocker units.
- 709.10. If multiple blocker units exist, the attacker unit assigns combat damage equal to its current Power among those blocker units as it chooses. It must assign all combat damage if possible.
- 709.11. After combat damage is dealt, process it according to rule 122, Damage, and rule 124, State-Based Actions.
- 709.12. If combat damage causes a Spil's current Power to become 0 or less, that Spil is Dropped by state-based action.

710. Attacking Portals

- 710.1. A unit can choose an opponent's Portal in an attackable position as an attack target.
- 710.2. If a Portal becomes the attack target, the defending player can block with a unit that can block.
- 710.3. If an attack against a Portal is not blocked, the attacker unit deals combat damage to that Portal equal to its current Power.
- 710.4. If a Portal has taken damage at least equal to its Shield Life, that Portal is destroyed by state-based action.
- 710.5. If a Portal is destroyed, that Portal is put from the field into its owner's Ruins.
- 710.6. If a Portal is destroyed, that Portal's controller loses life equal to that Portal's Shield Life unless a card or rule specifies otherwise.
- 710.7. If there is another Portal under the destroyed Portal, reveal that next Portal after all state-based actions and abilities triggered by those actions have been processed.
- 710.8. If there is no next Portal under the destroyed Portal, that land has 0 Portals.
- 710.9. If any land has 0 Portals, the player who owns that land loses the game by state-based action.

711. Synced and Unsynced

- 711.1. Unsynced is a status indicating that a unit or card is available for use.
- 711.2. Synced is a status indicating that a unit or card has been used.
- 711.3. A unit or card may become Synced due to attacking, blocking, Shift, using an ability, paying a cost, or the effect of a card or ability.
- 711.4. A Synced unit cannot declare attacks, block, or perform a normal Shift unless a card or rule specifies otherwise.
- 711.5. During the Unsync Phase, the active player's Synced cards become Unsynced unless a card or rule specifies otherwise.
- 711.6. An effect written "Sync it" makes the target Synced.
- 711.7. An effect written "Unsync it" makes the target Unsynced.
- 711.8. If an effect would make a card that is already Synced become Synced, that card remains Synced.
- 711.9. If an effect would make a card that is already Unsynced become Unsynced, that card remains Unsynced.

8. Keyword Abilities

800. General

- 800.1. A keyword ability is a standardized ability represented in card text with "#."
- 800.2. If a keyword ability has a number after it, that number indicates the effect amount of that ability.
- 800.3. If an object has the same keyword ability multiple times, each instance applies unless a card or rule specifies otherwise.
- 800.4. If reminder text for a keyword ability differs from these rules, these rules take precedence. However, if an individual card's text differs, that card text takes precedence.
- 800.5. A keyword ability may include reminder text. Reminder text is supplemental information and does not change the rules definition of that keyword ability.

801. #Overstrike

- 801.1. #Overstrike is a static ability related to combat damage.
- 801.2. If a unit with #Overstrike deals combat damage to a blocker unit, excess damage beyond the amount needed to Drop that blocker unit is dealt to the attack target.
- 801.3. If the attack target is a Portal, excess damage is dealt to that Portal.
- 801.4. If the attack target is a Hero, excess damage is dealt to that Hero.
- 801.5. If damage is dealt to a Hero under rule 801.4, process that damage according to rule 122, Damage.
- 801.6. #Overstrike does not apply to non-combat damage.

802. #Menace

- 802.1. #Menace is a static ability related to blocking restrictions.
- 802.2. A unit with #Menace can be blocked only by two or more units.
- 802.3. If the defending player cannot designate two or more blocker units, a unit with #Menace is not blocked.

803. #Lethal

- 803.1. #Lethal is a static ability related to combat damage.
- 803.2. If a unit with #Lethal deals combat damage to an opponent's Spil, that Spil is Dropped by state-based action after combat damage processing.
- 803.3. #Lethal does not apply to Heroes or Portals.
- 803.4. #Lethal does not apply to non-combat damage.

804. #Vigilance

- 804.1. #Vigilance is a static ability related to attacks.
- 804.2. A unit with #Vigilance does not become Synced when it declares an attack.
- 804.3. #Vigilance does not prevent the unit from becoming Synced due to blocking, Shift, using an ability, or paying a cost.

