Alpha Clash
Trading Card Game

Comprehensive Rulebook

version 2.2

These rules are effective as of April 2024.

Introduction

This document is the ultimate authority for *Alpha Clash Trading Card Game* competitive gameplay. It consists of a series of numbered rules followed by card-specific rulings and a glossary. Many of the numbered rules are divided into subrules, and each separate rule and subrule of the game has its own number.

Changes may have been made to this document since its publication. You can download the most recent version from the *Alpha Clash Trading Card Game* Comprehensive Rulebook at **www.alphaclashtcg.com**

If you have questions, you can get the answers from us at **support@alphaclashtcg.com** or in the official *Alpha Clash TCG Discord*.

Contents

1. Game Concepts

100. General

100.1. These *Alpha Clash Trading Card Game* rules apply to any game with two or more players, including two-player games and multiplayer games involving *Alpha Clash Trading Card Game* cards.

100.1a. A two-player game is a game that begins with only two players.

100.1b. *Multiplayer formats are in development and are coming soon!*

100.2. To play, each player needs their own deck of *Alpha Clash Trading Card Game* cards, small items to represent any tokens and Counters, and some way to clearly track Contender health totals.

100.2a. In *constructed play* (a means of playing in which each player creates their own deck ahead of time), each deck has a *required deck size* of exactly 50 cards. This deck is also referred to as a player's *Main Deck*. A constructed deck may contain no more than four of any card with a unique English name (including Sideboard); may contain no more than one card with the **Unrivaled** ability (including Sideboard); may contain no more than four Clash Buffs (including Sideboard) and must contain exactly one Contender card (including Sideboard). For the purposes of deck construction, cards with interchangeable names have the same English name (see rule 201.3).

100.3. Some cards may require coins or traditional dice. Additionally, cards may require additional items, such as specially designated tokens.

100.4. Each player may also have a *Sideboard*, which is a group of additional cards the player may use to modify their deck between games of a match.

100.4a. In *constructed* play, a Sideboard may contain no more than 10 cards. The four-card limit, **Unrivaled** limit, Clash Buff limit, and Contender limit applies to the combined Main Deck and Sideboard (see rule 100.2a).

100.5. If a deck must contain at least a certain number of cards, that number is referred to as a minimum deck size.

100.6. Most *Alpha Clash Trading Card Game* tournaments (organized play activities where players compete against other players to win prizes) have additional rules covered in the *Alpha Clash Trading Card Game* Tournament Rules Manual, found at *alphaclashtcg.com*. These rules may limit the use of some cards, including barring some or all cards from specific sets.

100.6a. Tournaments usually consist of a series of matches. A two-player match usually involves playing until one player has won two games. A multiplayer match usually consists of only one game.

100.6b. Players can go to *play.alphaclashtcg.com* to find tournaments in their area.

101. Golden Rules

101.1. Whenever a card's text directly contradicts these rules, the card takes precedence. The card overrides only the rule that applies to that specific situation. The only exception is that a player can concede the game at any time (see rule 104.3a).

101.2. When a rule or effect allows or directs something to happen, and another effect states that it can't happen, the "can't" effect takes precedence.

Example: If one effect reads "You may draw one additional card during your draw step" and another reads "You can't draw cards this turn," the effect that precludes you from drawing cards wins.

101.3. Any part of an instruction that's impossible to perform is ignored.

101.4. If multiple players would make choices and/or take actions at the same time, the active player (the player whose turn it is) makes any choices required, then the next player in turn order (usually the player seated to the active player's left) makes any choices required, followed by the remaining nonactive players in turn order. Then the resulting action of those choices happen simultaneously. This rule is often referred to as the "Active Player, Nonactive Player (APNAP) order" rule.

Example: A card reads "Each player may reveal the top three cards of their deck. If they do, they may put a non-Clash card with an initial resource cost of three or less from among them into their hand. Then put the remaining cards on the bottom of their deck." First, the active player chooses whether to reveal the top three cards of their deck. Then each of the nonactive players, in turn order, chooses whether to do the same. Then all players who chose to reveal do so simultaneously. Then the active player may choose a card from among them to add to their hand. Then each of the nonactive players (who chose to reveal), in turn order, chooses whether to do the same. Finally, all cards chosen are added to their owners' hands simultaneously.

101.4a. If an effect has each player choose a card in a hidden zone, such as their hand or deck, those cards may remain face down as they're chosen. However, each player must clearly indicate which face-down card they are choosing.

101.4b. Any text that includes a "may" phrasing indicates a choice of an optional effect to be made.

101.4c. A player knows the choices made by the previous players when making their choice, except as specified in rule 101.4a.

101.4d. If a player would make more than one choice at the same time, the player makes the choices in the order specified. If no order is specified, the player chooses the order.

101.4e. If a choice made by a nonactive player causes the active player, or a different nonactive player earlier in the turn order, to have to make a choice, APNAP order is restarted for all outstanding choices.

101.4f. If multiple players would make choices or take actions while starting the game, the starting player is considered the active player and each other player is considered a nonactive player.

101.5. If a ruling does not exist within these chapters, reference the *Specific Card Rulings* at the end of this document for more clarification.

102. Players

102.1. A *player* is one of the people in the game. The *active player* is the player whose turn it is. The other players are *nonactive players*.

102.2. In a two-player game, a player's *opponent* is the other player.

102.3. In a multiplayer game, a player's *opponents* are the other players.

103. Starting the Game

103.1. At the start of a game, the players reveal their chosen Contender to each other. Then the players randomly determine which one of them will take the first turn. In the first game of a match (including a single-game match), the players may use any mutually agreeable method (flipping a coin, rolling dice, etc.) to do so. In a match of several games, the loser of the previous game chooses who takes the first turn in the next game. If the previous game was a draw, the player who made the choice in that game makes the choice in this game. The player chosen to take the first turn is the starting player. The game's default turn order begins with the starting player and proceeds clockwise.

103.2. Some games require additional steps that are taken after the starting player has been determined. Perform the actions listed in 103.2a–b in order, as applicable.

103.2a. If any players are using Sideboards those cards are set aside. (see rule 100.4). After this happens, each player's deck is considered their *starting deck*.

103.2b. In any game of *Alpha Clash*, each player puts their Contender face up into their Contender Zone at the start of the game.

103.3. After the starting player has been determined and any additional steps performed, each player shuffles their deck so that the cards are in a random order. Each player may then shuffle or cut their opponents' decks.

103.3a. At the start of the game and whenever a player shuffles their deck, that player is required to offer their deck to their opponent to be cut and/or shuffled.

103.4. Each player's Contender begins the game with a starting health total as indicated on that Contender's card.

103.5. Each player draws a number of cards equal to their starting hand size, which is normally eight. (Some effects can modify a player's starting hand size.) A player who is dissatisfied with their initial hand may take one mulligan. First, the starting player declares whether they will take a mulligan. Then each other player in turn order does the same. Once each player has made a declaration, all players who decided to take mulligans do so at the same time. To take a

mulligan, a player shuffles a number of cards from their hand back into their deck, then draws that many cards. If a player chooses not to take a mulligan, the remaining cards become that player's starting hand. Players are only permitted to take one mulligan.

103.6. Some cards allow a player to take an action "at the start of the game". This action takes place after the first player is determined and after the mulligan process.

103.6a. If a card allows a player to begin the game with that card in play, the player taking this action puts that card into play from the appropriate zone.

103.7. The Portal begins the game closed (see rule 410).

103.8. The starting player takes their first turn.

103.8a. In a two-player game, the player who plays first skips the ready and draw step of their Expansion Phase on their first turn (see rule 502.1).

104. Ending the Game

104.1. A game ends immediately when a player wins, or when the game is a draw.

104.2. There are several ways to win the game.

104.2a. A player still in the game wins the game if that player's opponents have all left the game. This happens immediately and overrides all effects that would preclude that player from winning the game.

104.2b. An effect may state that a player wins the game.

104.2c. In the event where both Contender's health is reduced to zero by *clash damage*, the active player (the attacking player) wins the game (see rule 301.2c).

104.3. There are several ways to lose the game.

104.3a. A player can concede the game at any time. A player who concedes leaves the game immediately. That player loses the game.

104.3b. If a Contender's health total is 0 or less, the player who owns that Contender loses the game after all cards or effects in Standby have resolved. This is a state-based action (see rule 706).

104.3c. If a player would draw a card from their deck and can't, they lose the game. An empty deck can't prevent you from drawing from a card effect.

104.3d. An effect may state that a player loses the game.

104.3e. If a player would both win and lose the game simultaneously, that player loses the game.

104.3g. In a tournament, a player may lose the game because of a penalty given by a judge (see rule 100.6).

104.4. There are several ways for the game to be a draw.

104.4a. If all the players remaining in a game lose simultaneously, the game is a draw.

104.4b. An effect may state that the game is a draw.

104.4c. An effect may result in a draw, such as simultaneous loss of health due to a card effect.

104.4e. In a tournament, all players in the game may agree to an intentional draw (see rule 100.6).

104.5. If a player loses the game, that player leaves the game. If the game is a draw for a player, that player leaves the game.

104.6. In a tournament, a game may end due to a time limit in the round of play (see the *Alpha Clash Trading Card Game* Tournament Rules Manual, for "End of Round" procedures).

105. Colors

105.1. There are five colors in the *Alpha Clash Trading Card Game*: white, blue, black, red, and green.

105.2. An object can be one or more of the five colors. The color of a card is indicated in numerous areas: the color(s) of the hex where a card's initial resource cost is indicated; the color of the gems in a card's specific resource cost; the color of the ATK/DEF background for a Contender or Clash card; and finally, the color is spelled out in a card's identification at the bottom right of the card. All these areas are of equal authority in a card's color determination.

105.2a. A monocolored object is exactly one of the five colors.

105.2b. A multicolored object is two or more of the five colors.

105.2c. There are no colorless objects.

105.3. Effects may change an object's color or give an object a new color. If an effect gives an object a new color, the new color replaces all previous colors the object had (unless the effect said the object became that color "in addition" to its other colors).

105.4. If a player is asked to choose a color, they must choose one of the five colors. "Multicolored" is not a color.

106. Resources

106.1. Players generate resources to pay costs, usually when playing cards and activating effects.

106.1a. There are five colors of resources: white, blue, black, red, and green.

106.1b. There are no colorless resources.

106.2. Resources can be represented by gem symbols within a card's text (see rule 107.4 and/or rule 202).

106.3. Resources are generated by cards in your Resource Zone (see rule 408.7).

106.4. Resources may only be generated if the game state requires you to do so. In other words, you may not engage a card in your Resource Zone for no reason (see rule 408.7a).

107. Numbers and Symbols

107.1. The only numbers the *Alpha Clash Trading Card Game* uses are integers.

107.1a. You can't choose a fractional number, deal fractional damage, gain fractional health, and so on. If a card or effect could generate a fractional number, the card or effect will tell you whether to round up or down.

107.1b. Most of the time, the *Alpha Clash Trading Card Game* uses only positive numbers and zero. You can't choose a negative number, deal negative damage, gain negative health, and so on. However, it's possible for a game value, such as a Clash card's attack power, to be less than zero. If a calculation or comparison needs to use a negative value, it does so. If a calculation that would determine the result of an effect yields a negative number, zero is used instead, unless that effect doubles or sets to a specific value a Contender's health total or the attack and/or defense power of a Clash card.

Example: If a 3/4 Clash card gets -5/-0, it's now a -2/4 Clash card. It doesn't deal clash damage in a Clash. Its total attack and defense power is 2. Giving it +3/+0 would raise its attack power to 1.

107.1c. If a card or effect instructs a player to choose "any number," that player may choose any positive number or zero.

107.2. If anything needs to use a number that can't be determined, either as a result or in a calculation, it uses zero instead.

107.3. Many objects use the letter [X] as a placeholder for a number that needs to be determined. Some objects have effects or abilities that define the value of [X]; the rest let their controller choose the value of [X].

107.3a. If a card or effect has a resource cost, alternative cost, additional cost, and/or activation cost with an [X], or [-X] in it, and the value of X isn't defined by the text of that card or effect, the controller of that card or effect chooses and declares the value of X as part of the playing of the card or activating of the effect (see rule 601.1b). While a card or effect is in Standby, any X in its resource cost, or in any alternative cost, or additional cost it has, equals the declared value.

107.3b. If a player is playing a card that has an [X] in its resource cost and the value of X isn't defined by the text of that card, or an effect lets that player play the card while paying neither its resource cost nor an alternative cost that includes [X], then the only legal choice for X is 0. This doesn't apply to effects that only reduce a cost, even if they reduce it to zero (see rule 601.1b).

107.3c. If a card or effect has an [X], or [-X], in its cost and/or its text, and the value of X is defined by the text of that card or effect, then that's the value of X while that card or effect is in Standby. The controller of that card or effect doesn't get to choose the value. Note: The value of X may change while that card or effect is in Standby.

107.3d. If a card or effect refers to the [X] in the resource cost, alternative cost, additional cost, or activation cost of another object, any X in that card or effect's text uses the value of X chosen or defined for the other object.

107.3e. Sometimes X appears in the text of a card or effect but not in a resource cost, alternative cost, additional cost, or activation cost. If the value of X isn't defined, the controller of the card or effect chooses the value of X at the appropriate time; either as it's put into Standby or as it resolves.

107.3f. If a card in any zone other than Standby has an [X] in its resource cost, the value of [X] is treated as 0, even if the value of X is defined somewhere within its text.

107.3g. If an effect instructs a player to pay an object's resource cost that includes [X], the value of X is treated as 0 unless the object is a card or effect in Standby. In that case, the value of X is the value chosen or determined for it as the card was played or the effect was activated.

107.3h. Normally, all instances of X on an object have the same value at any given time.

107.3i. If a delayed triggered effect created by a resolving a card or effect refers to X, X is not defined in the text of that triggered effect, and the card or effect that created it had a value of X chosen for any of its costs, the value of X for the triggered effect is the same as the value of X for the card of effect that created it.

107.4. Symbols include…the resource gem symbols [◆], [◆], [◆], [◆], and [◆]; the variable symbol [X], {30} / {10} Contender ability health threshold symbols, and [AH], [A], [R], [H], [D], and [P] affiliation symbols.

107.4a. There are five colored resource symbols: [◆] is black, [◆] green, [◆] white, [◆] blue, and [◆] red. These symbols are used to represent colored resources, and to represent colored resources in costs. Colored resources in costs can be paid only with the appropriate colored resource (see rule 202).

107.4b. The {30} Contender ability health threshold symbol indicates that at {30} or less health, that ability is active. This also applies to any other Contender ability health threshold symbol. A Contender ability is active only while that Contender is at or below the corresponding health indicated for that ability (see rule 116.7).

107.4c. The symbols are used to indicate or reference a specific affiliation (see rule 208).

107.4d. The symbol [0] represents zero resources and is used as a placeholder for a cost that can be paid with no resources (see rule 115.5).

