

VARZ TCG Rule Book[En]<update.20260122>

0.Introduction



The contents of this rulebook are continuously updated through playtesting. Since game balance adjustments and improvements are made, please regularly check for the latest rules.

Quick Rule Guide

1. Game Overview

VARZ Trading Card Game is the story of "Heroes" protecting the real world, which has been distorted by interdimensional forces, by destroying portals that appear in the land of Tokyo.

Using the magical power, "VAZ," which influences the world, players fight alongside strange creatures called "Spills" to combat threats to the world.



1-1.Objective of the Game:"Destroy the Strange Portals and Save Tokyo!"

1.Summon Spills!

Summon Spills, unleash their abilities, and create powerful synergies!



2.Move Units

Change momentum with smart positioning and strategically attack, defend, and reposition.



3.Attack and Destroy Portals!

Destroy the portals, trigger terrain effects, and dominate the battlefield!



1-2.Victory Conditions

There are two victory conditions. The player who first fulfills one of these conditions wins the game.

① Reduce the opponent's life to 0.



Each player loses the game when their life reaches 0.

The starting life is 12 points.

② Destroy all portals on any of your opponent's lands.



Each player loses the game when a portal count on one of their lands reaches 0.

At the start of the game, each land has 4 portals set up.



A player does not lose the game as a result of running out of cards in their deck.

A player's Life cannot exceed their Hero's printed Life value.

1-3.How to Achieve Victory

The opponent's life can be reduced through spells or combat by either dealing direct damage to the opponent's Hero or destroying their portals.

① Destroy the opponent's portals.



- ★ Portals are destroyed and sent to the side when they receive damage equal to or greater than their Shield Life.
- ★ If a portal is destroyed, damage equal to its Shield Life is dealt to the owner's life.
- ★ Once a portal is destroyed, the next portal is revealed.

② Attack the opponent's Hero directly.



Heroes that receive damage reducing their power to 0 or below will have the excess damage dealt to their life.

For example, if a hero with a base power of 4 receives 7 damage, the hero's power will drop to 0, and 3 points of life will be deducted.

2.Game Setup

2-1.What You Need

VARZ TCG is played using Hero cards and three types of decks.





Required Items

1. Hero Card ×1
2. Deck: 30 cards total (up to 3 copies each)
3. Portal Deck: 8 cards total (up to 1 copies each)
4. Skill Deck: 9 cards total (Only one copy of each Skill card other than VAZ Skills.)

[Total: 48 cards]



Recommended Items

1. Playmat
2. Dice
3. Status Markers
4. Life Counter

2-2. Selecting the Game Format

2-2-1. ① Constructed Format Selection

Depending on the desired style, select a constructed format.



① Standard

This is a competitive format in which players build their Portal Deck using up to two Portal cards with effects.

At the start of the game, players may arrange the order of their Portal Deck freely.



② Pioneer

This is a party-play format in which players build their Portal Decks using randomly selected Portal cards brought by all players.

At the start of the game, the order of each Portal Deck is not chosen by the player and is revealed at random.

2-2-2. Number of Players / Playmat Selection

Changing the playmat allows for different numbers of players and formats to be accommodated.

① 1v1 Playmat



The standard playmat with 4 portals used for normal play.

② Multiplayer Playmat



A playmat with 6 portals used for multiplayer games.

Multi Players Mode

In 3-player mode, each player places two Portal Decks (4 cards each): one in front of them and one to their left. In 4- to 6-player modes, each player places one Portal Deck directly in front of them.

- ⚠ At the start of the game, each player places two skill cards face down in the holder.
- ⚠ Each player may only place 1 Skill card during Turn 1.
- ⚠ The game proceeds clockwise starting from the first player.
- ⚠ Normally, the first player does not draw a card, but in multiplayer games, they can draw.

3 Players Mode

4 Players Mode

5-6 Players Mode





2対2チームモード / ダブルヒーローモード

Each player or team places three Portal Decks (3 cards each)

After deciding which team goes first, each team selects their starting player.

⚠ The 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,

⚠ A player's life total is the sum of the life totals of all their heroes.

3-1. 『6 Colors of VAZ』

Six heroes with different VAZ colors await you. Choose the color that resonates with your soul and get your starter deck.

Red Deck



Tactical Focus: "Damage dealing"

Unleash relentless aggression and burn everything in your path. The Red deck specializes in direct damage, explosive attacks, and overwhelming pressure. Strike fast, strike hard, and end the battle.

Green Deck



Tactical Focus: "Spill Power"

Build overwhelming presence through growth and numbers. The Green deck excels at summoning, cost reduction, and unit synergy. Expand your forces, strengthen your Spills, and dominate the battlefield.