805. #Atk+N

805.1. #Atk+N is a triggered ability.

805.2. When a unit with #Atk+N declares an attack, that unit gets Power+N until end of turn.

805.3. If a unit has multiple instances of #Atk+N, each triggers separately.

806. #Block+N

806.1. #Block+N is a triggered ability.

806.2. When a unit with #Block+N declares a block, that unit gets Power+N until end of turn.

806.3. If a unit has multiple instances of #Block+N, each triggers separately.

807. #Guard+N

807.1. #Guard+N is a prevention ability.

807.2. If a unit with #Guard+N would be dealt damage, reduce that damage by N.

807.3. #Guard+N reduces both combat damage and non-combat damage.

807.4. If a unit has multiple instances of #Guard+N, each applies.

808. #Curse+N

808.1. #Curse+N is a static ability.

808.2. If a unit with #Curse+N would be dealt damage, increase that damage by N.

808.3. If a unit has multiple instances of #Curse+N, each applies.

809. #Haste

809.1. #Haste is a static ability.

809.2. A unit with #Haste can declare an attack during the turn it entered the field.

809.3. A Spil without #Haste cannot declare an attack during the turn it entered the field unless a card or rule specifies otherwise.

810. #Flash

810.1. #Flash is a static ability.

810.2. A card with #Flash can be played during Slash timing.

810.3. A Spil card with #Flash can be summoned during Slash timing.

810.4. #Flash does not change the cost to play or summon that card.

811. #MoveN

811.1. #MoveN is a static ability related to Shift.

811.2. When a unit with #MoveN performs a normal Shift, it can Move up to N hexes by following adjacent hexes one at a time.

811.3. Move by #MoveN is a Shift.

811.4. Even if a unit moves multiple hexes with #MoveN, that movement is treated as one Shift.

811.5. When a unit Moves with #MoveN, a path from the starting hex to the destination hex is chosen.

811.6. The path for a #MoveN Move must follow adjacent hexes in sequence.

811.7. The path for a #MoveN Move does not need to be the shortest path unless a card or rule specifies otherwise.

811.8. Unless a card or rule specifies otherwise, each hex on the path for a #MoveN Move must be a legal empty hex.

811.9. During a #MoveN Move, the same hex cannot be passed through or included more than once.

811.10. During a #MoveN Move, a path that returns to the starting hex cannot be chosen.

811.11. A hex a unit passed through with #MoveN means a hex that the unit passed through during that Move and the final destination hex. The starting hex is not treated as a hex passed through unless a card or rule specifies otherwise.

811.12. Players cannot use cards or abilities in the middle of a #MoveN Move unless a card or rule explicitly permits it.

811.13. If a triggered ability's trigger condition is met during a #MoveN Move, that ability is put onto the stack after the Shift is complete and before a player next receives priority.

811.14. An ability that triggered during a #MoveN Move does not resolve before that Move is complete.

811.15. For a #MoveN Move, a passed-through hex is a hex on the path excluding the starting hex and final destination hex.

811.16. For a #MoveN Move, the destination hex is the hex on which the unit is placed at the end of that Shift.

811.17. For a #MoveN Move, a hex moved through or reached includes passed-through hexes and the destination hex.

812. #Leap

812.1. #Leap is a static ability related to Shift.

812.2. When a unit with #Leap performs a normal Shift, it can jump over an adjacent unit and Shift to the legal empty hex beyond it.

812.3. A Shift by #Leap is not Move.

812.4. A Shift by #Leap has no path.

812.5. A unit jumped over by #Leap may be one of your units or an opponent's unit.

812.6. A hex containing a unit jumped over by #Leap is not treated as a passed-through hex or a hex moved through.

812.7. A unit that Shifts by #Leap is treated as having Shifted to the destination hex.

813. #TeleportN

813.1. #TeleportN is a static ability related to Shift.

813.2. When a unit with #TeleportN performs a normal Shift, it can Teleport to a legal empty hex within range N.

813.3. Teleport by #TeleportN is a Shift.

813.4. Teleport by #TeleportN has no path.

813.5. If a unit Shifts by #TeleportN, it is not treated as passing through the hexes between its origin hex and destination hex.