108. Cards

108.1. Use the *Clarified Card Reference* (see Appendix B) when determining a card's correct wording. A card's *Clarified* text can also be found in the official card database at **alphaclashtcg.com**

108.2. When a rule or text on a card refers to a "card," it means only an *Alpha Clash Trading Card Game* card, or an object represented by an *Alpha Clash Trading Card Game* card.

108.2a. Most *Alpha Clash* games use only traditional *Alpha Clash Trading Card Game* cards, which measure approximately 2.48 inches (6.3 cm) by 3.46 inches (8.8 cm).

108.2b. Tokens aren't considered cards—even a card-sized game supplement that represents a token isn't considered a card for rules purposes.

108.3. The owner of a card in the game is the player who started the game with it in their deck. If a card is brought into the game from outside the game rather than starting in a player's deck, its owner is the player who brought it into the game. If a card starts the game in the Contender Zone, its owner is the player who put it into the Contender Zone to start the game. Legal ownership of a card in the game is irrelevant to the game rules.

108.4. A card doesn't have a controller unless that card is represented in a valid game zone; in those cases, its controller is determined by the rules for that card (see rule 110.2).

108.4a. If anything asks for the controller of a card that doesn't have one, use its owner instead.

108.5. For more information about cards, see Chapter 2.

109. Objects

109.1. An object is an effect in Standby a copy of an effect in Standby, a card, a copy of a card, or a token.

109.2. If a card or effect uses a description of an object that includes a card type or subtype, but doesn't include the word "card," or "source," it means an object of that card type or subtype in play.

109.2a. If a card or effect uses a description of an object that includes the word "card" and the name of a zone, it means a card matching that description in the stated zone.

109.2b. If a card or effect uses a description of an object that includes the word "effect," it means an effect matching that description in Standby.

109.2c. If a card or effect uses a description of an object that includes the word "source," it means a source matching that description (a source of an effect, of damage, or of a card) in any zone.

109.3. An object's characteristics can include name, resource cost, specific resource cost, color, card type, subtype, text, character name, location name, planet, abilities, attack power, and defense power. Objects can have some or all these characteristics. Any other information about

an object isn't a characteristic. For example, characteristics don't include whether a permanent is engaged, a card effect's target, an object's owner or controller, an attached Weapon or Clash card, and so on.

109.4. Only objects in Standby or in play have a controller. Objects that are neither in Standby nor in play aren't controlled by any player (see rule 108.4). There is one exception to this rule:

> 109.4a. A triggered effect that has triggered but is waiting to be placed into Standby is controlled by the player who controlled its source at the time it triggered unless it's a delayed triggered effect. To determine the controller of a delayed triggered effect, see rules 603.7.

109.5. The words "you" and "your" on an object refer to the object's controller, its would-be controller (if a player is attempting to play, or activate it), or its owner (if it has no controller). For a static effect, this is the current controller of the object it's on. For an activated effect, this is the player who activated the effect. For a triggered effect, this is the controller of the object when the effect triggered, unless it's a delayed triggered effect. To determine the controller of a delayed triggered effect, see rules 603.7.

110. Permanents

110.1. A permanent is only considered in play if it's in a valid game zone. A permanent in play remains in play indefinitely; except if it were in Standby.

110.2. Every permanent has a controller.

> 110.2a. The term "permanent" is used to refer to a card that could be put into play. Specifically, it means a Contender, Clash card, Clashground, or Accessory.

> 110.2b. If an effect instructs a player to put a permanent into play, that permanent *enters play* under that player's control unless the effect states otherwise.

>> 110.2b.1. Any permanent in a public zone (other than a player's Oblivion) is considered *in play*.

> 110.2c. If an effect causes a player to gain control of another player's permanent, the player who took control of the permanent is now the controller of that object. That object does not leave and re-enter play, it simply changes zones. The change is permanent until that particular object leaves and re-enters play.

> 110.2d. Permanents of various types enter play into their corresponding zones. There are four types of permanents that this rule applies to: Contenders, Clash cards, Clashgrounds, and Accessories.

> 110.2e. Action cards can't enter play and thus are not permanents.

> 110.2f. If a permanent somehow loses all its card types, it remains in play. It's still a permanent.

110.3. A permanent's status is its physical state. There are two status categories, each of which has two possible values: ready/engaged and face up/face down. Each permanent always has one of these values for each of these categories.

110.3a. Status is not a characteristic, though it may affect a permanent's characteristics.

110.3b. Permanents enter play ready and, face up; except for Traps, they enter face down.

110.3c. Only permanents have status. Cards not in play do not. Similarly, cards not in play are neither ready nor engaged, regardless of their physical state.

111. Tokens

111.1. Some effects create tokens. A token is a marker used to represent any permanent that isn't represented by a card.

111.2. The player who creates a token is its owner. The token enters play under that player's control in the ready position in that card's corresponding zone, based on its type indicated in the creation effect for that token.

111.3. The card or effect that creates a token may define the values of any number of characteristics for the token. This becomes the token's "text". The characteristic values defined this way are functionally equivalent to the characteristic values that are printed on a card; for example, they define the token's copiable values. A token doesn't have any characteristics not defined by the card or effect that created it.

111.4. A card or effect that creates a token may set its name, type, affiliation, or any other card characteristics associated with a card.

111.5. If a card or effect would create a token, but a rule or effect states that a permanent with one or more of that token's characteristics can't enter play, the token is not created. Similarly, if an effect would create a token that is a copy of an Action card, no token is created.

111.6. A token is subject to anything that affects permanents in general or that affects the token's card characteristics. While a token is in play, it is considered a card.

111.7. A token that's in a zone other than the Clash Zone, Clashground Zone, Accessory Zone, or Resource Zone ceases to exist. This is a state-based action (see rule 706).

Note: If a token changes zones, applicable triggered effects will trigger before the token ceases to exist.

111.8. A token that has left play can't come back into play. It ceases to exist the next time state-based actions are checked (see rule 706).

111.9. A token that has the subtype Weapon may change zones (Clash Zone and Accessory Zone).

111.10. A token with no initial resource cost is considered to have an initial resource cost of 0.

112. Card Effects

112.1. A card effect can be one of two things:

112.1a. A card effect can be a characteristic an object has that allows it to affect the game. An object's card effects are defined by its rules text or by the source that created it. Effects can also be granted to objects by other cards. Effects that grant effects/abilities usually use the words "gets," or "get" (see rule 112.7).

112.1b. A card effect can be an activated or triggered effect in Standby. This kind of effect is an object.

112.2. Effects can affect the objects they're on. They can also affect other objects and/or players.

112.2a. Effects can be beneficial or detrimental.

Example: *"[This Clash card] can't be obstructed" is a card effect.*

112.2b. An additional cost or alternative cost to play a card or activate an effect is a card effect.

112.2c. An object may have multiple effects. If the object is represented by a card, then aside from certain defined abilities that may be strung together on a single line (see rule 704), each paragraph break in a card's text marks a separate card effect. If the object is not represented by a card, the source that created it may have given it multiple effects. An object may also be granted additional effects by a card or effect. If an object has multiple instances of the same effect, each instance functions independently. This may or may not produce more effects than a single instance.

112.2d. Card effects can be one-shot effects or continuous effects. Some continuous effects are replacement effects or prevention effects (see rule 609 and 610).

112.3. There are three general categories of card effects.

112.3a. *Activated effects* have a cost. A player may activate such an effect whenever they have priority. Doing so puts it into Standby, where it remains until it's negated, it resolves, or it otherwise leaves Standby (see rule 602).

112.3b. *Triggered effects* have a trigger condition. They are written as "[Trigger condition], [effect]," and include (and usually begin with) the word "when," "whenever," or "at." Whenever the trigger event occurs, the owner of that effect gains priority and the effect is put into Standby and stays there until it's negated, it resolves, or it otherwise leaves Standby (see rule 603).

112.3c. *Static effects* are written as statements. They're simply true. Static effects are continuous effects which are active while the permanent with the effect is in play and has the effect, or while the object with the effect is in the appropriate zone (see rule 604).

112.4. Card effects have additional functions.

112.4a. An effect that states which zones it functions in functions only from those zones.

112.4b. An effect that states which zones it doesn't function in functions everywhere except for the specified zones, even outside the game and before the game begins.

112.4c. An object's effect that restricts or modifies how that object can be played functions in any zone from which it could be played and in Standby. An object's effect that grants it another effect that restricts or modifies how that object can be played functions only in Standby.

112.4d. An object's effect that restricts or modifies what zones that object can be played from functions everywhere, even outside the game.

112.4e. An object's effect that modifies how that object enters play functions as that object is entering play.

112.4f. An object's effect that states Counters can't be put on that object functions as that object is entering play in addition to functioning while that object is in play.

112.4g. An effect whose cost specifies that it moves the object it's on out of a particular zone function only in that zone, unless its trigger condition or a previous part of its cost or effect specifies that the object is put into that zone. The same is true if the effect creates a delayed triggered effect whose effect moves the object out of a particular zone.

112.5. The source of an effect is the object that generated it. The source of an activated effect in Standby is the object whose effect was activated. The source of a triggered effect (other than a delayed triggered effect) in Standby, or one that has triggered and is waiting to be put into Standby, is the object whose effect triggered. To determine the source of a delayed triggered effect, see rules 603.7.

112.6. The controller of an activated effect in Standby is the player who activated it. The controller of a triggered effect in Standby (other than a delayed triggered effect) is the player who controlled the effect's source when it triggered, or, if it had no controller, the player who owned the effect's source when it triggered. To determine the controller of a delayed triggered effect, see rules 603.7.

112.7. Card effects can add or remove effects of objects. A card effect that adds an effect will state that the object "gets" or "get" that effect, or similar. A card effect that removes an effect will state that the object "loses" that effect.

112.7a. A card effect that adds an activated effect may include activation instructions for that effect. These instructions become part of the effect that's added to the object.

112.7b. Card effects that remove an effect remove all instances of it.

112.8. Effects can stop an object from having a specified effect. These effects say that the object "can't have" that effect. If the object has that effect, it loses it. It's also impossible for an effect to add that effect to the object. If a resolving card or effect creates a continuous effect that

would add the specified effect to such an object, that part of that continuous effect does not apply; however, other parts of that continuous effect will still apply, and that resolving card or effect can still create other continuous effects. Continuous effects created by static effects that would add the specified effect won't apply to that object.

112.9. An effect that sets an object's characteristic, or simply states a quality of that object, is different from an effect granted by a card effect. When an object "gets" an effect such as this, that effect can be removed by another card effect.

112.10. If a card or effect references "you" or "your…" it is referring to the player that controls that card or effect (see rule 109.5).

112.11. All card effects are non-interruptive, meaning each effect that has triggered or activated and has been placed in Standby will fully resolve before any subsequent triggered effect resolves. This is not to be confused with replacement effects (see rule 609).

113. Targeting

113.1. Some cards and effects require their controller to choose one or more targets for them. The targets are object(s) and/or player(s) the card or effect will affect. These targets are declared as part of the process of putting the card or effect into Standby. The targets can't be changed except by another card or effect that explicitly says it can do so.

113.1a. An action card is targeted if its card effect identifies something it will affect by using the phrase "target [something]," where the "something" is a phrase that describes an object and/or player. The target(s) are chosen as the card is played (see rule 601.1c). If an activated or triggered effect of an action card uses the word target, only the effect is targeted.

Example: *An Action card has the effect "Target Clash card you control gets +1/+1 until end of turn." This triggered effect is targeted, but that doesn't make the card it's on targeted.*

113.1b. An activated effect is targeted if it identifies something it will affect by using the phrase "target [something]," where the "something" is a phrase that describes an object and/or player. The target(s) are chosen as the effect is activated (see rule 602.2b).

113.1c. A triggered effect is targeted if it identifies something it will affect by using the phrase "target [something]," where the "something" is a phrase that describes an object and/or player. The target(s) are chosen as the effect is put into Standby (see rule 603.3d).

113.1d. Some keyword actions, such as "attach", represent targeted activated or triggered effects. In those cases, the phrase "target [something]" appears in the rule for that keyword action rather than in the ability itself. The keyword's reminder text will often contain the word "target" (see rule 703).

113.1e. The "attach" effect of a Weapon is a targeted activated effect.

113.2. Only permanents are legal targets for cards and effects, unless a card or effect (a) specifies that it can target an object in another zone or a player, or (b) targets an object that can't exist in play, such as a card or effect.

113.3. The same target can't be chosen multiple times for any one instance of the word "target" on a card or effect. If the card or effect uses the word "target" in multiple places, the same object or player can be chosen once for each instance of the word "target" (if it fits the targeting criteria). This rule applies both when choosing targets for a card or effect and when changing targets or choosing new targets for a card or effect.

113.4. Some cards and effects that refer to damage will always refer to either a Clash card or a Contender. Other game objects, such as Accessories or Clashgrounds, can't be chosen as the target of damage.

113.5. A card or effect in Standby is an illegal target for itself.

113.6. A card or effect that requires targets may allow zero targets to be chosen. Such a card or effect is still said to require targets, but that card or effect is targeted only if one or more targets have been chosen for it.

> 113.6a. If a card effect says "may" then the player controlling that affect may choose not to target anything. Conversely, if a card effect does not say "may" then the player that controls that effect must target an eligible target.

> 113.6b. An effect that requires a target cannot be played or activated unless there is an eligible target for all instances of targeting in that effect.

113.7. Some effects allow a player to change the target(s) of a card or effect, and other effects allow a player to choose new targets for a card or effect.

> 113.7a. If an effect allows a player to "change the target(s)" of a card or effect, each target can be changed only to another legal target. If a target can't be changed to another legal target, the original target is unchanged, even if the original target is itself illegal by then. If all the targets aren't changed to other legal targets, none of them are changed.

> 113.7b. If an effect allows a player to "change a target" of a card or effect, the process described in rule 113.7a is followed, except that only one of those targets may be changed (rather than all of them or none of them).

> 113.7c. If an effect allows a player to "change any targets" of a card or effect, the process described in rule 113.7a is followed, except that any number of those targets may be changed (rather than all of them or none of them).

> 113.7d. If an effect allows a player to "choose new targets" for a card or effect, the player may leave any number of the targets unchanged, even if those targets would be

illegal. If the player chooses to change some or all the targets, the new targets must be legal and must not cause any unchanged targets to become illegal.

113.7e. When changing targets or choosing new targets for a card or effect, only the final set of targets are evaluated to determine whether the change is legal.

113.7f. A card or effect may "divide" or "distribute" an effect (such as damage or Counters) among one or more targets. When changing targets or choosing new targets for that card or effect, the original division can't be changed.

113.8. Modal cards and effects may have different targeting requirements for each mode. An effect that allows a player to change the target(s) of a modal card or effect, or to choose new targets for a modal card or effect, doesn't allow that player to change its mode (see rule 702).

113.9. Some objects check what another card or effect is targeting. Depending on the wording, these may check the current state of the targets, the state of the targets at the time they were selected, or both.

113.9a. An object that looks for a "[card or effect] with [a number of] targets" checks the number of times any object or player was chosen as the target of that card or effect when it was put into Standby, not the number of its targets that are currently legal. If the same object or player became a target more than once, each of those instances is counted separately.