Yellow Deck



Tactical Focus: "Defense / Counter"

Stand firm. As long as you endure, victory remains within reach. The Yellow deck excels at defense, protection, and battlefield stability. Hold the line, support your allies, and win through unbreakable resolve.

Blue Deck



Tactical Focus: "Spells / Disruption"

Control the flow of battle with precision and patience. The Blue deck specializes in defense, disruption, and tactical play. Outlast your opponent, seize key moments, and turn the tide with calculated moves.

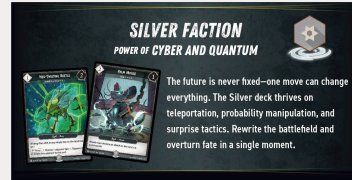
Purple Deck



Tactical Focus: "Debuff"

Power always demands a price. Are you willing to pay it? The Purple deck specializes in disruption, weakening effects, and resource denial. Cripple your opponent's options and suffocate them with calculated cruelty.

Silver Deck



Tactical Focus: "Board manipulation"

The future is never fixed—one move can change everything.

The Silver deck specializes in ambush tactics driven by board manipulation, including teleportation and control-stealing effects.

Rewrite the battlefield and overturn fate in a single moment.

3.Cards

3-2.Cards



① Card Name	The name of the card.
② VAZ Cost	The required VAZ cost to cast this spell.
③ Base Power	The power value indicated on the card.
④ Color Type	This indicates the color type of the card.
⑤ Card Text	The effect of the card.
⑥ Flavor Text	This is additional lore or background about the card, not affecting gameplay.
⑦ Card Type	The type of card (e.g., Hero, Spill, Command, Slash).
⑧ Class Attributes	The class of the card.
⑨ Card Information	This section includes the rarity, card number, expansion name, and model name.

アビリティラベル一覧



Abilities written in the form **“Trigger (condition): effect.”**

When the stated condition is met, the effect triggers.



Attack Declaration:

An ability that triggers when an attack is declared.



Block Declaration:

An ability that triggers when a block is declared.

Dropped ⚡

On Drop:

An ability that triggers when the specified unit is sent from the battlefield to the Abyss.

On Reveal ⚡

On Reveal:

An ability that triggers when a Portal is revealed.

On Enter ⚡

On Enter:

An ability that triggers when a card enters the Field from a zone other than the Field.

Each Turn Start ⚡

Turn Start:

An ability that triggers during the Start Phase (at the beginning of a turn).

Your Turn Start ⚡

Opponent's Turn Start ⚡

Each Turn End ⚡

Turn End:

An ability that triggers during the End Phase (at the end of a turn).

Your Turn End ⚡

Opponent's Turn End ⚡

3-3.Card Types

VARZ TCG uses a total of 7 types of cards to construct a deck consisting of 1 Hero card and 3 different deck types.

①Hero Card

Hero card represents the player's character in the battle. Only one Hero card can be included in your deck.



What is V-Sync?

Each Hero can change their abilities by flipping the card when the conditions are met during the level-up phase.
(For example, in Matsuri's case, the Hero can V-Sync when their level reaches 6 or higher.)



What is Level?

During your level-up phase, the number of skills in the Holder determines the Hero's level.



①Life	The player's starting life total.
②Card Type	Indicates the type of this card.
③Skill Class	The Skill Classes this Hero possesses.
④Evolution Level	Shows the Hero's evolution level.
⑤ Hero Color	The VAZ Color associated with this Hero.
⑥ Memory Count	Indicates the maximum number of Skill cards (excluding VAZ Skills) that can

be included in the Skill Deck.

② Skill Card

Skill cards are used to generate Vaz or trigger powerful abilities that can change the tide of the game.

You can use skills that match the Hero's skill class or skills labeled as "Generic".

Skill card's t

① Unique Skill

Skill cards can be included in the Skill Deck up to the Hero's Memory Count. (Only one copy of each Skill card may be included.)



② VAZ Skill

VAZ Skills are skills that possess the ability to generate VAZ. You can be included in the Skill Deck as many as you like.





Any effect that targets a Skill also targets VAZ Skills.

①VAZ Generation

All Skill cards have the ability to generate 1 colorless VAZ when they are Synced.

Colorless VAZ may be used as VAZ of your Hero's Color when casting Spells or activating abilities.

By Syncing an Unsynced Skill in the Holder, that Skill functions as a resource card that generates 1 VAZ.

In general, players gain two Skill cards per turn.



②Skill Abilities

Skill abilities are abilities that enhance or support units with the specified skill class, indicated by 《》

Abilities labeled as 'Action' can be activated during the main phase. Effects labeled as 'Slash' can be used at any timing.