813.6. A unit that Shifts by #TeleportN is treated as having Shifted to the destination hex.

814. #Veil

814.1. #Veil is a static ability related to target restrictions.

814.2. A unit with #Veil cannot be chosen as the target of cards, Skills, or abilities controlled by opponents.

814.3. #Veil does not stop that unit's controller from choosing it as the target of their own cards, Skills, or abilities.

814.4. If a unit gains #Veil after being chosen as the target of a card, Skill, or ability but before that card, Skill, or ability resolves, that target becomes illegal.

814.5. #Veil does not stop a unit from being chosen as an attack target unless a card or rule specifies otherwise.

815. #Flying

815.1. #Flying is a static ability related to Shift.

815.2. When a unit with #Flying performs a normal Shift, it can Shift to any legal empty hex on the land it is on.

815.3. A Shift by #Flying has no path.

815.4. If a unit Shifts by #Flying, it is not treated as passing through the hexes between its origin hex and destination hex.

815.5. A unit that Shifts by #Flying is treated as having Shifted to the destination hex.

815.6. #Flying does not change which targets that unit can attack or block unless a card or format rule specifies otherwise.

816. #Stealth

816.1. #Stealth is a static ability related to attack target restrictions.

816.2. A unit with #Stealth cannot be chosen as an attack target by opponents.

816.3. #Stealth does not prevent that unit from being chosen as the target of cards, Skills, or abilities.

816.4. If an attack target gains #Stealth after an attack has been declared, that alone does not cause combat to fail because the attack target has already been locked in.

817. #Barrier

817.1. #Barrier is a static ability.

817.2. A unit with #Barrier cannot be dealt non-combat damage.

817.3. #Barrier does not reduce combat damage.

817.4. #Barrier does not prevent life loss that is not damage, Power modifiers, Drop, Banish, Sync, Unsync, or other effects.

818. #FirstStrike

- 818.1. #FirstStrike is a static ability related to combat damage.
- 818.2. A unit with #FirstStrike deals combat damage before units without #FirstStrike.
- 818.3. If a unit with #FirstStrike and a unit without #FirstStrike are in combat, the unit with #FirstStrike deals combat damage first.
- 818.4. After combat damage is dealt under rule 818.3, process damage and state-based actions according to rule 122, Damage, and rule 124, State-Based Actions.
- 818.5. A unit without #FirstStrike that is still participating in combat after rule 818.4 deals normal combat damage.
- 818.6. If all units participating in combat have #FirstStrike, they deal combat damage simultaneously as normal.
- 818.7. If no units participating in combat have #FirstStrike, they deal combat damage simultaneously as normal.

819. #Taunt

- 819.1. #Taunt is a static ability related to attack target restrictions.
- 819.2. If a unit with #Taunt is a legal attack target, opponent's units adjacent to that unit must choose a unit with #Taunt as the attack target if possible.
- 819.3. Opponent's units adjacent to a unit with #Taunt cannot choose a unit without #Taunt or a Portal as the attack target. However, this does not apply if no unit with #Taunt can be chosen as a legal attack target.
- 819.4. If multiple units with #Taunt are legal attack targets, the attacking player chooses one of them.
- 819.5. The scope of #Taunt may be restricted by positional relationships, lands, range, or format rules.
- 819.6. If a unit with #Taunt enters the field after an attack is declared, the attack target does not change because the attack target has already been locked in.

9. Formats

900. General

- 900.1. A format is a way to play that defines deck construction, initial setup, legal cards, number of players, playmat, win and loss conditions, and similar matters.
- 900.2. Format rules apply in addition to these Comprehensive Rules.
- 900.3. If format rules conflict with these Comprehensive Rules, the format rules take precedence only when playing that format.
- 900.4. A VARZ TCG format is determined by the combination of a construction format and the number of players or playmat.
- 900.5. A construction format defines deck construction, portal deck construction, legal cards, Portal order, and similar rules.
- 900.6. Player count and playmat rules define the number of players, number of lands, portal deck placement, turn order, teams, and similar rules.
- 900.7. Official events specify the construction format, number of players, playmat, and team rules through event rules.