113.9b. An object that looks for a "[card or effect] that targets [something]" checks the current state of that card or effect's targets. If an object it targets is still in the zone it's expected to be in or a player it targets is still in the game, that target's current information is used, even if it's not currently legal for that card or effect. If an object it targets is no longer in the zone it's expected to be in or a player it targets is no longer in the game, that target is ignored; its last known information is not used.

113.9c. An object that looks for a "[card or effect] that targets only [something]" checks the number of different objects or players that were chosen as targets of that card or effect when it was put into Standby (as modified by effects that changed those targets), not the number of those objects or players that are currently legal targets. If that number is one (even if the card or effect targets that object or player multiple times), the current state of that card or effect's target is checked as described in rule 113.9b.

113.10. Cards and effects can affect objects and players they don't target. In general, those objects and players aren't chosen until the card or effect resolves.

113.10a. Just because an object or player is being affected by a card or effect doesn't make that object or player a target of that card or effect. Unless that object or player is identified by the word "target" in the text of that card or effect, or the rule for that keyword ability, the card or effect is not targeted.

113.10b. In particular, the word "you" in an object's text doesn't indicate a target.

114. Action Windows & Priority

114.1. Players only have priority to respond to their opponent's actions during specified action windows, based on an effect's trigger tag and timing rules.

114.1a. A player may only respond to an "incoming attack" with a card or effect with the *Counter – Attack* tag. This can only occur in a clash during the Counter Step. The defending player has priority in the Counter Step.

114.1b. A player may respond when an opponent "plays a card" with a card or effect with the *Counter – Play* tag. This can occur during any phase. After a card is played, it enters Standby, and each player in turn order has priority to respond with *Counter – Play* effects.

114.1c. A player may respond when an opponent "activates a Trap" with a card or effect with the *Counter – Trap* tag. This can occur during any phase. After a Trap is activated, it's effect enters Standby, and each player in turn order has priority to respond with *Counter – Trap* effects.

114.1d. A player has priority to resolve a triggered effect when that effect's specific trigger condition has been met. That player gains priority to resolve their triggered effect, then priority is returned to the active player. This can occur during any phase.

114.2. Which player has priority is determined by the following rules:

114.2a. The active player receives priority at the beginning of their turn.

114.2b. Non-active players (in turn order) receive priority after a card or effect enters Standby.

114.2c. If a non-active player has priority and chooses not to take any actions, that player passes. Then the next non-active player in turn order receives priority.

114.2d. The active player regains priority after the active card or effect in Standby has resolved.

114.3. If a player with priority plays a card or responds with an effect while another card or effect is already in Standby, the new card or effect that has been played or activated "in response to" the earlier card or effect will resolve first (see rule 605).

115. Costs

115.1. A cost is an action or payment necessary to take another action or to stop another action from taking place. To *pay* a cost, a player carries out the instructions specified by the card, ability, or effect that contains that cost.

115.2. A player can't pay a resource cost without having the necessary resources to pay it fully. For example, a player with only one ready resource can't pay a cost of two resources, and a permanent that's already engaged can't be engaged to pay a cost (see rule 202, 120 and 602).

115.3. The cost to activate an effect can be spelled out in a card's text prior to the phrase, "If you do..." (for example, *Once per turn, during your Primary Phase, you may engage this card. If you do, deal one damage to target Contender or Clash card.)*

> 115.3a. The cost outlined in the above example is "*Once per turn, during your Primary Phase, you may engage this card…*" and the resulting effect (if the cost is paid) is "*deal one damage to target Contender or Clash card*."

> 115.3b. Paying resources is done by engaging the indicated colored cards in a player's Resource Zone. A player may not engage a resource for no reason. The game state must require a resource cost to be paid. (Players can always pay 0 resources.)

> 115.3c. Paying health is done by subtracting the indicated amount of health from a Contender's health total. (Players can always pay 0 health.)

115.4. Some costs include an [X] (see rule 107.3).

115.5. Some costs are represented by [0] or are reduced to [0]. The action necessary for a player to pay such a cost is the player's acknowledgment that they are paying it. Even though such a cost requires no resources, it's not automatically paid.

> 115.5a. A card whose resource cost is [0] must still be played the same way as one with a cost greater than zero; it won't play itself automatically. The same is true for an activated effect whose cost is [0].

115.6. Specific resource costs can be reduced by card effects.

> **Example:** *This card cost* [◆] *less to play for each unattached Weapon you control.*

> 115.3a. A card or effect can only be discounted by its specific resource cost.

> 115.3b. Reducing a specific resource cost reduces the total cost of that card or effect AND reduces the specific resource cost of that card or effect.

> **Example:** *Applying the discounted cost from the example above, if you have a card that has an initial resource cost of 8 and a specific resource cost of* [◆◆◆◆]*, it will now cost 7 and its specific resource cost would be* [◆◆◆]*.*

> 115.3c. The cost of a card or an effect can only be reduced by an amount of specific resources indicated on that card or effect.

Example: *If a card has an initial resource cost of 3 and a specific resource cost of* [◆◆], *and you apply an effect that makes it cost* [◆◆◆] *less, that card would only be discounted by* [◆◆] *and would cost 1 resource of any color.*

115.8. Some cards and effects have *additional costs*. An additional cost is a cost listed in a card's text or applied to a card or effect from another effect, that its controller must pay at the same time they pay the card's resource cost or the effect's resource cost.

115.8a. Any number of additional costs may be applied to a card as it's being played or to an effect as it's being activated. The controller of the card or effect declares their intention to pay any or all those costs as described in rule 601.

115.8b. Some additional costs are optional.

115.8c. If an effect instructs a player to play a card "if able," and that card has a mandatory additional cost that includes actions involving cards with a stated quality in a hidden zone, the player isn't required to play that card, even if those cards are present in that zone.

115.8d. Additional costs don't change a card's resource cost, only what its controller must pay to play it. Cards and effects that ask for that card's resource cost still see the original value.

115.9. Some cards and effects have *alternative costs*. An alternative cost is a cost listed in a card's text, or applied to it from another effect, that its controller may pay rather than paying the card's resource cost. Alternative costs are usually phrased, "…you may play this card from your hand without paying its resource cost."

115.9a. Only one alternative cost can be applied to any one card or effect as it's being played or activated. The controller of the card or effect declares their intention to pay that cost as described in rule 601.1f.

115.9b. Alternative costs are generally optional. An effect that allows you to play a card or activate an effect may require a certain alternative cost to be paid.

115.9c. An alternative cost doesn't change a card or an effect's resource cost, only what its controller must pay to play it. Cards and effects that ask for that card or that effect's resource cost still see the original value.

115.9d. If an alternative cost is being paid to play a card or activate an effect, any additional costs, cost increases, and cost reductions that affect that card or effect are applied to that alternative cost (see rule 601.1f).

116. Health

116.1. Each Contender begins the game with a specified health total as indicated on that Contender's card. Some Contenders may have different starting health totals.

116.2. Damage dealt to a Contender normally causes that Contender to lose that much health (see rule 117).

116.3. If an effect causes a Contender to gain health or lose health, that Contender's health total is adjusted accordingly.

116.4. If a cost or effect allows a player to pay an amount of health greater than 0, the player may do so only if their Contender's health total is greater than or equal to the amount of the payment. If a player pays health, the payment is subtracted from their Contender's health total; in other words, the Contender loses that much health.

> 116.4a. Players can always pay 0 health, no matter what their Contender's health total is, and even if an effect says players can't pay health.

116.5. If an effect "sets" a Contender's health total to a specific number or says that a Contender's health total now "is [X], the Contender's health is increased or decreased to match the indicated number.

> 116.5a. Setting a Contender's health total is not gaining or losing health, therefore if an effect states that Contenders can't lose or gain health, the effect of "setting" a Contender's health to a specific number will still resolve.

116.6. If a Contender has 0 or less health, that Contender's controller loses the game as a state-based action (see rule 706).

116.7. Contender abilities are triggered static effects that are only active when a Contender is at or below the indicated health threshold (see rule 107.4b).

Example: Your Contender is at 10 health and your bottom ability is active. If you Contender were to gain two health, your bottom ability would become inactive and would not become active again until your Contender is at or below 10 health.

117. Damage

117.1. Objects can deal damage to Clash cards and Contenders. This is generally detrimental to the object or Contender that receives that damage. An object that deals damage is the source of that damage.

> 117.1a. Damage can't be dealt to an object that's neither a Clash card nor a Contender.

117.2. Damage *persists* upon an object based on the type of damage dealt. There are two types of damage: clash and non-clash damage.

117.2a. Damage may be dealt as a result of a clash. This is considered *clash damage*. Each Contender and/or Clash card involved in a clash deals *clash damage* equal to its attack during the damage step. Clash damage only persists for the clash in which it was dealt. In other words, clash damage is removed at the end of the clash in which it was dealt.

117.2b. Damage may be dealt by a card effect. This is considered *non-clash damage*. Any card or effect that deals damage other than from a Clash card's attack power (in a clash) qualifies as non-clash damage. Non-clash damage persists for the turn in which it was it was dealt. In other words, non-clash damage is removed at the end of the turn in which it was dealt.

> 117.2b.1. If a Contender is dealt non-clash damage, first, that Contender's defense is reduced by the amount of damage dealt. If there is excessive non-clash damage, then, the Contender's health is reduced by that amount.
>
> *Example: Player A controls a Contender with an attack/defense value of 0/1. Player B plays [Solar Smash] and deals three damage to Player A's Contender. Player A's Contender is now a 0/0 and the **2** excessive non-clash damage reduces that Contender's health by two. Player A's Contender will remain a 0/0 for the duration of the turn in which that damage was dealt.*

117.3. Excessive damage, such as that from **Breakthrough** (see rule 704.4), is dealt as an additional instance of clash damage to an opponent's Contender.

*Example: If an attacking Clash card with **Breakthrough** has an attack/defense of 4/2 and the obstructing Clash card is a 1/1, then three (excessive) damage "breaks through" and is dealt as an additional instance of clash damage to the defending Contender. If that Contender has a defense of 1, that Contender takes two clash damage, thus reducing that Contender's health by two.*

117.4. A Clash card is considered *defeated* if its defense is reduced to zero by any means. Once an effect has resolved, resulting in the reduction of a Clash card's defense to zero, that card is defeated and is <u>put</u> into its owner's Oblivion (after all **Trigger – Defeat** effects for that card have resolved). This is a state-based action (see rule 706).

> 117.4a. When a Clash card is defeated, if it had the **Trigger – Defeat** tag, that effect will enter Standby and resolve per the rules of state triggers (see rule 603.8).

117.5. If the source of the damage applied to a Clash card defeats it, that source is considered to have "defeated" the Clash card.

117.6. If an effect triggers on damage being dealt by a specific source or sources, and the effect refers to the "damage dealt," it refers only to the damage dealt by the specified sources and not to any damage dealt at the same time by other sources.

117.7. Lethal damage is defined as a sufficient amount of damage to "defeat" a Clash card.

118. Drawing a Card

118.1. A player draws a card by putting the top card of their deck into their hand. This is done as a turn-based action during each player's draw step. It may also be done as part of a cost or effect of a card or effect.

118.2. Cards may only be drawn one at a time. If a player is instructed to draw multiple cards, that player performs that many individual card draws.

118.2a. An instruction to draw multiple cards can be modified by replacement effects that refer to the number of cards drawn. This modification occurs before considering any of the individual card draws.

118.2b. Some effects say that a player can't draw more than one card each turn. Such an effect applies to individual card draws. Instructions to draw multiple cards may still be partially carried out. However, if an effect offers the player a choice to draw multiple cards, the affected player can't choose to do so. Similarly, the player can't pay a cost that includes drawing multiple cards.

118.2c. If more than one player is instructed to draw cards, the active player performs all of their draws first, then each other player, in turn order, does the same.

118.3. If there are no cards in a player's deck and an effect offers that player the choice to draw a card, that player can choose to do so. However, if an effect says that a player can't draw cards and another effect offers that player the choice to draw a card, that player can't choose to do so.

118.3a. The same principles apply if the player who's making the choice is not the player who would draw the card. If the latter player has no cards in their deck, the choice can be taken. If an effect says that the latter player can't draw a card, the choice can't be taken.

118.4. A player who attempts to draw a card from a deck with no cards in it loses the game. This is a state-based action (see rule 706).

118.5. If an effect moves cards from a player's deck to that player's hand without using the word "draw," the player has not drawn those cards. This makes a difference for effects that trigger on drawing cards and effects that replace card draws, as well as if the player's deck is empty.

118.6. Some effects replace card draws.

118.6a. An effect that replaces a card draw is applied even if no cards could be drawn because there are no cards in the affected player's deck.

118.6b. If an effect replaces a draw within a sequence of card draws, the replacement effect is completed before resuming the sequence.

118.6c. Some effects perform additional actions on a card after it's drawn. If the draw is replaced, the additional action is not performed on any cards that are drawn because of that replacement effect or any subsequent replacement effects.

118.7. Some replacement effects and prevention effects result in one or more card draws. In such a case, if there are any parts of the original event that haven't been replaced, those parts occur first, then the card draws happen one at a time.

118.8. If an effect gives a player the option to reveal a card as they draw it, that player may look at that card as they draw it before choosing whether to reveal it.

119. Counters

119.1. A Counter is a marker placed on an object that modifies its characteristics and/or interacts with a rule, ability, or effect. Counters are not objects and have no characteristics. Notably, a Counter is not a token, and a token is not a Counter. Counters with the same name or description are interchangeable. Counters are typically denoted and tracked with a d6.

119.2. Counters are properly named with a specific identifying word or phrase. There are various types of Counters in the *Alpha Clash Trading Card Game*.

119.2a. A *Streak Counter* is generated by cards that say so. Streak Counters do nothing and grant no effects unless a card or effect states they do. If that affect is no longer in play or active, then Streak Counters do nothing.

119.2b. A *Collection Counter* is generated by cards that say so. Collection Counters do nothing and grant no effects unless a card or effect states they do. If that affect is no longer in play or active, then Collection Counters do nothing.

119.2c. A *Toxic Counter* is generated by cards that say so. Toxic Counters do nothing and grant no effects unless a card or effect states they do. If that affect is no longer in play or active, then Toxic Counters do nothing.

119.3. If an effect says to "move" a Counter, it means to remove that Counter from the object it's currently on and put it onto a second object. If either of these actions isn't possible, it's not possible to move a Counter, and no Counter is removed from or put onto anything. This may occur if the first and second objects are the same object; if the first object doesn't have the appropriate kind of Counter on it; if the second object can't have Counters put onto it; or if either object is no longer in the correct zone.

119.4. Some cards and effects refer to Counters being put on an object. This refers to putting Counters on that object while it's in play and to an object that's given Counters as it enters play.

119.4a. If an object enters play with Counters on it, the effect causing the object to be given Counters may specify which player puts those Counters on it. If the effect doesn't specify a player, the object's controller puts those Counters on it.

119.5. An effect that triggers "When/Whenever the Nth [kind] Counter" is put on an object triggers when one or more Counters of the appropriate kind are put on the object such that the object had fewer than N Counters on it before the Counters were put on it and N or more Counters on it after.