▼ Skill Class List

Warrior Type

A class with skills that enhance the Hero's melee combat or directly strengthen units.

《Fighter》	A class that boasts strong physical abilities and close combat techniques. Known for overwhelming enemies with powerful fist techniques.
《Samurai》	A class that values the way of the samurai and excels in swordsmanship. Specializes in decisive one-hit slashes.
《Ninja》	A class that confuses enemies with swift movements and stealthy actions. Expert in exploiting openings with tricky strategies.

Mage Type

A class with skills that apply buffs or debuffs to units.

《Warlock》	A class that boasts strong physical abilities and close combat techniques. Known for overwhelming enemies with powerful fist techniques.
《Sherman》	A class that values the way of the samurai and excels in swordsmanship. Specializes in decisive one-hit slashes.
《Cleric》	The Cleric class is a defensive class that utilizes holy power for healing and unshakable defense.

HunterType

A class with skills that deal damage or effects via ranged attacks.

《Tamer》	A class that communicates with spirit Veasts and Spirits, fighting alongside them. Partner coordination is key.
《Archer》	A class that uses precise archery for long-range attacks. Specializes in applying status effects and has a wide range.
《Gunner》	A class that expertly handles firearms. Known for overwhelming firepower and area-of-effect attacks in designated directions.

Seeker Type

A class with skills that interfere with the rules of the game.

《Hacker》	A class that masters the power of the digital world. Analyzes enemy information and uses positional manipulation to turn the tide of battle.
《Bard》	A class that uses knowledge and insight to fight. Known for strategies that exploit enemy weaknesses.
《Alchemist》	A class that changes materials, handling potions and explosives. Specializes in using and handling artifacts.

C.Portals Card

Portal cards are placed face up on each of the two lands on your side of the field, with four cards on each land (eight total). They affect units and players on the lands where they are revealed.

When a Portal takes damage equal to or greater than its Shield Life Value, that Portal is destroyed.

When a Portal is destroyed, its controller takes damage equal to that Portal's Shield Life Value, and then that Portal is sent to the side.

A Portal Deck must be constructed so that the total Shield Life Value of all included Portals is exactly 20.

Colored Portals may only be included if their color matches the Hero's Color.

Portal cards with effects may be included at one copy per card name.



Damage dealt to a Portal is accumulated until the end of the turn.



①Card Name	The name of this card.
②Shield Life	Indicates the Shield Life Value of this card.
③Color Type	Indicates the Color Type of this Portal.
④Card Effect	Indicates the effect of this Portal.



The effects of revealed portals apply to units and players in adjacent spaces, regardless of whether they are allies or opponents.

If a unit is in a space where two lands overlap, both effects will apply to that unit.

※ When multiple land effects/timings conflict, the effects are triggered starting from the land on the active player's right side (or front), proceeding clockwise.

D.Spell Cards

The deck is constructed by combining 30 cards, consisting of 4 types: Spell, Artifact, Command, and Slash.



Spil

A spell to summon Spills that fight alongside your Hero. Pay the cost at the top left to summon it to the battlefield.



Summoning Spils

When summoning a Spil, choose one empty hex on the battlefield. If the chosen hex becomes invalid for summoning due to a Slash effect or similar effect, you may choose a different empty hex and summon the Spil there instead. If you cannot choose another empty hex, the summon fails and the Spil is sent to the Abyss.



Command

A one-time-use spell that supports your ally's combat.



Slash

A one-time-use spell that can be cast at any time (Slash Timing) during combat or the opponent's turn.

3-4. How to cast a Spells

Step 1

Check the VAZ cost of the spell you want to play from your hand.



Step 2

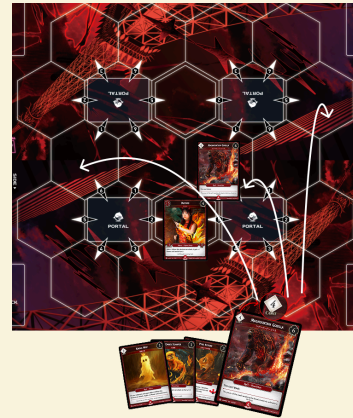
By flipping an unsynced skill in the holder, VAZ is generated.

Note: A skill in the synced state cannot be flipped.



Step 3

Select an empty space on the battlefield and summon the card.



Sync and Unsync

A card becomes Synced when it declares an attack, or when it performs an Action or Slash ability that requires syncing.

A unit card that is Synced is considered to be resting, and, in general, cannot declare attacks or blocks, shift, or deal combat damage to opponent's units until the start of its controller's next turn.