901. Construction Formats

- 901.1. A construction format is a format that defines the decks, portal decks, skill decks, Heroes, legal cards, and construction restrictions used by players.
- 901.2. Each player uses one Hero unless format rules specify otherwise.
- 901.3. Each player prepares a main deck, skill deck, and portal deck unless format rules specify otherwise.
- 901.4. Deck size, maximum copies of cards with the same name, color restrictions, class restrictions, banned cards, and restricted cards are defined by format rules.
- 901.5. Hero cards are not included in the main deck unless format rules specify otherwise.
- 901.6. Portal cards are included only in the portal deck unless format rules specify otherwise.
- 901.7. Skill cards are included only in the skill deck unless format rules specify otherwise.
- 901.8. Spil cards, Command cards, and Slash cards are included in the main deck unless format rules specify otherwise.
- 901.9. If a card is designated as banned, that card cannot be included in a deck.
- 901.10. If a card is designated as restricted, that card can be included only up to the specified number of copies.

902. Standard Format

- 902.1. Standard Format is a construction format for competitive VARZ TCG play.

- 902.2. In Standard Format, each player uses a main deck, skill deck, and portal deck with sizes defined by format rules.
- 902.3. In Standard Format, each player can include up to two Portal cards with effects in their portal deck.
- 902.4. In Standard Format, at the start of the game, each player can freely determine the order of their own portal deck.
- 902.5. In Standard Format, the number of Portals placed on each land, the number of portal decks each player uses, and portal deck placement follow the playmat and player-count rules being used.
- 902.6. Legal card sets, banned cards, and restricted cards in Standard Format are defined by official format rules.

903. Pioneer Format

- 903.1. Pioneer Format is a construction format for party play using random Portal cards.
- 903.2. In Pioneer Format, each player constructs a portal deck according to the method defined by format rules.
- 903.3. In Pioneer Format, players may randomly use Portal cards brought by each player or Portal cards prepared before the game begins.
- 903.4. In Pioneer Format, at the start of the game, players cannot freely determine the order of their own portal decks.
- 903.5. In Pioneer Format, Portals are revealed randomly according to the method defined by format rules.
- 903.6. Legal card sets, banned cards, and restricted cards in Pioneer Format are defined by official format rules or by player agreement.

904. Playmats

- 904.1. A playmat is a field that defines lands, hexes, portal deck placement, and player positions.
- 904.2. Players choose a playmat according to player count and desired mode of play.
- 904.3. A 1v1 playmat is a normal playmat with four lands.
- 904.4. A multiplayer playmat is a playmat with six lands used for multiplayer games.
- 904.5. The number of lands, land positions, hex structure, portal deck placement, and player start positions on each playmat follow that playmat's rules.
- 904.6. If a playmat's structure conflicts with these Comprehensive Rules, the playmat's rules take precedence only when playing on that playmat.

905. 1v1 Mode

- 905.1. 1v1 Mode is a game played by two players.
- 905.2. In 1v1 Mode, use the 1v1 playmat unless format rules specify otherwise.
- 905.3. In 1v1 Mode, each player places the number of portal decks defined by format rules.
- 905.4. In 1v1 Mode, players take turns alternately.
- 905.5. In 1v1 Mode, the other player is treated as the opponent.

906. Multiplayer

- 906.1. A multiplayer game is a game played by three or more players.
- 906.2. In multiplayer games, use the multiplayer playmat unless format rules specify otherwise.
- 906.3. In multiplayer games, at the start of the game, each player places two Skill cards face down in their Holder.
- 906.4. In multiplayer games, each player can place only one Skill card into their Holder during their first turn.
- 906.5. In multiplayer games, the game proceeds clockwise starting with the first player.
- 906.6. In multiplayer games, attackable opponents, adjacent players, range of influence, whether teams exist, and win conditions are defined by format rules.
- 906.7. If a player loses the game in a multiplayer game, the treatment of cards, abilities, Portals, lands, Holders, and decks controlled by that player is defined by format rules.
- 906.8. In multiplayer games, the last player or team that has not lost wins unless format rules specify otherwise.

907. Three-Player Mode

- 907.1. Three-Player Mode is a multiplayer game played by three players.
- 907.2. In Three-Player Mode, each player places two portal decks.
- 907.3. In Three-Player Mode, each portal deck consists of four Portal cards.