120. Ready / Engaged

120.1. Any card in the upright position is considered "ready". A card that is ready can't be readied as part of a cost (see rule 703.11).

120.2. Any card in the horizontal position is considered "engaged". A card that is engaged can't be engaged as part of a cost (see rule 703.11).

2. Parts of a Card

200. General

200.1. The parts of a card are name, resource cost, specific resource cost, color, artwork, artist credit, type line, subtype line, character name, planet, affiliation, text box, attack and defense, rarity, legal text, and card identification. Some cards may have more than one of any or all of these parts.

200.2. Some parts of a card are also characteristics of the object that has them (see rule 109.3).

200.3. Some objects that aren't cards (tokens, copies of cards) have some of the parts of a card, but only the ones that are also characteristics (see rule 111 and rule 703.5).

201. Name

201.1. The name of a card is printed in its upper left corner.

201.2. A card's name is always considered to be the English version of its name, regardless of printed language.

201.2a. Two or more objects have the same name if they have at least one name in common, even if one or more of those objects have additional names. An object with no name doesn't have the same name as any other object, including another object with no name.

201.2b. Some cards and effects refer to two or more objects with different names. Those objects have different names only if each of them has at least one name and no two objects in that group have a name in common.

201.2c. If a card or effect refers to a name in brackets, for example [Moxie], it can apply to any card with that *character name* (see rule 205).

201.2d. If the full name of a card is displayed in brackets, that card or effect only corresponds to that *exactly* named card.

201.3. If an effect instructs a player to choose a card name, the player must choose the name of a card in the *Clarified Card Reference* (see rule 108.1). A player may not choose the name of a token unless it's also the name of a card.

201.4a. If a player is instructed to choose a card name with certain characteristics, the player must choose the name of a card whose *Clarified* text matches those characteristics (see rule 108.1).

201.4. Text that refers to the object it's on by name means just that object and not any other objects with that name, regardless of any name changes caused by game effects.

202. Resource Cost and Color

202.1. A card's *initial resource cost* is indicated by the number within the colored hex near the top right of the card.

202.1a. The initial resource cost of an object represents the total amount of resources needed to pay for that object.

202.1b. Some objects have no initial resource cost.

202.2. A card's *specific resource cost* is indicated by the colored gems illustrated below the initial resource cost along the right edge of a card (see rule 107.4).

202.1a. The specific resource cost of an object indicates how many specific-colored resources must be included in paying the initial resource cost of that object.

Example: *[Menacing Magnate] has an initial resource cost of **2**. Of that **2**, <u>one</u> of those resources must be green, as indicated by the one green gem in the card's specific resource cost.*

202.3. An object is the color or colors as indicated by the hex in the upper right corner of the object, the color of the gems in that object's specific resource cost, the color indicated in that object's attack and defense box, or the color as indicated in the object's card identification in the lower right corner of the card.

202.3a. The five colors are black, green, white, blue, and red. The resource symbols are represented as follows: [◆] is black, [◆] green, [◇] white, [◆] blue, and [◆] red.

202.3b. Effects may change an object's color or give a color to an object (see rule 105.3).

202.4. Any additional cost listed in an object's card text or imposed by an effect isn't part of the object's resource cost (see rule 601). Such costs are paid at the same time as that object's other costs.

203. Artwork

203.1. The artwork displayed on a card has no effect on game play. For example, a creature doesn't have the ***Flight*** ability unless stated in its card text, even if it's depicted as "flying".

203.2. The artist credit for a card follows the paintbrush icon displayed above the card's text box.

204. Type and Subtype Line

204.1. The type and subtype line are printed at the very bottom of a card. It contains the card's type(s) and the card's subtype(s) as well as any applicable character name, location name and planet.

204.2. Card Types

204.2a. The card types (indicated at the bottom right of the card) are *Clash*, *Accessory*, *Action*, and *Clashground* (see Chapter 3). *Contender* is another card type but is located at the top right corner of a card.

204.2b. Tokens have card types even though they aren't cards. The same is true of copies of cards.

204.3. Subtypes

204.3a. Accessory and Action cards can have one or more subtypes printed on its type line.

204.3b. Subtypes of each card are shown in the bottom left of a card.

204.3c. Accessories have a unique set of subtypes to include Relics, *Traps and Weapon*.

204.3d. Actions have a unique set of subtypes to include *Basic, Quick* and *Clash Buff*.

204.3e. An object can't gain a subtype that doesn't correspond to one of that object's types.

204.3f. If an effect instructs a player to choose a subtype, that player must choose one, and only one, existing subtype, and the subtype must be for the appropriate card type.

205. Character Name

205.1. The name in brackets in the lower left of a Contender or Clash card indicates the *character name* of that card.

205.2. If an effect refers to a name in brackets that is found in the following list, it refers to the *character name* of the card, not the actual name of the card.

- [Magnate]
- [Moxie]
- [Mean-Streak]
- [Webber]
- [Edwards]
- [Morac]
- [Rizlac]
- [Kilimanjaro]
- [Sonoro]
- [Avenging Guy]
- [Khagan]
- [Clarity]
- [Haven]
- [Shadowlight]
- [Cao Ling]
- [LINN]
- [Warcry]
- [T-Bone]
- [Plasmax]
- [Apex]
- [Torque]
- [Flare]
- [Machina]
- [Alpha Aster]

- [War]
- [Pestilence]
- [Death]
- [Conquest]

206. Location Name

206.1. The name in brackets in the lower left of a Clashground indicates the location name of that card.

206.2. If an effect refers to a name in brackets that is found in the following list, it refers to the location name of the card, not the actual name of the card.

- [Amazon]
- [Antarctica]
- [Chicago]
- [Denver]
- [Detroit]
- [New York]
- [San Francisco]
- [Grimveil]
- [Outer Space]
- [Galespire]
- [Unknown]
- [New Mexico]
- [Chicago]
- [Russia]
- [Wastelands]

207. Planet

207.1. The name in brackets in the lower left of a Contender, Clash card, or Clashground indicates the planet associated with that card.

207.2. If an effect refers to a name in brackets that is found in the following list, it refers to the planet of the card, not the actual name of the card.

- [Earth]
- [Bardaga]
- [Zenith Prime]
- [Plagueholme]
- [Arghor]
- [Unknown]

208. Affiliation

208.1. The symbol in lower right of a Contender or Clash card indicates the affiliation that card belongs to. Affiliation is characteristic of a Contender or Clash card and is used to apply certain card effects or to meet various criteria for card effects. The affiliation of a Contender or Clash card is represented by a symbol (see rule 107.4c).

208.1a. There are six affiliations in the *Alpha Clash Trading Card Game*:

- Alpha
- Alpha Hunter
- Rogue
- Discarded
- Harbinger
- Progenitor

209. Rarity

209.1. The color of the crystal at the bottom center of a card indicates the rarity of that card.

209.1a. A *white* crystal indicates the card is *common*.

209.1b. A *green* crystal indicates the card is *uncommon*.

209.1c. A *blue* crystal indicates the card is *rare*.

209.1d. A *purple* crystal indicates the card is *epic*.

209.1d.1. A *yellow* crystal indicates the card is *iconic rare*, which is an alternate art of an epic.

209.1d.2. An *iconic art rare* also has a *yellow* crystal but has no relevant card information, thus *iconic art rare* cards are legal in tournament play for the *Alpha Clash Trading Card Game* as long as the player has the *iconic rare* version on hand.

209.1e. An *orange* crystal indicates the card is *legendary*.

209.1e.1. A *black* crystal indicates the card is an *alpha rare*, which is an alternate art of a legendary.

209.1f. A *pink* crystal indicates the card is either a *promo* or *starter rare*.

209.2. Rarity has no effect on gameplay.

210. Text Box

210.1. The text box is printed on the lower half of the card. It usually contains rules text defining the card's effects and abilities.

210.2. The text box may also contain italicized text that has no game function.

210.2a. Reminder text is italicized text within parentheses that summarizes a rule that applies to that card. It usually appears on the same line as the ability it's relevant to, but it may appear on its own line if it applies to an aspect of the card other than an ability.

210.2b. An ability keyword appears in bold and italics usually at the top of a card's text box. Ability keywords represent a predefined effect (see rule 704). Ability keywords include, *Awe Factor X, Barrage X, Breakthrough, Close Combat, Enrage X, Exclusive, Flight, Interception, Irrefutable, Necrotic, Observant, Superspeed, Undisputed*, and *Unrivaled*.

211. Attack / Defense

211.1. A Contender or a Clash card has two numbers displayed in its lower left corner. The first number is its attack power (the amount of clash damage it deals in a Clash); the second is its defense power (the amount of damage needed to defeat it).

Example: 2/3 means the object has an attack power of 2 and defense power of 3. Attack and defense can be modified or set to particular values by effects.

211.1a. Some effects refer to an object's "initial attack power," or "initial defense power," This refers to the number listed on the card before any alterations to that value.

211.1b. Some effects check an object's "attack power" and/or "defense power". These effects see the object's characteristics after applying any continuous characteristic defining effects and alterations to that predefined value.

Example: A Clash card with an attack/defense of 2/3 means the object has an "initial attack power" of 2 and an "initial defense power" of 3. Then an effect states, "target Clash card gets +1/+1 until end of turn." This effect modifies the initial attack/defense of that Clash card, and it now has an "attack power" of 3 and a "defense power" of 4.

211.2. If a Clash card's defense power is reduced to zero by any means, that Clash card is considered "defeated" (see rule 117.4).

211.3. If a Contender or Clash card somehow has no value for its attack power, its attack is considered to be 0. The same is true for defense power.

211.4. If a Contender of Clash card has a modifier applied to its attack and defense power, you apply all increases before applying decreases.

211.4a. A Contender or Clash card can have negative values for attack and defense. However, if a Clash card has a negative defense value, it is considered defeated.

212. Information Below the Text Box and Type Line

212.1. Each card features text printed below the text box that has no effect on game play.

212.2. A card's identification is displayed in the bottom right of the card.

Example: [Piercing Strike] has a card identification of AC1-117 (UC) Red.

- "AC1" indicates that this card was released in <u>A</u>lpha <u>C</u>lash Set <u>1</u>.
- "117" indicates that this card is the <u>117</u>th card printed in that set.
- "(UC)" indicates the rarity of this card is Uncommon or <u>UC</u> for short.
- "Red" indicates the color of that card is <u>red</u>.

212.3 Legal text (the fine print at the bottom-left of the card) lists the trademark and copyright information for the *Alpha Clash Trading Card Game* produced by Rising Empire Studios LLC.

3. Card Types

300. General

> 300.1. The card types for the *Alpha Clash Trading Card Game* are Contender, Clashground, Clash, Accessory, and Action (see rule 204.2a).

301. Contender

> 301.1. Each player may only control one Contender and that Contender starts the game in play, in that player's Contender Zone. Contenders can have any of the following characteristics: colors, abilities, card effects, an affiliation, attack/defense power, character name, planet, and a maximum health value.

> 301.2. *Contenders* have a starting health listed in the top right corner of the card.

>> 301.2a. This is the game score. A player loses the game when their Contender's health is reduced to zero. This is a state-based action (see rule 706).

>> 301.2b. Contenders may gain health, but their health total can't surpass the maximum health total listed on their card.

>> 301.2c. In the event where both Contender's health is reduced to zero by *clash damage*, the active player (the attacking player) wins the game.

> 301.3. Contenders have various "contender abilities" listed in their text box. These abilities are active so long as that Contender's current health is less than or equal to the indicated number of the ability.

> *Example: At thirty or less health, the (30) ability of [Torque, the Diabolical] is active. At ten or less health, Torque's bottom (10) ability will become active. Additionally, if Torque's health rises above ten, his bottom ability is now inactive.*

> 301.4. Contenders may attack but are not eligible to obstruct attacks.

>> 301.4a. Contenders can't be used to attack your own Clash cards.

> 301.5. Weapons may not be attached to a Contender unless otherwise specified.

> 301.6. Contenders can't be sent to Oblivion.

> 301.7. From the start of the game, if a Contender's card effect requires that you engage it, you may do so during that effect's specified time. (e.g., During your Primary Phase…)

> 301.8. Contenders have one of the listed Affiliations as listed in rule 208.

> 301.9. Contenders have an attack and defense power (see rule 211).

302. Clashground

> 302.1. *Clashgrounds* have colors, resource costs, location name, planet, and various effects.

> 302.2. Clashgrounds may affect the entire field of play and/or all or some players.

302.2a. If a Clashground has a card effect that references "you" or "your", it only applies to the controller of that Clashground.

302.3. Clashground cards are played into your Clashground Zone only during a player's own Primary Phase.

302.3a. Clashgrounds enter play in the *ready* position unless otherwise stated.

302.4. Only one Clashground may be in play among all players at any given time.

302.5. The current Clashground in play is considered the "active" Clashground.

302.6. When a Clashground is played, it goes into Standby (see rule 409). While a Clashground is in Standby, your opponents have priority to respond with **Counter - Play** cards and effects (see rules 304.8, 308.3 and 602.5). After resolving all effects, put the active Clashground into its owner's Oblivion, then put the Clashground from Standby into its owner's Clashground Zone.

302.7. A player may not play a Clashground that has the same card name as a Clashground they control. However, a player may play a Clashground with the same name that an opponent controls.

Example: *Player A plays [Amazon Rainforest]. They control that Clashground. Player A can't play another Clashground named [Amazon Rainforest]. However, Player B may play a Clashground named [Amazon Rainforest] since they do not control the active Clashground.*

302.8. Players may play over their own Clashground, so long as that Clashground has a different name.

302.9. Clashgrounds have a specific location name and planet that correspond to various in-game effects.

Example: *[Sinister San Francisco] has a location name of [San Francisco] and is on planet [Earth].*

303. Clash card

303.1. *Clash cards* are played into your Clash Zone during your Primary Phase.

303.1a. Clash cards enter play in the *ready* position unless otherwise stated.

303.2. Clash cards have colors, resource costs, an affiliation, character name, planet, attack/defense power and various effects.

303.3. Clash cards deal clash damage equal to their attack power to each opposing Contender or Clash card.

303.3a. Clash cards are dealt clash damage equal to the total attack power of all opposing Clash cards or of the opposing Contender.

303.3b. Clash damage dealt to a Clash card reduces their defense power by that amount (for the duration of the Clash in which that damage was dealt).

303.3c. An opposing Contender or Clash card is the Contender or Clash card in the clash that is controlled by the defending player.

303.4. Non-clash damage dealt to a Clash card reduces their defense power by that amount (for the duration of the turn in which that damage was dealt).

303.5. If a Clash card's defense is reduced to zero (or less) by any means, that Clash card is considered "defeated" and is put into its owner's Oblivion (after all *Trigger – Defeat* effects for that card have resolved). This is a state-based action. *Trigger - Defeat* effects of the defeated Clash card resolve per the rules of state triggers (see rule 117.4a and 603.8).

303.6. A Clash card may attack or engage to activate its effects the turn it enters play.

303.7. Attacking Clash cards are placed in the engaged position (see rule 504.2a) and must declare a target of their attack.