4. Combat System

4-2. Status Markers and Counter Dice

Markers and dice are used to track the status of each card.

Markers and damage chips are removed at the end of your turn.



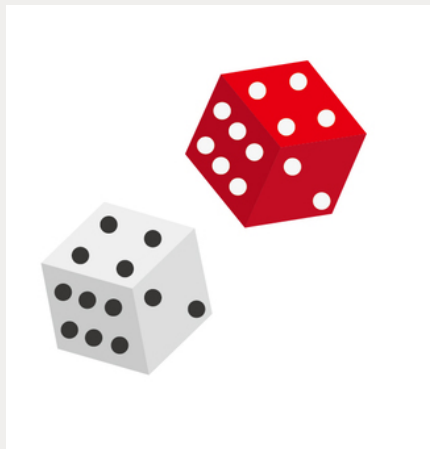
Power +1 Marker

Increase a unit's base power by 1.



Power -1 Marker

Decrease a unit's base power by 1.



Power +1 Counter

Effects marked with counters (such as "Power +1 Counter") are carried over to the next turn. (Record them using dice.)



Damage Chip/Dice

Place a damage chip on a unit every time it takes damage on the battlefield.

4-3.Definitions of Targeting/Range Terms

Definition of Unit



Hero



Spil



Not a Unit

Unit

Units are defined as both Heroes and Spills on the battlefield.
Therefore, spells or abilities that target units cannot deal damage to portals.

How to designate allies and opponent

All Units	Your Units	Opponent's Units
All Heroes	Your Hero	Opponent's Hero
All Spils	Your Spils	Opponent's Spils

For example, if there is an effect that says "Deal 4 damage to all units in the specified range," 4 damage will be dealt to both allies and opponents, regardless of the side.

Targeting Effects

Abilities that cannot be targeted, such as #Hexproof (This unit cannot be targeted by spells or abilities your opponent controls.), cannot nullify effects that do not target a specific unit, such as area-of-effect attacks or effects that do not target units but rather specify a particular space or direction.

Example 1: "Choose one square within a range of 2: Deal 2 damage to the unit in that square."

Example 2: "Choose a direction from the position of your allied 《Gunner》 Hero: Deal 3 damage to the nearest unit in that direction."

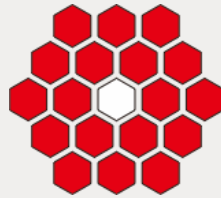


Effects that target a specific unit are marked with the "⚡" symbol next to the target. When determining whether #Magic Resistance applies, refer to this symbol.

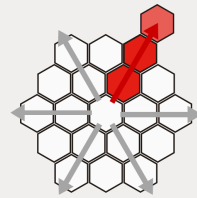
Range



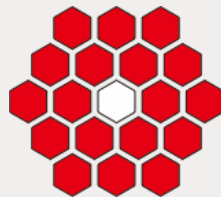
"Adjacent to~"



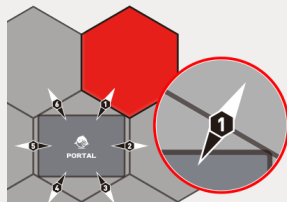
"Up to range 2~"



"Chose a Direction~"



『ちょうど範囲2の』



"The hex matching the die result"
Certain card effects specify a range based on the die roll result. In this case, the unit in the square corresponding to the land number indicated by the die result becomes the target.
※ If the "Die Direction~" is specified and it spans multiple lands, you may choose one land and follow its direction.



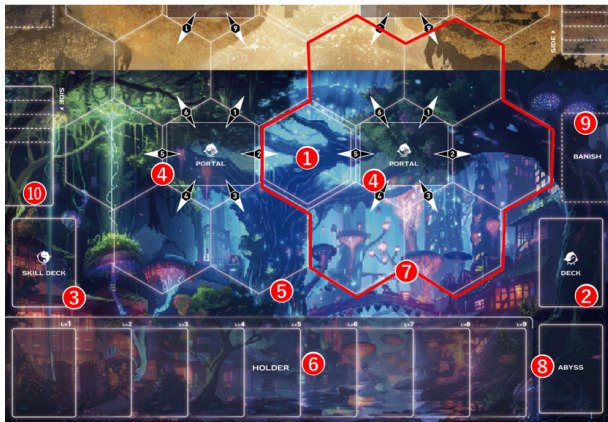
Action Deal 2 damage to all units in the designated area.



"Designated area"

Effects with a specified range apply from the white square (the unit's position) to the red squares, affecting the cards located in those squares.