907.4. In Three-Player Mode, each player places one portal deck in front of themselves and another portal deck next to the player on their left.

907.5. The exact placement of lands, portal decks, and players in Three-Player Mode follows the three-player setup for the multiplayer playmat.

908. Four- to Six-Player Mode

908.1. Four- to Six-Player Mode is a multiplayer game played by four to six players.

908.2. In Four- to Six-Player Mode, each player places one portal deck.

908.3. In Four- to Six-Player Mode, each player places a portal deck directly in front of themselves.

908.4. The exact placement of lands, portal decks, and players in Four- to Six-Player Mode follows the appropriate player-count setup for the multiplayer playmat.

909. 2v2 Team Mode

909.1. 2v2 Team Mode is a team game played by two teams of two players each.

909.2. In 2v2 Team Mode, each team uses the number of Heroes defined by format rules.

909.3. In 2v2 Team Mode, each team places three portal decks.

909.4. In 2v2 Team Mode, each portal deck consists of three Portal cards.

909.5. At the start of the game, determine which team goes first.

909.6. The first team and second team each choose the player who will take the first turn for that team.

909.7. Turn order proceeds as follows: first team's first player, second team's first player, first team's second player, second team's second player. This order then repeats.

909.8. Information shared within a team, life, Portals, lands, win and loss conditions, and ranges of influence for cards and abilities are defined by format rules.

910. Double Hero Mode

910.1. Double Hero Mode is a format in which one player or one team uses two Heroes.

910.2. In Double Hero Mode, the number of Heroes, Hero placement, Hero's Color, Memory, skill deck, Holder, life, and win and loss conditions are defined by format rules.

910.3. If a player or team has multiple Hero's Colors in Double Hero Mode, that player's or team's Hero's Color is all colors those Heroes have.

910.4. If multiple Heroes are used in Double Hero Mode, whether each Hero is treated as an individual unit or as shared player information is defined by format rules.

10. Glossary

Abyss

A public zone where used cards, Dropped Spills, resolved Commands, and similar cards are placed.

Action

A process that can be performed during your action timing, or an ability that can be used during that timing.

Action Ability

An activated ability that can be used during your action timing.

Active Player

The player whose turn is currently being taken.

Adjacent Hex

A hex next to another hex.

APNAP Order

The order in which choices are made when multiple players choose at the same time: the active player makes choices first, followed by each other player in turn order. Then the chosen processes are performed simultaneously.

Attack

The action by which a unit initiates combat against an attack target.

Attack Decl

An ability word for an ability that triggers when a unit declares an attack.

Attack Right

The right a unit uses to declare an attack.

Attack Target

The target attacked by an attacker unit. This means an opponent's unit or an opponent's Portal.

Attacker Unit

A unit that has declared an attack.

Banish

The process of putting a card into its owner's Banish, or the public zone where Banished cards are placed.

Banished Card

A card in the Banish zone. Unless a card or rule specifies otherwise, it cannot be played or used.

Barrier

A keyword ability that prevents a unit from being dealt non-combat damage.

Block

The process by which the defending player designates one of their units as a blocker in response to an attack.

Block Decl

An ability word for an ability that triggers when a unit declares a block.

Blocker Unit

A unit that has declared a block.

Card

An official VARZ TCG card.

Card Category

Information that broadly classifies groups of cards separately from card types. Examples include Spell, Skill, Portal, and Hero.

Card Name

The name used to identify a card.

Card Type

Information indicating what kind of card a card is treated as during the game. Examples include Hero, Spil, Command, Slash, Skill, and Portal.

Choose

Wording that instructs a player to choose something. If the chosen item is marked with the target symbol, it is a target.

Class

Classification information possessed by cards, units, Skills, abilities, and similar objects, such as «Fighter» , «Ninja» , or «Legendary» .

Command

A Spell-category card type played from hand that performs its effect as it resolves.

Continuous Effect

An effect that applies for a specified duration or while that effect remains active.

Controller

The player who currently controls a card, ability, or object.

Copy

An object created by duplicating information from a card, object, or ability.

Cost

Something that must be paid to play a card or use an ability.