303.7a. Your Clash cards may not attack your Contender or any Clash cards you control.

303.8. Clash cards in the ready position may not be attacked unless an effect otherwise states (e.g., *Close Combat*).

303.9. A player's Clash cards in the ready position may obstruct an attack (targeted at you or another Clash card you control) by engaging during the obstruct step of a Clash. When obstructors are declared, the attacking Clash card is now attacking the obstructors, not the original target of the attack.

303.10. Clash cards may not obstruct an attack targeted at themselves.

303.11. Clash cards have one of the listed Affiliations as listed in rule 208.

303.12. Clash cards have an attack and defense power (see rule 211).

304. Accessory – Trap

304.1. *Traps* are a subtype of Accessory.

304.2. Traps have colors, resource costs and various effects.

304.3. During your Primary Phase, you may *set* a Trap from your hand face down into your Accessory Zone. Setting is not the same as playing. There is no limit to the number of Traps you may set in a turn. Setting a Trap does not have a resource cost.

304.3a. Traps are set in the *ready* position unless otherwise stated.

304.4. Traps are *activated* and their effects resolve one at a time.

304.5. A player must pay the resource cost of a Trap they control in order to activate that Trap.

304.6. Players may only activate Traps from their Accessory Zone when they have priority to respond. Players may activate as many Traps as they like (activated and resolved one at a time) before they pass priority back to their opponent.

304.7. Traps can't be activated on the turn they were set.

304.8. Traps may only be activated from the Accessory Zone in response to the proper condition based on their trigger tag and timing rules (see rule 114.1).

- ***Counter - Attack***: Activate this effect in response to an opponent attacking you.
- ***Counter - Play***: Activate this effect in response to an opponent playing a card.
- ***Counter - Trap***: Activate this effect in response to an opponent activating a Trap.

304.9. After the effects of a Trap have resolved, that Trap is put into its owner's Oblivion.

304.10. Face down cards in the Accessory Zone are considered Accessories.

305. Accessory – Weapon

305.1. *Weapons* are a subtype of Accessory.

305.2. Weapons have colors, resource costs, attach costs and various effects.

305.3. Weapons can only be played and/or attached during your own Primary Phase.

305.4. Weapons are played into your Accessory Zone during your Primary Phase.

305.4a. Weapons enter play in the *ready* position unless otherwise stated.

305.5. A Weapon's attach cost is color specific and must be paid to attach that Weapon to a Clash card you control.

305.6. The attach cost of a Weapon can only be paid if that Weapon is in play.

305.6a. Attach costs of Weapons are *activated effects* (see rule 703.2).

305.7. When a Clash card leaves play, any attached Weapons are returned to the Accessory Zone of that card's owner.

305.8. While a Weapon you control is attached to a Clash card, you may pay the attach cost of that Weapon in order to attach that Weapon to a Clash card you control (in play).

305.9. You may pay the attach cost of a Weapon you control to *unattach* that Weapon and return it to your Accessory Zone.

305.10. Only one Weapon may be attached to a Clash card at any given time unless otherwise stated.

305.10a. If a Clash card has a Weapon currently attached, they can't attach another Weapon unless otherwise stated.

306. Action – Clash Buff

306.1. *Clash Buffs* are a subtype of Action.

306.2. Clash Buffs have colors, resource costs and various effects.

306.3. A Clash Buff can only be played during the appropriate steps in a Clash.

306.3a. …during Step C4 of a Clash, while you're the attacking player.

306.3b. …during Step C5 of a Clash, while you're the defending player.

306.4. A player may only have a total of four Clash Buffs in their deck list (Main Deck + Sideboard).

306.5. Only one Clash Buff can target a specific Clash card, Contender, or player per turn.

306.5a. Players may choose to play additional Clash Buffs on different eligible targets.

306.6. A Clash Buff can target any Clash card or Contender you control, unless otherwise stated.

306.7. When an Action is played, its effect is put into Standby where all opponents get priority to respond to it. After Standby, an Action card's effects resolve and then the Action card is put into its owner's Oblivion.

307. Action – Basic

307.1. *Basic Actions* are a subtype of Action.

307.2. Basic Action have colors, resource costs and various effects.

307.3. Basic Actions can only be played during your own Primary Phase.

307.4. When an Action is played, its effect is put into Standby where all opponents get priority to respond to it. After Standby, an Action card's effects resolve and then the Action card is put into its owner's Oblivion.

308. Action – Quick

308.1. *Quick Actions* are a subtype of Action.

308.2. Quick Action have colors, resource costs and various effects.

308.3. Quick Actions may only be played from your hand in response to the proper condition based on their trigger tag and timing rules (see rule 114.1).

- *Counter - Attack*: Play this card in response to an opponent attacking you.
- *Counter - Play*: Play this card in response to an opponent playing a card.
- *Counter - Trap*: Play this card in response to an opponent activating a Trap.

308.4. Quick Actions are *played*, and their effects resolve one at a time.

308.5. When an Action is played, its effect is put into Standby where all opponents get priority to respond to it. After Standby, an Action card's effects resolve and then the Action card is put into its owner's Oblivion.

309. Accessory – Relic

309.1. *Relics* are a subtype of Accessory.

309.2. Relics have colors, resource costs and various effects.

309.3. Relics can only be played during your own Primary Phase.

309.4. Relics are played into your Accessory Zone during your Primary Phase.

309.4a. Relics enter play in the *ready* position unless otherwise stated.

4. Zones

400. General

400.1. A zone is a place where objects can be during a game. There are normally eleven zones: Contender Zone, Clash Zone, Clashground Zone, Accessory Zone, Resource Zone, Oblivion, Standby, hand, deck, the Portal and the Banished Zone. Each player has their own Contender Zone, Clash Zone, Clashground Zone, Accessory Zone, Resource Zone, Oblivion, hand, and deck.

> 400.1a. Standby and the Portal are shared zones, shared by all players.

400.2. Public zones are zones in which all players can see the cards' faces, except for those cards that some rule or effect specifically allow to be face down (e.g., Traps). Contender Zone, Clash Zone, Clashground Zone, Accessory Zone, Resource Zone, Oblivion, Standby, the Banished Zone and the Portal are all public zones. Hidden zones are zones in which not all players can be expected to see the cards' faces. Deck and hand are hidden zones, even if all the cards in one such zone happen to be revealed.

400.3. If an object would go to any deck, Oblivion, or hand other than its owner's, it goes to its owner's corresponding zone.

400.4. Cards with certain card types can only enter certain zones.

> 400.4a. Clash cards can only enter play in the Clash Zone.

> 400.4b. Clashgrounds can only enter play in the Clashground Zone.

> 400.4c. Accessory cards can only enter play (or be set) in the Accessory Zone.

400.5. The order of objects in a deck, or in Standby can't be changed except when effects or rules allow it. Other objects in other zones can be arranged however their owners choose, although who controls those objects, whether they're engaged or upside down, and what other objects are attached to them must remain clear to all players.

400.6. A known object that moves from a public zone to a player's hand, deck, or Oblivion becomes a new object with no memory of, or relation to, its previous existence.

> 400.6a. If an object moves from a public zone to a hidden zone and then returns to a public zone, that object is considered a new object.

400.7. An object is outside the game if it isn't in any of the game's zones. Outside the game is not a zone.

400.8. Cards in a player's *Sideboard* are outside the game (see rule 100.4).

> 400.8a. Cards outside the game can't be affected by cards or effects.

400.9. Some effects instruct a player to do something to a zone (such as "Shuffle your hand into your deck"). That action is performed on all cards in that zone. The zone itself is not affected.

400.10. A card that is "banished" is sent to the Banished Zone and is no longer considered in play.

401. Deck

401.1. At the start of each game, each player must present a deck 50 cards.

401.2. Each deck must be kept in a single face-down pile. Players can't look at or change the order of cards in a deck.

401.3. Any player may count the number of cards remaining in any player's deck at any time.

401.4. If an effect puts two or more cards in a specific position in a deck at the same time, the owner of those cards may arrange them in any order. That deck's owner doesn't reveal the order in which the cards go into the deck.

401.5. Some effects tell a player to play with the top card of their deck revealed or say that a player may look at the top card of their deck. If the top card of the player's deck changes due to a card effect, the new top card won't be revealed and can't be looked at until that effect triggers and resolves again (static effects are the exception). The same is true with relation to an effect being activated.

402. Hand

402.1. The hand is where a player holds cards that have been drawn. Cards can be put into a player's hand by other effects as well. At the beginning of the game, each player draws a number of cards equal to that player's starting hand size, normally eight (see rule 103).

402.2. Players have no maximum hand size.

402.3. A player may arrange their hand in any convenient fashion and look at it at any time. A player can't look at the cards in another player's hand but may count those cards at any time.

403. Oblivion

403.1. A player's Oblivion is their discard pile. Any object that's discarded, defeated, or "sent to Oblivion" is put on top of its owner's Oblivion, as is any Action card that's finished resolving. Each player's Oblivion starts the game empty.

403.2. Each Oblivion is kept in a single face-up pile. A player can examine the cards in any Oblivion at any time and the order of the cards in a player's Oblivion does not matter.

403.3. If an effect or rule puts two or more cards into the same Oblivion at the same time, the owner of those cards may arrange them in any order.

404. Contender Zone

404.1. Only Contender cards can be in this zone.

404.2. Players begin the game with their chosen Contender in this zone.

405. Clashground Zone

405.1. Only Clashground cards can be in this zone.

405.2. When a player plays (and resolves) a Clashground card, send all active cards in all Clashground Zones to Oblivion.

405.3. Clashgrounds enter this zone in the ready position.

406. Clash Zone

406.1. Only Clash cards and Weapons attached to Clash cards can be in this zone.

406.2. Clash cards enter this zone in the ready position.

407. Accessory Zone

407.1. Only Accessories can be in this zone.

407.2. Traps are *set* into this zone face down.

407.3. Weapons can be moved from this zone to the Clash Zone when their attached cost has been paid.

407.4. When a Clash card, with one or more attached Weapons, leaves play, all of their attached Weapons return to this zone in the state in which they were in (either engaged or ready).

408. Resource Zone

408.1. In your Expansion Phase, during your resource step, you may put up to one card from your hand into your Resource Zone. You must decide whether to put a card into your Resource Zone in this step. You can't put a resource into your Resource Zone during your Primary Phase, unless otherwise stated.

408.2. Cards are put in the Resource Zone ready and in the upside-down (or inverted) position.

408.3. Cards in the Resource Zone do not enter play but are considered to be in play.

408.4. Cards in the Resource Zone are considered blank except for their color.

> 408.4a. The have no effects or characteristics except for their color.

408.5. You *pay* resources to play cards and activate effects.

408.6. Cards in the Resource Zone can be engaged to generate one resource of that card's color.

408.7. You may engage a card in your Resource Zone to generate resources if the game state requires you to pay for a card or effect.

> 408.7a. Resources may only be generated if the game state requires you to do so. In other words, you may not engage a card in your Resource Zone for no reason.

> 408.7b. If you engage a card that is more than one color to pay for a resource cost, you may choose any of that card's colors and generate a resource of the chosen color.

408.8. To impact the game state, you must follow these steps:

a) Declare a card to play or an effect to activate by placing it into Standby.
b) Generate resources for that card/effect.
c) Pay the corresponding resources for that card/effect.
d) Once all opponents have had priority to respond to the card/effect in Standby, resolve that card/effect.

409. Standby

405.1. When a card is played, the physical card is put into Standby (see rule 601.1a). When an effect is activated or triggers, that effect goes into Standby without any card associated with it (see rules 602.2a and 603.2).

405.2. Standby keeps track of the order that cards and/or effects were added to it. Each time an object is put into Standby, it's put on top of all objects already there.

405.3. If an effect puts two or more objects into Standby at the same time, those controlled by the active player are put on lowest, followed by each other player's objects in APNAP order (see rule 101.4). If a player controls more than one of these objects, that player chooses their relative order in Standby.

405.4. Cards do not have abilities in Standby. Abilities are outlined in rule 704, Keyword Abilities.

405.5. When all players pass priority in succession, the top (last-added) card or effect in Standby resolves.

405.6. Some things that happen during the game don't go into Standby.

405.6a. Static effects continuously generate their effects and don't go into Standby (see rule 604).

405.6b. Engaging a resource does not go into Standby.

405.6c. Turn-based actions don't go into Standby; they happen automatically when certain steps or phases begin. They're dealt with before a player would receive priority (see rule 114). Turn based actions also happen automatically when each step and phase ends; no player receives priority afterward (see rule 705).

405.6d. State-based actions don't go into Standby; they happen automatically when certain conditions are met (see rule 706). They are dealt with before a player would receive priority (see rule 114).

405.6e. A player may concede the game at any time. That player leaves the game immediately. This action does not go into Standby (see rule 104.3a).

410. The Portal

410.1. The Portal is a public zone. It is not a physical game zone, but rather a zone where the status of the Portal is tracked.

410.2. The Portal can either be "open" or "closed".

410.2a. The Portal starts the game closed.

410.3. A player may "activate" (see rule 703.16) the Portal by paying two resources of any color (during their Primary Phase).

410.3a. A player may also "activate" the Portal with a card effect that states, "activate the Portal".

410.3b. When a player activates the Portal, if it is open, close it.

410.3c. When a player activates the Portal, if it is closed, open it.

5. Turn Structure

500. General

500.1. A turn consists of four phases, proceeding in this order: Start of Turn Phase, Expansion Phase, Primary Phase and End of Turn Phase. Note: An additional fifth phase, named the Clash Phase, is an embedded phase within a player's Primary Phase. The active player (and the defending player) enters this phase when an attack is declared and then play returns to the active player's Primary Phase when the steps of that Clash are completed. The Expansion Phase and Clash Phase are broken down into steps, which proceed in order.

500.2. Players generally have priority in their own phases. However, priority can be passed back and forth between players as cards are played, effects are activated, attacks are declared etc. (see rule 114).

500.3. When a phase or step ends, any effects scheduled to last "until end of" that phase or step expire. When a phase or step begins, any effects scheduled to last "until" that phase or step expire. Effects that last "until end of the clash" expire at the end of the clash phase that effect corresponds to. Effects that last "until end of turn" are subject to special rules (see rule 505).

500.4. When a phase or step begins, any abilities that trigger "at the beginning of" that phase or step will trigger and be put into Standby. The owner of that effect gains priority to resolve that effect (see rule 114).

500.5. No game events can occur between turns, phases, or steps.

501. Start of Turn Phase

501.1. Any effects that trigger at "start of turn" (or similar phrasing) will trigger and resolve here. The owner of the triggered effect gains priority to resolve their effect. Priority is then returned to the active player.

502. Expansion Phase

502.1. The Expansion Phase consists of the following three steps: Ready Step, Draw Step, and Resource Step. The player going first in a game skips their first Ready and Draw Step.

502.1a. Ready Step - The active player readies (turn to the vertical position) all cards they control. Normally, all of a player's permanents will be readied, but effects can keep one or more of a player's permanents engaged. This turn-based action doesn't use Standby.

502.1b. Draw Step - The active player draws one card from the top of their deck. This turn-based action doesn't use Standby.