Field Zone



①Start Hex	The Hex where the Hero is placed.	⑦ Land	The term "Land" refers to a Portal zone along with the six hexes surrounding it.
②Deck	The area where the Spell Deck is placed.	⑧Abyss	This is the zone where dropped or discarded cards are placed.
③Skill Deck	The area where the Skill Deck is placed.	⑨ Banish	The area where cards that are removed from the game are placed.
④Portal	The area where the Portal Deck is split and placed at the start of the game.	⑩Side	The area where destroyed or acquired land cards are placed.
⑤Battlefield/Hex	The area where cards are placed, consisting of 22 hex. A unit can be placed on each square, with a maximum of one unit per hex.	11. Field	The term "Field" collectively refers to the Battlefield and the Holder.
⑥Holder	The area where Skill Cards are placed.		

4. Game Start

1. Place your Hero face up on the Start Hex and set your Life counter to match the Hero's total Life.
(The side labeled "Syncer" is placed face up.)
2. Thoroughly shuffle your Deck and Skill Deck, then place each in its designated area.
3. Arrange your Portal Deck in any order, then divide it into two equal stacks and place them on the center hex of each land on your side of the field.
4. Determine the first player by rolling a die. After that, the second player places one Skill card face down into the Holder.
5. Draw five cards from your Deck.
6. Once only, you may choose any number of cards from your hand and return them to your Deck. Shuffle your Deck, then draw the same number of cards that were returned.
7. Reveal the top Portal card of each Portal stack and begin the game.
Portal "on reveal" effects do not trigger at the start of the game.



5. Turn Progression

5-1. Unsync Phase

Unsync all cards you control.

5-2. Level Up Phase

Place two Skill cards from your Skill Deck face up into the Holder.

The Hero's level increases based on the number of Skill cards in the Holder.

If, at this time, your Hero's level is equal to or higher than the Evolution Level shown in the upper-left of the Hero card, V-Sync that Hero (turn it face down).

5-3.Draw Phase

Draw one card from your Deck.

5-4.Start Phase

Effects labeled "Turn Start" trigger during this phase.

5-2.Main Phase

During the Main Phase, you may perform the following four actions in any order, as many times as possible.

At the start of this phase, effects labeled "Main Start," "Your Main Start," and "Opponent's Main Start" trigger.

5-2-1.Cast a Spell

Pay the VAZ cost and play a card from your hand.

Summoning Spills



Spills can be summoned to any empty space on the battlefield.

Cast Commands and Slashes



When casting spells other than Hero Colors



You may include Spells of colors other than your Hero's Color in your Deck. In that case, when casting a Spell or activating an ability of a color other than your Hero's Color, you must pay the entire required VAZ cost using VAZ corresponding to that Spell's color.

5-2-2. Shift your Unit

Each Unsynced allied unit on the battlefield may shift once per turn.

All units have the shift ability "#Move1 (This unit may move 1 hex to an adjacent empty hex)."





- All units have the shift ability “#Move1 (This unit may move 1 hex to an adjacent empty hex).”
- Spils summoned this turn cannot be shifted.
- Units with shift-related keyword abilities such as #Flying, #Leap, or #Teleport may be able to move more than 1 hex.
- Each time you choose a unit and designate a destination hex, priority is given to the opponent.
- If, at this time, shifting becomes impossible due to an opponent’s Slash effect or a similar effect, you may choose a different destination hex and shift instead.
If the unit does not shift as a result, that unit’s shift opportunity for this turn is lost.



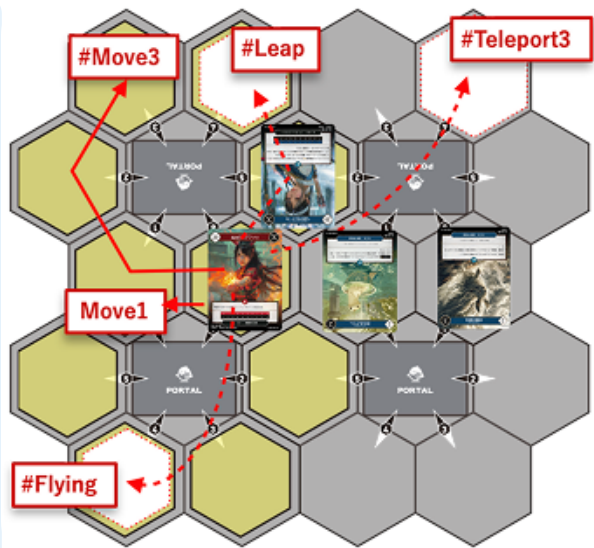
During each player’s first turn, units cannot Shift or declare an attack using their basic abilities.

A Spil cannot Shift or declare an attack during the turn it is summoned.