Counter

A marker placed on a card, unit, Portal, or other object. Examples include Power+1 counters.

Current Power

A unit's Power after applying counters, effects, and other modifiers to base Power, then subtracting damage taken by that unit.

Damage

Numerical harm dealt to a unit, Portal, or player.

Damage Step

The step of the Combat Phase in which combat damage is processed.

Delayed Triggered Ability

A triggered ability created by a card, ability, or effect that triggers later when its condition is met.

Discard

To put a card from hand into its owner's Abyss.

Drop

To put a Spil on the field into its owner's Abyss. Heroes and Portals are not Dropped unless otherwise specified.

Dropped

An ability word for an ability that triggers when a card or unit is Dropped.

Effect

A process or continuous influence created in the game by a card, ability, or rule.

Expansion

Information indicating the product, set, or series in which a card is included.

Field

A public zone where Heroes, Spils, Portals, lands, and hexes exist.

First Strike

See #FirstStrike.

Format

A way to play that defines deck construction, initial setup, legal cards, number of players, playmat, win and loss conditions, and similar matters.

Generic Skill

A Skill that can be included in a skill deck regardless of the Hero's skill classes unless otherwise specified.

Hero

A central card used by a player during the game. A Hero on the field is treated as a unit.

Hero's Color

The color of the Hero controlled by that player. If a player controls multiple Heroes, it means all colors those Heroes have.

Hero's Color VAZ

VAZ of any of that player's Hero's Colors.

Holder

The zone where Skill cards are placed.

Hex

A hexagonal space within a land. Units normally exist on hexes.

Illegal Action

An action not permitted by the rules or by cards, or an action whose required conditions are not satisfied.

Keyword Ability

A standardized ability represented in card text with “#.”

Land

An area on the field consisting of a central Portal hex and six surrounding hexes.

Last Known Information

Information an object had in the zone it occupied immediately before leaving that zone.

Legendary

A special class that restricts the presence of cards with the same name.

Legendary Rule

A state-based action that applies when the same player controls two or more 《Legendary》 cards with the same card name on the field. That player chooses one to keep and puts the rest into their owners' Abyss.

Life

A player's remaining durability. A Hero's Life defines the starting and maximum life of the player using that Hero.

Look

To allow a specified player to see a card's face without revealing it to all players.

Main Deck

The deck a player uses to draw cards.

Memory

A value that defines the maximum number of unique Skills a player can include in their skill deck.

Move

A Shift method that moves a unit to an adjacent hex or to a hex specified by a card or ability. Move has a path.

Non-Active Player

A player who is not the active player.

Object

A card, unit, Portal, ability, token, copy, or similar item referenced by rules or card effects during the game.

On Enter

An ability word for an ability that triggers when a card or unit enters the field.

On Reveal

An ability word for an ability that triggers when a card is revealed. It is mainly used on Portals and Skills.

Owner

The player who put that card into their deck at the start of the game.

Portal

A card type placed on a land. A Portal has Shield Life and is put into Ruins if destroyed.

Portal Deck

A group of Portal cards placed on each land.

Portal Update

The process of revealing the next Portal for a land that is pending Portal reveal.

Power

A numerical value representing a unit's combat strength and durability. Unless otherwise specified, references to Power use current Power.

Prevention Effect

An effect that prevents or reduces damage.

Range N

A range within N hexes from the specified hex.

Random

Chosen by a method that does not allow a player to control the result.

Rarity

Information indicating a card's scarcity or product classification.

Replacement Effect

An effect that replaces part or all of an event that would occur with another event.

Reveal

To make a card's face visible to all players.

Ruins

A public zone where destroyed Portal cards are placed.

Search

To look through a specified deck or zone for a card that matches given conditions.

Shield Life

The durability value a Portal has.

Shift

The general term for a unit or object changing its position from one hex on the field to another. Move, Teleport, Leap, Flying, and Swap are forms of Shift.

Shift Right

The right a unit uses to perform a normal Shift.

Shuffle

To randomize the order of cards in a deck or ordered zone.

Skill

A card type placed in the skill deck or Holder. Skills may have Action abilities, Slash abilities, static abilities, triggered abilities, and similar abilities.

Skill Deck

A deck made of Skill cards.