502.1c. Resource Step - The active player may put up to one card from their hand into their Resource Zone. A player may skip this action. Also, a player is not allowed to place a card into their Resource Zone outside of this step unless otherwise stated by a card effect. This turn-based action doesn't use Standby.

502.2. Any effect that triggers during these steps will be placed into Standby. The owner of the triggered effect gains priority to resolve their effect. Priority is then returned to the active player.

503. Primary Phase

503.1. A player may do any of the following actions in any order during their Primary Phase:

503.1a. The active player may play Clash cards, Clashgrounds, and/or non-Trap Accessories from their hand into that card's corresponding game zone. Non-Trap Accessories currently include Weapons.

503.1b. The active player may play Basic Actions during this phase. Basic Actions can only be played during a player's own Primary Phase.

503.1c. The active player may *set* any number of Traps from their hand face down into their Accessory Zone. "Setting" a Trap is not considered "playing" a Trap. Setting a Trap requires no resource cost to do so.

503.1d. The active player may initiate a Clash. The active player (and the defending player) are in the Clash Phase as soon as the active player declares an attack (see rule 504.2).

503.1e. The active player may end their turn during this phase. Play then passes to the next player in turn order (usually the player to the left).

504. Clash Phase

504.1. During the Clash Phase, the active player is the attacking player; Clash cards that player controls may be declared as attackers. During the Clash Phase of a two-player game, the non-active player is the defending player; that player's Contender and their engaged Clash cards may be attacked.

504.2. Clashes occur one at a time and follow these six steps in order: Attack Step, Counter Step, Obstruct Step, Attacker's Clash Buff Step, Defender's Clash Buff Step, and Damage Step.

504.2a. **C1: Attack Step** – The attacking player has priority. The attacking player chooses one Contender or Clash card they control and engages it to declare an attack targeted at an opponent's Contender or an opponent's engaged Clash card. Engaging a Contender or Clash card when it's declared as an attacker isn't a cost; attacking simply causes attackers to become engaged (this is a turn-based action). Note: A player must declare a target of their attack in this step. Then the attacking player resolves any *Trigger - Attack* effects (or any other attack-based triggered effects) of the attacker. Once those effects have resolved, priority passes to the defending player's Counter Step (C2).

504.2b. **C2: Counter Step** – The defending player has priority. The defending player may play or activate any number of Quick Actions, Traps, or card effects with the *Counter - Attack* trigger tag, one at a time.

Example: *Player A declares an attack with their 6/6 Clash card targeted at Player B's Contender. In the Counter Step, Player B activates [Better Luck Next Time!]. Player A has no response, and the effect of [Better Luck Next Time!] resolves giving the 6/6 Clash card -3/-3, thus making it a 3/3. Then priority is returned to the defending player, and they choose to activate another [Better Luck Next Time!]. The Trap's effect resolves, thus making the 3/3 attacking Clash card a 0/0. That Clash card is considered to be "defeated" and the Clash Phase ends.*

> 504.2b.1. When all of the defending player's desired effects have resolved, they move to the Obstruct Step (C3).

504.2c. **C3: Obstruct Step** – The defending player has priority. The defending player may obstruct with one or more of their ready Clash cards. When obstructors are declared, the attacking Contender or Clash card is now attacking the obstructors, not the original target of the attack. Any effect that triggers when Clash cards are declared as obstructors will trigger in this step. Triggered effects that trigger on obstructors being declared may have different trigger conditions.

> 504.2c.1. When the defending player has completed declaring all of their obstructors, play then passes to the Attacker's Clash Buff Step (C4).

> 504.2c.2. If any obstructors are declared with **Trigger – Obstruct** effects, those effects enter Standby and resolve in this step before play passes to step C4.

> 504.2c.3. If an attacker is obstructed and that obstructor is removed from that clash, the attacker is still considered obstructed. Effects like that from the ability **Breakthrough** will only apply if there is an obstructor present (see rule 704.4b.2).

504.2d. **C4: Attacker's Clash Buff Step** – The attacking player has priority. The attacking player may play one Clash Buff Action. That Clash Buff does not need to target the attacking Contender or Clash card.

504.2e. **C5: Defender's Clash Buff Step** – The defending player has priority. The defending player may play one Clash Buff Action. That Clash Buff does not need to target the defending Contender or Clash card.

504.2f. **C6: Damage Step** – The attacking player has priority. Clash damage is then totaled and dealt simultaneously. All cards involved in the clash will be involved in clash damage. The total attack power of the attacker is dealt as *clash damage* to the opposing Contender or opposing Clash cards (or each Clash card that is obstructing the attacker). While at the same time, the total attack power of the opposing Contender or opposing Clash cards (or any obstructors) is dealt as *clash damage* to the attacker. Clash damage reduces a Contender or Clash card's defense power by that amount. If the damage dealt to a Contender reduces its defense power to zero, all excess damage reduces that Contender's health by that amount. If the damage dealt to a Clash card reduces its defense power to zero (or less), that Clash card is *defeated*, and is put into its owner's Oblivion (after all **Trigger - Defeat** effects for that card have resolved). This is a state-

based action. **Trigger - Defeat** effects of the defeated Clash card trigger per the rules of state triggers. If the damage dealt to a Clash card does not reduce its defense power to zero (or less), that card remains in play and its defense power will be reset to its pre-Clash amount after that Clash. Regardless of the amount of damage dealt, a Contender will remain in play and its defense power will be reset to its pre-Clash amount after the Clash. Any effect that triggers on clash damage being dealt will trigger in this step. The owner of the triggered effect gains priority to resolve their effect. Priority is then returned to the active player. Triggered effects that trigger on clash damage being dealt may have different trigger conditions.

Note: A card effect that "sends a Clash card to Oblivion" is not the same as being "defeated" since that Clash card's defense was never reduced to zero. Also, when a Clash card is defeated, it is *put* into Oblivion, not *sent* to Oblivion.

- 504.2f.1. **Trigger – Victory** effects resolve during the Damage Step of a clash at the same time that any **Trigger – Defeat** effects would resolve. If a **Trigger - Victory** effect (or effects) would trigger at the same time as a **Trigger – Defeat** effect (or effects), the simultaneous effects enter Standby in APNAP order (see rule 603.3b).

504.3. If at any time the attacking Clash card is defeated or leaves play, the Clash Phase ends and play returns to the active player's Primary Phase.

504.4. If at any time the target of an attack is defeated or leaves play due to a card effect, the attacker continues to be an attacking Clash card, however, it is attacking neither a Contender nor a Clash card and will thus deal no clash damage. Then, the Clash Phase ends and play returns to the active player's Primary Phase. There is one exception to his rule (see rule 504.4a).

504.4a. If the attacking Clash card has the **Breakthrough** ability and the target of their attack leaves play due to a card effect, excessive clash damage is still dealt to the defending Contender. In other words, if the attacking Clash card with **Breakthrough** is obstructed and that obstructor is removed from the Clash by a card effect the total defense power of all opposing Clash cards is considered to be 0 (see rule 704.4d).

504.5. An attacker is removed from a Clash if it leaves play, if its controller changes, or if an effect specifically removes it from the Clash. A Contender or Clash card that's removed from a Clash stops being an attacking, obstructing, obstructed, and/or unobstructed Contender or Clash card.

504.6. Readying or engaging a Clash card that's already been declared as an attacker or obstructor doesn't remove it from the Clash and doesn't prevent it from dealing or being dealt clash damage.

504.7. Any effects (not denoted by a **Trigger - Attack** trigger tag) that trigger on attackers being declared will trigger. Effects that trigger on a Contender or Clash card attacking, trigger only at the point the Contender or Clash card is declared as an attacker. They will not trigger if a Contender or Clash card attacks and then that Contender or Clash card's characteristics change

to match the effect's trigger condition. The owner of the triggered effect gains priority to resolve their effect. Priority is then returned to the active player.

Example: The active Clashground has the effect "Whenever a green Clash card attacks, send that Clash card to Oblivion after this Clash." If a blue Clash card attacks and is later turned green by another card effect, the "send to Oblivion" effect will not trigger.

504.8. An effect that reads "Whenever a Contender or Clash card attacks and isn't obstructed, ..." triggers during the Obstruct Step, not the Attack Step.

504.9. The defending player checks each Clash card they control to see whether it's affected by any restrictions (effects that say it can't obstruct, or that it can't obstruct unless some condition is met). If any restrictions are being disobeyed, the declaration of obstructors is illegal. A restriction may be created by an evasive ability (a keyword ability an attacking Clash card has that restricts what can obstruct it, such as **Flight**). If an attacking Clash card gains or loses an evasive ability after a legal obstruction has been declared, it doesn't affect that obstruction.

504.10. Effects that last "until end of this clash" expire at the end of the Clash Phase in which that effect triggered. Effects that trigger "after this clash" trigger when the active player returns to their Primary Phase after the Clash Phase in which the effect was triggered. The owner of the triggered effect gains priority to resolve their effect. Priority is then returned to the active player.

505. End of Turn Phase

505.1. A player enters the End of Turn Phase by declaring, during their own Primary Phase, that they are "ending their turn" or any other phrasing that indicates that they are passing priority to the next player in turn order.

505.2. Any effects that trigger at "end of turn" (or similar phrasing) will trigger and resolve here. The owner of the triggered effect gains priority to resolve their effect. Priority is then returned to the active player.

505.3. Effects that last "until end of turn" expire at the end of the active player's turn in which that effect triggered.

505.4. Non-clash damage is removed from any undefeated Clash cards.

505.5. If there is a card or an effect in Standby, a turn can't end, and play can't be passed to the next player in turn order.

6. Cards and Effects

600. General

601. Playing Cards

601.1. To play a card is to take it from where it is (usually the hand), pay its costs, and then put it into Standby, so that it will eventually resolve and have its effect. Playing a card includes the proposal of the card (rules 601.1a–d) and determination and payment of resource costs and any additional costs (rules 601.1f). To play a card, a player follows the steps listed below, in order. A player must be legally allowed to play the card to begin this process (see rule 601.1e). If a player is unable to comply with the requirements of a step listed below while performing that step, the playing of the card is illegal; the game returns to the moment before the playing of that card was proposed (see rule 709).

601.1a. To propose the playing of a card, a player first moves that card from where it is to Standby. It becomes the topmost object in Standby. It has all the characteristics of the card associated with it, and that player becomes its controller. The card remains in Standby until it resolves, it's negated, or a rule or effect moves it elsewhere.

601.1b. If the card has a modal effect, the player declares the mode choice (see rule 702). If the card has alternative or additional costs that will be paid as it's being played, the player declares their intentions to pay any or all of those costs. A player can't apply two alternative methods of playing or two alternative costs to a single card. If the card has a variable cost that will be paid as it's being played (such as an {X} in its resource cost; see rule 107.3), the player declares the value of that variable. If the value of that variable is defined in the text of the card by a choice that player would make later in the declaration or resolution of the card, that player makes that choice at this time instead of that later time.

601.1c. The player declares their choice of an appropriate object or player for each target the card requires. If the card has a variable number of targets, the player declares how many targets they will choose before they declare those targets. In some cases, the number of targets will be defined by the card's text. Once the number of targets the card has is determined, that number doesn't change, even if the information used to determine the number of targets does. The same target can't be chosen multiple times for any one instance of the word "target" on the card. However, if the card uses the word "target" in multiple places, the same object or player can be chosen once for each instance of the word "target" (as long as it fits the targeting criteria). If any effects say that an object or player must be chosen as a target, the player chooses targets so that they obey the maximum possible number of such effects without violating any rules or effects that say that an object or player can't be chosen as a target. The chosen objects and/or players each become a target of that card. (Any effects that trigger when those objects and/or players become the target of a card trigger at this point; they'll wait to be put into Standby until the card has finished being played.)

601.1d. If the card (or effect) requires the player to divide or distribute an effect (such as damage or Counters) among one or more targets, the player declares the division. If that player chooses two targets, each of those targets must receive at least one of whatever is being divided.

*Example: The **Barrage** ability of [Machina, Unstoppable Force] allows you to deal (six) damage divided as you choose, amongst up to two target Clash cards. If you choose two targets, each of those targets must receive at least one of the damage being divided. Therefore, you can deal 1 and 5 damage, 2 and 4 damage, or 3 and 3 damage.*

601.1e. The game state checks to see if the proposed card can legally be played. If the proposed card is illegal, the game returns to the moment before the playing of that card was proposed (see rule 709 and rule 704.7).

601.1f. The player determines the total cost of the card. Usually this is just the resource cost. Some cards have additional or alternative costs. Some effects may increase or reduce the cost to pay or may provide other alternative costs. Costs may include paying resources, engaging permanents, sending permanents to Oblivion, discarding cards, and so on. The total cost is the resource cost or alternative cost (as determined in rule 601.1b), plus all additional costs and cost increases, and minus all cost reductions. If multiple cost reductions apply, the player may apply them in any order. If the specific resource component of the total cost is reduced to nothing by cost reduction effects, it is considered to be {0}. It can't be reduced to less than {0}. Once the total cost is determined, any effects that directly affect the total cost are applied. Then the resulting total cost becomes the "final cost" of that card. If effects would change the total cost after this time, they have no effect.

601.1g. Once the steps described in 601.1a–f are completed, effects that modify the characteristics of the card as it's played are applied, then the card becomes played. Any effects that trigger when a card is played trigger at this time. The card's controller then passes priority to the other players (in turn order) to respond with any **Counter - Play** cards and/or effects.

601.2. Some cards specify that one of their controller's opponents does something the controller would normally do while it's being played, such as choose a mode or choose targets. In these cases, the opponent does so when the card's controller normally would do so.

601.2a. If there is more than one opponent who could make such a choice, the card's controller decides which of those opponents will make the choice.

601.2b. If the card instructs its controller and another player to do something at the same time as the card is being played, the card's controller goes first, then the other player. This is an exception to rule 101.4.

601.3. Playing a card that alters costs won't affect cards and effects that are already in Standby.

602. Activated Effects

602.1. Activated effects have an "activation cost" and a "resulting effect".

602.1a. The *activation cost* is denoted in the text of the card, usually before the sentence beginning with, "If you do...". The *resulting effect* is usually contained in the sentence beginning with "If you do…".

Example: *[Flare] states, "Once per turn, during your Primary Phase, you may engage this card. If you do, deal one damage to target Clash card or Contender." Engaging [Flare] is the activation cost and dealing one damage to a target Clash card or Contender is the resulting effect.*

602.2. To activate an effect is to put it into Standby and pay its costs, so that it will eventually resolve and have its effect. Only an object's controller (or its owner if it doesn't have a controller) can activate its activated effect unless the object specifically says otherwise. Activating an effect follows the steps listed below, in order. If, at any point during the activation of an effect, a player is unable to comply with any of those steps, the activation is illegal; the game returns to the moment before that effect started to be activated (see rule 709). Declarations and payments can't be altered after they've been made.