Shifts or attacks granted by Skills or card effects are allowed.

Shift-Related Keyword Abilities

#Move N	Can move up to N hexes.
#Flying	Can shift to any empty hex on the land where this unit is located.
#Leap	Can shift over adjacent units to an empty hex.
#Vigilance	When your portal or unit is selected as the attack target, you may shift 1 time during the Slash timing.
#Teleport N	Can shift to an empty hex within a range of N hexes.



5-2-3.Activating Abilities

You can activate action abilities that are labeled "Action"/"Slash" on your Heroes, Spils, Skills, etc.

Action abilities are represented by the following labels:



Activate Icon: You do not need to Sync.



Sync Icon: Syncing is required for activation.

⚠ Abilities with a Sync icon cannot be activated by a Spil that was summoned during the same turn.



Activate Cost: This is the VAZ cost to activate the ability.

⚠ This cost must include at least one VAZ that matches the color of this card.

Can be activated by syncing.

How to Express the Effect

If the effect is written in the following format, syncing must be done, in addition to fulfilling the activation cost or condition.

(Action ) Activation cost / : Effect

5-2-4. Attack Declaration

By **Syncing one Unsynced allied unit** and selecting **one adjacent enemy unit or enemy Portal** as its attack target, a player may declare an attack.

A player may declare an attack using **one Unsynced allied unit** against **an enemy unit or an enemy Portal**.

Each unit may declare **only one attack per turn**.

Once an attack is declared, the unit's **attack right is consumed**, even if the attack fails and no combat occurs.

Attack Declaration Procedure

An **Attack Declaration** is performed in the following order:

① Select the Attacker

The player selects **one Unsynced allied unit** as the attacker and **Syncs** it.

② Select the Attack Target

The player selects **one adjacent enemy unit or enemy Portal** as the **attack target**.

③ Confirm the Attack Declaration

At this point, **both the attacker and the attack target are fixed**.

The attack target **cannot be changed** after this point.

④ "On Attack Declaration" Effects & Slash Timing

Once the attack target is fixed, **"On Attack Declaration" effects trigger** and are placed on the stack.

At this timing, players may use **Slash effects**.

⑤ Combat Validity Check

After all stack resolutions during the Attack Declaration Step are complete, the game checks whether combat is valid.

Combat proceeds to the **Block Declaration Step** only if **all** of the following conditions are met:

- Both the attacker and the attack target are still on the battlefield
- The attack target is still **adjacent to the attacker**

If either condition is not met, **combat does not occur and the attack fails**.

Restrictions on Attack Declaration

- A **Spil summoned during the current turn** cannot declare an attack.
- During **each player's first turn**, attacks cannot be declared.

Case Studies



Case 1: The Target Moves

If the attack target is moved by a Slash effect after the attack is declared:

- If the target is **still adjacent** to the attacker at the end of the Attack Declaration Step
→ **Combat proceeds**
- If the target is **no longer adjacent**
→ **Combat does not occur**



Case 2: The Target Is Dropped or Destroyed

If the attack target is dropped or destroyed during the Attack Declaration Step:

→ **Combat does not occur**

(The attack right is still consumed.)



Case 3: The Target Gains #Stealth After Declaration

If the attack target gains **#Stealth**

(*Cannot be chosen as an attack target by an opponent*) after the attack is declared:

→ Since the attack target was already fixed, **combat continues normally**.



Case 4: A #Taunt Unit Appears After Declaration

If a unit with **#Taunt** is summoned adjacent to the attacker after the attack is declared:

→ The attack target is already fixed, so **the target does not change and combat continues.**

#Taunt

(All adjacent enemy units must choose this unit as the attack target when declaring an attack.)



Case 5: When the Attack Target Is Replaced by Swap

If a **Swap** effect is applied (such as by a Slash effect) and the attack target is replaced by another unit:

→ If the unit moved by Swap is adjacent to the attacker, the combat proceeds as normal.

→ If it is no longer adjacent to the attacker, the combat does not occur.

Swap:

Exchange the positions of two objects on the battlefield.

This is not a shift.

5-2-3. Combat Phase

If combat is established by an attack declaration or by an effect, the game proceeds to the **Combat Phase**.

The Combat Phase is divided into the following steps:

① Block Declaration Step

② Damage Step

After these steps are completed, the Combat Phase ends and the game returns to the **Main Phase**.

During the Combat Phase, players cannot use Command cards.

Only **Slash cards** and **triggered abilities** may be used during the Combat Phase



Block Declaration Step

The **Block Declaration Step** is performed **after the Attack Declaration Step has been completed**, or **when combat is established by an effect**.

During this step, the defending player decides **whether and how to block the attack**.