Slash

A Spell-category card type that can be played during Slash timing, or a reaction timing during which cards and abilities can be used.

Slash Ability

An activated ability that can be used during Slash timing.

Slash Timing

A timing at which Slash cards, Slash abilities, and similar cards or abilities can be used if permitted by a card or rule.

Spell

A card played from hand and placed on the stack. Spils, Commands, and Slashes are spells.

Spil

A Spell-category card type that a player summons onto the field. On the field, a Spil is a unit.

Stack

A public zone where played cards, used abilities, and triggered abilities wait to resolve.

Start Phase

The phase in which abilities such as Turn Start or Each Turn Start trigger.

State-Based Action

A process automatically performed by the rules when the game state meets a specific condition. It is not put onto the stack.

Summon

The process of playing a Spil card and putting it onto a legal hex on the field as it resolves.

Swap

A Shift method that exchanges the positions of two or more units or objects. Swap has no path.

Sync

To make a card Synced.

Synced

A used status. Unless otherwise specified, a Synced unit cannot attack, block, or perform a normal Shift.

Syncer

A label indicating the front face of a Hero card.

Target

An object, player, hex, land, or other game element chosen for a card or ability's effect.

Teleport

A Shift method that moves a unit to a legal empty hex within a specified range. Teleport has no path.

Timestamp

Information indicating when a continuous effect began to apply.

Token

An object that is not a card but is created by an effect and treated as an object during the game.

Trigger

An ability word for triggered abilities that do not fall under standard timings such as On Enter, Dropped, Attack Decl, Block Decl, Turn Start, or On Reveal.

Turn-Based Action

A process automatically performed as part of a phase or step. It is not put onto the stack.

Turn End

An ability word for an ability that triggers during the End Phase.

Turn Start

An ability word for an ability that triggers during the Start Phase.

Unit

A collective term for Heroes and Spils on the field.

Unique Skill

A Skill card that is not a VAZ Skill. Skill cards with class names and cards written as Generic Skill are included.

Unsync

To make a card Unsynced.

Unsynced

An available status.

VAZ

A resource used to pay costs for cards and abilities.

VAZ Pool

A temporary resource state where generated VAZ is available for paying costs.

VAZ Skill

A Skill that generates VAZ. Unless a card or rule specifies otherwise, a VAZ Skill is not a unique Skill.

V-Sync

A process that changes a Hero to its VSyncer face or to its appropriate evolved face.

VSyncer

A label indicating the back face of a Hero card.

#Atk+N

A keyword ability that gives this unit Power+N until end of turn when it declares an attack.

#Barrier

A keyword ability that prevents non-combat damage.

#Block+N

A keyword ability that gives this unit Power+N until end of turn when it declares a block.

#Curse+N

A keyword ability that increases damage dealt to this unit by N.

#FirstStrike

A keyword ability that lets this unit deal combat damage before units without #FirstStrike.

#Flash

A keyword ability that allows a card to be played or summoned during Slash timing.

#Flying

A keyword ability that allows this unit to Shift to any legal empty hex on the land it is on.

#Guard+N

A keyword ability that reduces damage dealt to this unit by N.

#Haste

A keyword ability that allows a unit to declare an attack during the turn it entered the field.

#Leap

A keyword ability that allows a unit to jump over an adjacent unit and Shift to the legal empty hex beyond it.

#Lethal

A keyword ability that Drops an opponent's Spil if this unit deals combat damage to that Spil.

#Menace

A keyword ability that allows a unit to be blocked only by two or more units.

#MoveN

A keyword ability that allows a unit to Move up to N hexes by following adjacent hexes one at a time.

#Overstrike

A keyword ability that deals excess combat damage beyond what is needed to Drop a blocker unit to the attack target.

#Stealth

A keyword ability that prevents a unit from being chosen as an attack target by opponents.

#Taunt

A keyword ability that forces adjacent opponent's units to choose this unit as their attack target if possible.

#TeleportN

A keyword ability that allows a unit to Teleport to a legal empty hex within range N.

#Veil

A keyword ability that prevents a unit from being chosen as the target of cards, Skills, or abilities controlled by opponents.

#Vigilance

A keyword ability that prevents a unit from becoming Synced when it declares an attack.