602.2a. The player declares that they are activating the effect. If an activated effect is being activated from a hidden zone, the card that has that effect is revealed. That effect is put into Standby as an object that's not a card. It becomes the topmost object in Standby. It has the text of the effect that created it, and no other characteristics. Its controller is the player who activated the effect. The effect remains in Standby until it's negated, it resolves, or another effect moves it elsewhere.

602.2b. The remainder of the process for activating an effect is identical to the process for playing a card listed in rules 601.1b–f. Those rules apply to activating an effect just as they apply to the playing of a card. An activated effect analog to a card's resource cost (as referenced in rule 601.1f) is its activation cost.

602.3. Some effects specify that one of their controller's opponents does something the controller would normally do while it's being activated, such as choose a mode or choose targets. In these cases, the opponent does so when the effect's controller normally would do so.

602.3a. If there is more than one opponent who could make such a choice, the effect's controller decides which of those opponents will make the choice.

602.3b. If the effect instructs its controller and another player to do something at the same time as the effect is being activated, the effect's controller goes first, then the other player. This is an exception to rule 101.4.

602.4. Activating an effect that alters costs won't affect cards and effects that are already in Standby.

602.5. Some activated effects exist on permanents that have a trigger tag. They obey the same timing rules as outlined below and in rule 304.8. In order to activate a "*Counter -*" effect of a

permanent, that player must declare the activation of the effect so long as the trigger tag and timing rules are obeyed. That effect enters Standby and follows normal effect resolution rules (see rule 605).

- **Counter - Attack**: Activate this effect in response to an opponent attacking you.
- **Counter - Play**: Activate this effect in response to an opponent playing a card.
- **Counter - Trap**: Activate this effect in response to an opponent activating a Trap.

602.6. Some card effects can be used once per turn and have no activation cost associated. These are call *declaration effects*. A player may put this effect into Standby by declaring that they are doing so, so long as the timing and conditions of the effect declaration on the card are obeyed. After declaration, that effect enters Standby and follows normal effect resolution rules (see rule 605).

603. Triggered Effects

603.1. Triggered effects have a trigger condition and a resulting effect. They are written as "[When/Whenever/At] [trigger condition or event], [resulting effect]."

603.1a. A triggered effect may include instructions after its effects that limit what the effect may target. This text is not part of the effect. It functions while the effect is in Standby.

603.1b. There are certain trigger tags that indicate a particular trigger event. The following trigger tags may appear on cards and they mean the following...

- **Trigger - Attack**: When this card attacks…
- **Trigger - Enter**: When this card enters play…
- **Trigger - Defeat**: When this card is defeated…
- **Trigger - Victory**: When this card defeats a Clash card in a clash and is not defeated…
- **Trigger – Obstruct**: When this card obstructs…

603.2. Whenever a game event or game state matches a triggered effect's trigger event, that effect automatically triggers and enters Standby (see rule 603.1b).

603.2a. Because they aren't played or activated, triggered effects can trigger even when it isn't legal to play cards and activate effects. Effects that preclude effects from being activated don't affect them.

603.2b. When a phase or step begins, all effects that trigger "at the beginning of" that phase or step will trigger.

603.2c. An effect triggers only once each time its trigger event occurs. However, it can trigger repeatedly if one event contains multiple occurrences unless otherwise stated.

Example: A permanent has an effect whose trigger condition reads, "Whenever you discard a card, this Clash card gets +1/+1 until end of turn." If someone plays a card that makes you discard your hand, the effect will trigger once for each card put into your Oblivion from your hand as a result of that card's effect resolution.

603.2d. An effect may state that a triggered effect triggers additional times. In this case, rather than simply determining that such an effect has triggered, determine how many times it should trigger, then that effect triggers that many times. An effect that states that an effect triggers additional times doesn't invoke itself repeatedly and doesn't apply to other effects that affect how many times an effect triggers.

603.2e. Some effects refer to a triggered effect of an object. Such effects refer only to triggered effects the object has, not any delayed triggered effects (see rule 603.7) that may be created by effects the object has.

603.2f. Some trigger events use the word "becomes" (for example, "becomes attached" or "becomes obstructed"). These trigger only at the time the named event happens (they don't trigger if that state already exists or retrigger if it persists). An effect that triggers when a permanent "becomes engaged" or "becomes ready" doesn't trigger if the permanent enters play in that state.

Example: An effect that triggers when a permanent "becomes engaged" triggers only when the status of a permanent that's already in play changes from ready to engaged.

603.2g. If a triggered effect's trigger condition is met, but the object with that triggered effect is at no time visible to all players, the effect does not trigger.

603.2h. An effect triggers only if its trigger event actually occurs. An event that's prevented or replaced won't trigger anything.

Example: An effect that triggers on damage being dealt won't trigger if all the damage is prevented.

603.2i. A triggered effect may have limitations such as, "This effect triggers only once per turn." The effect triggers only if its source's controller has not yet met the limited effect's trigger condition.

603.3. Once an effect has triggered, its controller receives priority and puts the triggered effect into Standby as an object that's not a card. The effect becomes the topmost object in Standby. It has the text of the effect that created it, and no other characteristics. It remains in Standby until it's negated, it resolves, a rule causes it to be removed from Standby, or an effect moves it elsewhere.

603.3a. A triggered effect is controlled by the player who controlled its source at the time it triggered unless it's a delayed triggered effect. To determine the controller of a delayed triggered effect, see rules 603.7.

603.3b. If multiple effects have triggered since the last time a player received priority, the effects are placed into Standby in a two-part process. First, each player, in APNAP order, puts each triggered effect they control with a trigger condition that isn't another effect triggering into Standby in any order they choose (see rule 101.4.). Second, each player, in APNAP order, puts all remaining triggered effects they control into Standby in any order they choose. Then the game once again checks for and performs state-based actions (such as "being defeated") until none are performed, then effects that triggered

during this process go into Standby. This process repeats until no new state-based actions are performed and no effects trigger. Then the appropriate player gets priority.

603.3c. If a triggered effect is modal, its controller declares the mode choice when putting the effect into Standby. If one of the modes would be illegal (due to an inability to choose legal targets, for example), that mode can't be chosen. If no mode is chosen, the effect is removed from Standby (see rule 702).

603.3d. The remainder of the process for putting a triggered effect into Standby is identical to the process for playing a card listed in rules 601.1c–d. If a choice is required when the triggered effect goes into Standby, but no legal choices can be made for it, or if a rule or a continuous effect otherwise makes the effect illegal, the effect is simply removed from Standby.

603.4. A triggered effect may read "When/Whenever/At [trigger event], if [condition], [effect]." When the trigger event occurs, the effect checks whether the stated condition is true. The effect triggers only if it is true, otherwise, it does nothing. If the effect triggers, it checks the stated condition again as it resolves. If the condition isn't true at that time, the effect is removed from Standby and does nothing.

603.5. Some triggered effects are optional (they contain "may," as in "**_Trigger – Enter_**: You may draw one card"). These effects go into Standby when they trigger, regardless of whether their controller intends to exercise the effect's option or not. The choice is made when the effect resolves. Likewise, triggered effects will go into Standby normally. The "unless" part of the effect is dealt with when the effect resolves.

603.6. Trigger events that involve objects changing zones are called "zone-change triggers." Many effects with zone-change triggers attempt to do something to that object after it changes zones. During resolution, these effects look for the object in the zone that it moved to. If the object is unable to be found in the zone it went to, the part of the effect attempting to do something to the object will fail to do anything. The effect could be unable to find the object because the object never entered the specified zone, because it left the zone before the effect resolved, or because it is in a zone that is hidden from a player, such as a deck or an opponent's hand. (This rule applies even if the object leaves the zone and returns again before the effect resolves.) The most common zone-change trigger is an effect with the **_Trigger – Enter_** tag.

603.6a. **_Trigger - Enter_** effects trigger when a permanent enters play. These are usually written as, "**_Trigger - Enter_**: You may draw one card."

603.6b. Continuous effects or additional effects that modify characteristics of a permanent do so the moment the permanent is in play (and not before then). Continuous effects don't apply before the permanent is in play, however (see rule 603.6d).

Example: _[Energy Blast] reads, "...When that [Clash] card enters play, deal two damage to that card." When the Clash card being played enters play from Standby, it is immediately dealt two damage as if it had the effect, "**Trigger - Enter**: Deal two damage to this Clash card."_

603.6c. *Leaves play* effects trigger when a permanent moves from "in-play" to another zone. These are written as, but aren't limited to, "When [this object] leaves play…" or "Whenever [something] is put into Oblivion from the Clash Zone…". An effect that attempts to do something to the card that left play checks for it only in the first zone that it went to. An effect that triggers when a card is put into a certain zone "from anywhere" is never treated as a *leaves play* ability, even if an object is put into that zone from play.

603.6d. Some permanents have text that reads "[This permanent] enters play engaged" Such text is a static effect (not a triggered effect) whose effect occurs as part of the event that puts the permanent into play.

603.7. An effect may create a *delayed triggered effect* that can do something at a later time. A delayed triggered effect will contain "when," "whenever," or "at," although that word won't usually begin the effect.

603.7a. Delayed triggered effects are created during the resolution of cards or effects, as the result of a replacement effect being applied, or as a result of a static effect that allows a player to take an action. A delayed triggered effect won't trigger until it has actually been created, even if its trigger event occurred just beforehand. Other events that happen earlier may make the trigger event impossible.

603.7b. A delayed triggered effect will trigger only once (the next time its trigger event occurs) unless it has a stated duration, such as "this turn." If its trigger event occurs more than once simultaneously and the effect doesn't have a stated duration, the controller of the delayed triggered effect chooses which event causes the effect to trigger.

603.7c. A delayed triggered effect that refers to a particular object still affects it even if the object changes characteristics. However, if that object is no longer in the zone it's expected to be in at the time the delayed triggered effect resolves, the effect won't affect it.

603.7d. If a card creates a delayed triggered effect, the source of that delayed triggered effect is that card. The controller of that delayed triggered effect is the player who controlled that card as it resolved.

603.7e. If an activated or triggered effect creates a delayed triggered effect, the source of that delayed triggered effect is the same as the source of that other effect. The controller of that delayed triggered effect is the player who controlled that other effect as it resolved.

603.7f. If a static effect generates a replacement effect which causes a delayed triggered effect to be created, the source of that delayed triggered effect is the object with that static effect. The controller of that delayed triggered effect is the same as the controller of that object at the time the replacement effect was applied.

603.7g. If a static effect allows a player to take an action and creates a delayed triggered effect if that player does so, the source of that delayed triggered effect is the object with that static effect. The controller of that delayed triggered effect is the same as the controller of that object at the time the action was taken.

*Example: You play [Moxie, Alpha Hunting Specialist]. The **Trigger – Enter** effect of [Moxie, Alpha Hunting Specialist] reveals three cards: [Surprise!], [Moxie's Sidearm], and [Colonel Edwards]. You choose [Colonel Edwards] from among the revealed cards and put him into your Clash Zone engaged. The **Trigger - Enter** effect of [Colonel Edwards] triggers, however, that trigger is delayed until the active effect has been fully resolved. So, you will put [Surprise!] and [Moxie's Sidearm] into your Oblivion -- as part of the effect resolution of [Moxie, Alpha Hunting Specialist] – then the effect of Colonel Edwards is resolved as part of the delayed triggered resolution.*

603.8. Some triggered effects trigger when a game state (such as a player controlling no permanents of a particular card type) is true, rather than triggering when an event occurs. These effects trigger as soon as the game state matches the condition. They'll go into Standby at the next available opportunity. These are called *state triggers*. (Note that state triggers aren't the same as state-based actions.) A state-triggered effect doesn't trigger again until the effect has resolved, has been negated, or has otherwise left Standby. Then, if the object with the effect is still in the same zone and the game state still matches its trigger condition, the effect will trigger again.

Example: A permanent's effect reads, "Whenever you have no cards in hand, draw one card." If its controller plays the last card from their hand, the effect will trigger once and won't trigger again until it has left Standby. If its controller plays a card that reads "Discard your hand, then draw that many cards," the effect will trigger during the card's resolution because the player's hand was momentarily empty.

603.9. Normally, objects that exist immediately after an event are checked to see if the event matched any trigger conditions, and continuous effects that exist at that time are used to determine what the trigger conditions are and what the objects involved in the event look like. However, some triggered effects are exceptions to this rule; the game "looks back in time" to determine if those effects trigger, using the existence of those effects and the appearance of objects immediately prior to the event. The list of exceptions is as follows:

603.9a. Some zone-change triggers look back in time. These are *leaves play* effects, effects that trigger when a card leaves a player's Oblivion, and effects that trigger when an object that all players can see is put into a hand or deck.

Example: Two Clash cards are in play along with a Weapon that has the effect, "Whenever a Clash card leaves play, your Contender gains one health." Someone plays a card that sends all Clash cards and Weapons to Oblivion. The Weapon's effect triggers twice, even though the Weapon goes to its owner's Oblivion at the same time as the Clash cards.

603.9b. Effects that trigger specifically when an object becomes unattached look back in time.

603.9c. Effects that trigger when a player loses control of an object look back in time.

603.9d. Effects that trigger when a card/or an attack is negated look back in time.

604. Static Effects

604.1. Static effects do something all the time rather than being activated or triggered. They are written as statements, and they're simply true.

604.2. Static effects are continuous effects, some of which are prevention effects or replacement effects. These effects are active as long as the permanent with the effect remains in play and has the effect, or as long as the object with the effect remains in the appropriate zone.

604.3. Some static effects are *characteristic defining* effects. A characteristic defining effect conveys information about an object's characteristics that would normally be found elsewhere on that object (such as in its resource cost, type, or attack/defense value). Characteristic defining effects can add to or override information found elsewhere on that object. Characteristic defining effects function in all zones. They also function outside the game and before the game begins.

604.3a. A static effect is a *characteristic defining* effect if it meets the following criteria: 1) It defines an object's colors, types/subtypes, attack, or defense, health; 2) it is printed on the card it affects, it was granted to the token it affects by the effect that created the token, or it was acquired by the object it affects as the result of a copy effect or text-changing effect; 3) it does not directly affect the characteristics of any other objects; 4) it is not an effect that an object grants to itself; and 5) it does not set the values of such characteristics only if certain conditions are met.

604.4. Many Weapons have static effects that modify the object they're attached to, but those effects don't target that object. If a Weapon is moved to a different object, the effect stops applying to the original object and starts modifying the new one.

604.5. Some static effects apply while a card is in any zone that you could play it from (usually your hand). These are limited to those that read, "You may play this card…" or "You can't play this card…" or "Play this card only if…".

604.6. Unlike cards and other kinds of effects, static effects can't use an object's last known information for purposes of determining how their effects are applied.

605. Card and Effect Resolution

605.1. Each time all players pass priority in succession, the topmost card or effect in Standby resolves (see rule 606).

605.2. If the object that's resolving is a card, its resolution may involve several steps. The steps described in rules 605.2a-j are followed as appropriate, in no specific order.

605.2a. The controller of the card follows its instructions in the order written. However, replacement effects may modify these steps. In some cases, later text on the card may modify the meaning of earlier text (for example, "Negate the Action card being played. If that card is negated this way, put it on top of its owner's deck instead of into its owner's Oblivion.") Don't just apply effects step by step without thinking in these cases—read the whole text and apply the rules of English to the text.