Block Declaration Procedure

① Checking Eligible Blockers

The defending player may use their own units as **blockers** if **all** of the following conditions are met:

- The unit is **Unsynced**
- The unit is on a hex **adjacent to the attack target**
- The unit is in a **blockable state**

② Declaring Blocks

For each attacking unit, the defending player chooses **one** of the following options:

- **Do not block**
- **Block with one or more units**

If blocks are declared, **all selected blockers become Synced**.

As long as a unit remains Unsynced, it may be declared as a blocker **any number of times per turn**.

③ Verifying Block Restrictions

A block declaration is invalid if it does not satisfy the following conditions:

- If the attacker has **#Menace**
 - It can only be blocked by **two or more units**
- If the attacker has an effect such as **"This cannot be blocked by ○○"**
 - It may only be blocked if the stated condition is met

④ Finalizing the Block Declaration

Once the block declaration is completed:

- **The chosen blockers and their block assignments are locked in**
- **"On Block Declaration" abilities trigger and are placed on the stack**

At this timing, players may use **Slash effects**.

If, as a result of resolving Slash effects, there are **new units that become eligible to block**, the defending player **may declare additional blocks**.

Additional block declarations may be made **after each Slash effect resolves**.

Once **all effects on the stack have resolved**, the blockers and block assignments are finalized, and the game proceeds to the **Damage Step**.

Case Studies

Case 1: A Blocker Changes Position After Block Declaration

- If the unit is **still adjacent to the attack target**
 - It **remains a valid blocker**
 - If the unit is **no longer adjacent to the attack target**
 - It **cannot participate in the block**
-

Case 2: The Attacker Gains #Menace After Block Declaration

If, during a Slash timing, the attacker gains **#Menace**

("Can only be blocked by two or more units.")

→ The block **fails** unless **two or more blockers** are assigned.

Damage Step

The Damage Step is performed in the following order:

- ① **Combat Damage Resolution**
- ② **State-Based Actions Caused by Combat Damage**
- ③ **Resolution of Effects Triggered by State-Based Actions**

After all of the above processes are completed, the game returns to the **Main Phase**.

4-1.Damage Processing in Combat

In combat between units (Hero/Spill), their power is compared. Power is calculated by subtracting the damage a unit has taken from its base power. Both units then deal damage to each other simultaneously. If a Spill's power becomes 0 or lower, it is sent to the Abyss. Any remaining units on the battlefield receive damage.



If the attack target is unsynced :
In combat, both units deal damage equal to their power to each other simultaneously.



If blocked by multiple units:



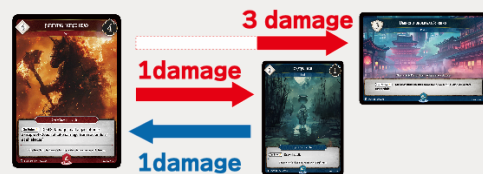
If the attacker is blocked by multiple units, combat occurs with those units. The attacking player can assign the damage to the units, but they must distribute the damage as evenly as possible.



If the attack target is in a synced state:
The attacker deals combat damage to the target unilaterally.



If attacking with a unit that has #OverStrike:



When attacking with a unit that has #OverStrike (which deals excess combat damage to the attack target), any excess damage, even if blocked, is dealt to the attack target.

5-2-4-2.Post-Combat Effect Processing

① All units that have received combat damage perform the following state-based actions simultaneously:

- **Spils with power of 0 or less are dropped and sent to the Abyss.**
- **Spils that have received lethal damage are sent to the Abyss.**
- A portal that takes damage equal to or greater than its Shield Life is destroyed and sent to the Side. After that, damage equal to the portal's Shield Life is dealt to the player.
- **If a Hero's life is 0 or less, that player loses the game.**
- **If a portal on any land has 0 cards, that player loses the game.**

② Afterward, trigger effects caused by state-based actions are processed in the following order:

1. Process effects triggered by being sent to the drop or taking damage.
2. After processing all triggered effects, if a portal was destroyed, the next portal will be revealed.

※ When any trigger effect occurs, the active player gains priority.

※ The handling of multiple simultaneous trigger effects is detailed in other rules.

5-3.End Phase

- ① Effects labeled "End of Turn " will trigger.
- ② Remove all damage from all units and portals.
- ③ Effects that are labeled as "during this turn" are nullified.
- ④ If you have 7 or more cards, discard cards until you have 6.

6.Other Detailed Rules

6-1.The Golden Rule of VARZ TCG



Card effects override the rules.

If the content written on a card's rules text directly contradicts the content written in the official rules, the card's text takes priority. Cards only disregard rules that apply to that specific situation. The only exception to this rule is that players can always concede the game.



"Can't" takes precedence over "Can."

When a rule or effect allows you to do something, or states that you must do something, and another effect says that you can't do the same thing, the "can't" effect takes precedence.



Impossible instructions are ignored.

If part of a process instructed by a card or rule cannot be performed, that part is ignored, and only the other executable parts of the process are carried out. The ignored part is never considered as executed.

6-2.Stack / Trigger Timing

Spells or activated abilities used in each step are generally placed on the stack, and effects are resolved in the order they were placed, with the most recent effect resolving first.

6-2-1.Stack and Priority



Effects that can be placed on the stack:

- ① **Slash Spell effects**
- ② **Slash ability effects**
- ③ **Trigger effects**



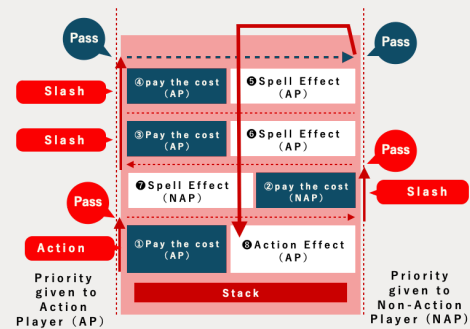
When Priority Occurs

- Typically, "at the beginning of each step" (after processing step-triggered actions) and "when any effect triggers," the active player gains priority.
- Afterward, the active player passes priority to the non-active player.
- Once all players pass priority, the effects on the stack are processed from the top down.
- After each effect is resolved, the active player gains priority again.



Stack Processing Flow

Once all players have passed, the effects on the stack are executed from the top.



6-2-2.Actions that Do Not Go on the Stack

Effects that do not go on the stack are characterized by not being interrupted. The opponent does not get an opportunity to respond to these effects, and the results are applied immediately.



Game Rule Processing

- **A player whose life is 0 or less loses the game.**
- **A player with no portals on any of their lands loses the game.**
- **Spills with power 0 or less are placed in the drop.**
- **Tokens outside the battlefield are destroyed.**
- **During the Draw Step, each player draws 1 card.**



Replacement Effects / Marker Effects

Replacement effects occur when a specific event happens and replace that event with another. These effects do not go on the stack and are applied immediately. Marker effects are a type of replacement effect.
Example: **"Instead of dealing 1 damage, double the damage."**



Continuous Effects

Continuous effects do not go on the stack and are always applied.
Example: **"All your units get +1 to their base power."**



VAZ Abilities

VAZ abilities (effects that generate VAZ directly through skills or ability activation) do not go on the stack. This means that opponents cannot interfere with the process of generating VAZ to pay for spell costs. However, effects like "Generate 2 VAZ+1 counters" do go on the stack.

6-2-3.Execution Order for Simultaneous Triggers

When effects are triggered simultaneously, a "stack" is created for each effect and placed in the "stack layer." Then, the effects are processed one by one in the order of their execution priority, starting with the earliest event.



Resolve Portal Effects First

① First, resolve Portal effects.

If multiple Portal effects are triggered at the same time, resolve them starting with the Portal to the active player's right, then continue clockwise.

② Placing Triggered Effects on the Stack

After that, each player places their triggered effects on the stack in the following order:

1. The active player places all triggered effects they control onto the stack in any order they choose.
2. Next, the non-active player places all triggered effects they control onto the stack in any order they choose.
3. Once all triggered effects have been placed on the stack, they resolve in order from the top of the stack.

7.Keyword List

Keyword Ability List

#Overstrike	Deal any excess combat damage to the attack target.
#Menace	Can only be blocked by two or more units.
#Lethal	Any damage dealt to an opponent's Spill results in it being sent to the drop after combat.
#Vigilance	This unit does not become Synced when it declares an attack
#Atk+N	When declaring an attack, put N Power +1 Marker on this.
#Block+N	When declaring an block, put N Power +1 Marker on this.
#Armor+N	Reduces damage by N.
#Curse+N	Increase damage taken by a unit by N.
#Haste	This unit can declare an attack in the turn it is summoned.
#Flash	This unit can be summoned during the slash timing.
#MoveN	Can move up to N spaces when shifting.
#Leap	Can leap over adjacent units when shifting.
#TeleportN	Can shift to an empty space within a range of N.
#Veil	Can't be the target of opponent's spells or abilities.
#Barrier	Cannot take damage from non-combat sources.

#Flying	This unit can shift to any empty space on the land it is located.
#Stealth	This can't be chosen as an attack target.

8.FAQ



As we receive inquiries, we will continuously update and add responses to this document.