605.2b. If a card offers any choices other than choices already made as part of playing the card, the player declares these while applying the effect. The player can't choose an option that's illegal or impossible, with the exception that having a deck with no cards in it doesn't make drawing a card an impossible action (see rule 104.3c).

Example: A card (or an effect's) instruction reads, "You may send a Clash card you control to Oblivion. If you don't, your Contender loses three health." A player who controls no Clash cards can't choose the "send to Oblivion" option.

605.2c. If a card divides or distributes something, such as damage or Counters, as a player chooses among any number of untargeted players and/or objects, the player chooses the amount and division such that each chosen player or object receives at least one of whatever is being divided. (Note that if an effect divides or distributes something, such as damage or Counters, as a player chooses among some number of target objects and/or players, the amount and division were determined as the card or effect was put into Standby rather than at this time.

605.2d. Some cards and effects have multiple steps or actions, denoted by separate sentences or clauses, that involve multiple players. In these cases, the choices for the first action are made in APNAP order, and then the first action is processed simultaneously. Then the choices for the second action are made in APNAP order, and then that action is processed simultaneously, and so on (see rule 101.4).

605.2e. Some cards and effects include actions taken on multiple players and/or objects. In most cases, each such action is processed simultaneously. If the action can't be processed simultaneously, it's instead processed considering each affected player or object individually. APNAP order is used to make the primary determination of the order of those actions. Secondarily, if the action is to be taken on both a player and an object they control or on multiple objects controlled by the same player, the player who controls the resolving card or effect chooses the relative order of those actions.

605.2f. If an effect requires information from the game (such as the number of Clash cards in play), the answer is determined only once, when the effect is applied. If the effect requires information from a specific object, including the source of the effect itself, the effect uses the current information of that object if it's in the public zone it was expected to be in; if it's no longer in that zone, or if the effect has moved it from a public zone to a hidden zone, the effect uses the object's last known information. If an effect states that an object does something, it's the object as it exists (or as it most recently existed) that does it, not the effect.

605.2g. If an effect refers to certain characteristics, it checks only for the value of the specified characteristics, regardless of any related ones an object may also have.

Example: An effect that reads "Send all blue Clash cards to Oblivion" will send a white-and-blue Clash card to Oblivion, but one that reads "Send all non-blue Clash cards to Oblivion" doesn't.

605.3h. If the object that's resolving has a target, it checks whether the target is still legal, as described in rule 608.2b. Otherwise, the card (or effect) doesn't resolve. It is removed from Standby and put into its owner's Oblivion.

605.3i. If a permanent card resolves but its controller can't put it in the corresponding "in-play" zone, that player puts it into its owner's Oblivion.

605.2j. As the final part of an Action card's resolution, the card is put into its owner's Oblivion. As the final part of an effect's resolution, the effect is removed from Standby and ceases to exist.

606. Effect

606.1. An effect is something that happens in the game as a result of a card or another effect. Effects are listed in a card's text. When a card, activated effect, or triggered effect resolves, it may create one or more one-shot or continuous effects. Static effects may create one or more continuous effects. The text on a card denotes that card's effects (or put simply, its card effects).

606.1a. If there are multiple simultaneous effects (one-shot and/or continuous triggered effects) controlled by a player that trigger at the same time (in other words, they have the same trigger event), the player who controls the sources of those effects chooses which order to place those effects into Standby and thus the order in which those effects resolve.

606.2. Effects apply only to permanents unless the instruction's text states otherwise, or they clearly can apply only to objects in one or more other zones.

Example: An effect that changes all Clash cards into Harbingers won't alter Clash cards in players' Oblivions. But an effect that says "Clashgrounds cost one additional resource of any color to play…" will apply only to Clashgrounds put into Standby as part of their resolution of play.

606.3. If an effect attempts to do something impossible, it does only as much as possible.

Example: If a player is holding only one card, an effect that reads "Discard two cards" causes them to discard only that one card. If an effect moves cards out of the deck (as opposed to drawing), it moves as many as possible.

606.4. If an effect could result in a draw, the text of the card or effect may specify what to do in the event of a draw. If it does not, the game simply ends in a draw (see rule 104.4).

606.5. Some continuous effects are replacement effects or prevention effects (see rules 609 and 610).

606.6. Some effects apply to damage from a source—for example, "The next time a red source of your choice would deal clash damage to you this turn, prevent that damage."

> 606.6a. If an effect requires a player to choose a source of damage, they may choose a permanent, a card in Standby, or any object referred to by an object in Standby (either by a replacement or prevention effect that's waiting to apply, or by a delayed triggered effect that's waiting to trigger; even if that object is no longer in the zone it used to be in). A source doesn't need to be capable of dealing damage to be a legal choice. The source is chosen when the effect is created. If the player chooses a permanent, the effect will apply to the next damage dealt by that permanent, regardless of whether it's clash damage or non-clash damage dealt as the result of that permanent's effect. If the player chooses a card in Standby, the effect will apply to any damage dealt by that card when it resolves.

> 606.6b. Some static effects prevent or replace damage from sources with certain properties. For these effects, the prevention or replacement applies to sources that are permanents with that property and to any sources that aren't in play that have that property.

607. One-Shot Effects

> 607.1. A *one-shot effect* does something just once and doesn't have a duration. Examples include (but are not limited to) dealing damage, sending a permanent to Oblivion, creating a token, and moving an object from one zone to another.

> 607.2. Some one-shot effects create a delayed triggered effect, which instructs a player to do something later in the game (usually at a specific time) rather than as the card or effect that's creating the one-shot effect resolves (see rule 603.7).

> 607.3. Some one-shot effects cause an object to change zones "until" a specified event occurs. A second one-shot effect is created immediately after the specified event. This second one-shot effect returns the object to its previous zone.

608. Continuous Effects

> 608.1. A continuous effect modifies characteristics of objects, modifies control of objects, or affects players or the rules of the game, for a fixed or indefinite period.

> 608.2. A continuous effect may be generated by the resolution of a card or effect.

> > 608.2a. A continuous effect generated by the resolution of a card or effect lasts as long as stated by the card or effect creating it (such as "until end of turn"). If no duration is stated, it lasts until the end of the game.

> > 608.2b. Some continuous effects generated by the resolution of a card or effect have durations worded "while this card…" and if the "while this card…" duration never starts, or it ends before the moment the effect would first be applied, the effect does nothing. It doesn't start and immediately stop again, and it doesn't last forever.

608.2c. If a continuous effect generated by the resolution of a card or effect modifies the characteristics or changes the controller of any objects, the set of objects it affects is determined when that continuous effect begins. After that point, the set won't change. (Note that this works differently than a continuous effect from a static effect.) A continuous effect generated by the resolution of a card or effect that doesn't modify the characteristics or change the controller of any objects modifies the rules of the game, so it can affect objects that weren't affected when that continuous effect began. If a single continuous effect has parts that modify the characteristics or changes the controller of any objects and other parts that don't, the set of objects each part applies to is determined independently.

Example: An effect that reads "(Alpha Hunter) Clash cards get +1/+1 until end of turn" gives the bonus to all permanents that are (Alpha Hunter) Clash cards when the card or effect resolves— even if they change Affiliation later—and doesn't affect those that enter play or become (Alpha Hunters) afterward.

Example: An effect that reads "Prevent all clash damage Clash cards would deal this turn" doesn't modify any object's characteristics, so it's modifying the rules of the game. That means the effect will apply to clash damage from Clash cards that weren't in play when the continuous effect began.

608.2d. If a resolving card or effect that creates a continuous effect contains a variable such as X, the value of that variable is determined only once, on resolution.

608.3. A continuous effect may be generated by the static effect of an object.

608.3a. The effect applies at all times that the permanent generating it is in play or the object generating it is in the appropriate zone.

Example: A permanent with the static effect "All white Clash cards get +1/+1" generates an effect that continuously gives +1/+1 to each white Clash card in play. If a Clash card becomes white, it gets this bonus; a Clash card that stops being white loses it.

608.3b. Continuous effects that modify characteristics of permanents do so simultaneously with the permanent entering play. They don't wait until the permanent is in play and then change it. Because such effects apply as the permanent enters the battlefield, they are applied within the same timing as a permanent with a **Trigger - Enter** effect.

Example: A permanent with the static effect "All Rogue Clash cards get +1/+1" is in play. A 1/1 (Rogue) Clash card enters play as a 2/2, not a 1/1. That Clash card doesn't enter the Clash Zone as 1/1 and then change to 2/2.

609. Replacement Effects

609.1. Some continuous effects are replacement effects. Like prevention effects (see rule 610), replacement effects apply continuously as events happen. Such effects watch for a particular event that would happen and completely or partially replace that event with a different event. They act like "barriers" around whatever they're affecting.

609.1a. Effects that use the word "instead" are replacement effects. Most replacement effects use the word "instead" to indicate what events will be replaced with other events.

609.1b. Effects that use the word "skip" are replacement effects. These replacement effects use the word "skip" to indicate what events, steps, phases, or turns will be replaced with nothing.

609.1c. Effects that read "[This permanent] enters play with… or "[This permanent] enters play engaged…," etc. are replacement effects.

609.1d. Continuous effects that read "[Objects] enter play…" are replacement effects.

609.2. Some replacement effects apply to damage from a source (see rule 606.6).

609.3. There are no special restrictions on playing a card or activating an effect that generates a replacement effect. Such effects last until they're used up or their duration has expired.

609.4. Replacement effects must exist before the appropriate event occurs—they can't "go back in time" and change something that's already happened. Cards or effects that generate these effects are often played or activated in response to whatever would produce the event and thus resolve before that event would occur.

609.5. A replacement effect doesn't invoke itself repeatedly; it gets only one opportunity to affect an event or any modified events that may replace that event.

Example: A player controls two Clash cards, each with an effect that reads "If a Clash card you control would deal clash damage to a Contender, it deals double that damage to that Contender instead." A Clash card that normally deals two damage will deal eight damage (not just four, and not an infinite amount.)

609.6. If an event is replaced, it never happens. A modified event occurs instead, which may in turn trigger effects. Note that the modified event may contain instructions that can't be carried out, in which case the impossible instruction is simply ignored.

609.7. If a replacement effect would replace an event, but that event never happens, the replacement effect simply doesn't do anything.

609.7a. If a source would deal 0 damage, it does not deal damage at all. Replacement effects that would increase the damage dealt by that source or would have that source deal that damage to a different object, have no event to replace, so they have no effect.

609.8. An effect that causes a player to skip an event, step, phase, or turn is a replacement effect. "Skip [something]" is the same as "Instead of doing [something], do nothing." Once a step, phase, or turn has started, it can no longer be skipped—any skip effects will wait until the next occurrence.

609.8a. Anything scheduled for a skipped step, phase, or turn won't happen. Anything scheduled for the "next" occurrence of something waits for the first occurrence that isn't skipped. If two effects each cause a player to skip their next occurrence, that player

must skip the next two; one effect will be satisfied in skipping the first occurrence, while the other will remain until another occurrence can be skipped.

609.8b. Some effects cause a player to skip a step, phase, or turn, then take another action. That action is considered to be the first thing that happens during the next step, phase, or turn to actually occur.

609.9. Some effects replace card draws. These effects are applied even if no cards could be drawn because there are no cards in the affected player's deck.

609.9a. If an effect replaces a draw within a sequence of card draws, all actions required by the replacement are completed, if possible, before resuming the sequence.

609.9b. If an effect would have a player both draw a card and perform an additional action on that card, and the draw is replaced, the additional action is not performed on any cards that are drawn as a result of that replacement effect.

609.10. Some replacement effects modify how a permanent enters play (see rules 609.1c-d). Such effects may come from the permanent itself if they affect only that permanent (as opposed to a general subset of permanents that includes it). They may also come from other sources. To determine which replacement effects, apply and how they apply, check the characteristics of the permanent as it would exist in play.

609.10a. If a replacement effect that modifies how a permanent enters play requires a choice, that choice is made before the permanent enters play.

609.11. An effect that modifies how a permanent enters play may cause other objects to change zones.

609.11a. While applying an effect that modifies how a permanent enters play, you may have to choose a number of objects that will also change zones. You can't choose the object that will become that permanent or any other object entering play at the same time as that object.

609.11b. The same object can't be chosen to change zones more than once when applying replacement effects that modify how a single permanent enters play.

609.12. Some effects state that something can't happen. These effects aren't replacement effects but follow similar rules.

609.12a. "Can't" effects must exist before the appropriate event occurs—they can't "go back in time" and change something that's already happened.

609.12b. If an event can't happen, a player can't choose to pay a cost that includes that event.

610. Prevention Effects

610.1. Some continuous effects are prevention effects. Like replacement effects (see rule 609), prevention effects apply continuously as events happen—they aren't locked in ahead of time.

Such effects watch for a damage event that would happen and completely or partially prevent the damage that would be dealt. They act like "barriers" around whatever they're affecting.

> 610.1a. Effects that use the word "prevent" are prevention effects. Prevention effects use "prevent" or "can't be dealt" to indicate what damage will not be dealt.

610.2. Many prevention effects apply to damage from a source (see rule 606.6).

610.3. There are no special restrictions on playing a card or activating an effect that generates a prevention effect. Such effects last until they're used up or their duration has expired.

610.4. Prevention effects must exist before the appropriate damage event occurs—they can't "go back in time" and change something that's already happened. Cards or effects that generate these effects are often played or activated in response to whatever would produce the event and thus resolve before that event would occur.

Example: A player can play a card or activate an effect that "prevents the next two clash damage dealt to target Clash card they control" in response to a card or effect that would deal damage. Once the damaging effect resolves, though, it's too late to prevent the damage.

610.5. Some prevention effects also include an additional effect, which may refer to the amount of damage that was prevented. The prevention takes place at the time the original event would have happened; the rest of the effect takes place immediately afterward.

610.6. If damage that would be dealt is prevented, it never happens. A modified event may occur instead, which may in turn trigger effects. Note that the modified event may contain instructions that can't be carried out, in which case the impossible instruction is simply ignored.

610.7. Some prevention effects generated by the resolution of a card or effect refer to a specific amount of damage—for example, "Prevent the next two clash damage that would be dealt to target Clash card this turn." These work like barriers. Each 1 damage that would be dealt to the "protected" permanent is prevented. Preventing 1 damage reduces the remaining barrier by 1. If damage would be dealt to the "protected" permanent or player by two or more applicable sources at the same time, the player, or the controller of the permanent chooses which damage the barrier prevents. Once the barrier has been reduced to 0, any remaining damage is dealt normally. Such effects count only the amount of damage; the number of events or sources dealing the damage doesn't matter.

610.8. Some prevention effects generated by the resolution of a card or effect refer to the "next time" a specific source would deal damage. These effects prevent the next instance of damage from that source, regardless of how much damage that is. Once an instance of damage from that source has been prevented, any subsequent instances of damage that would be dealt by that source are dealt normally.

610.9. Some effects generated by the resolution of a card or effect prevent damage from a source of a player's choice with certain properties. When the source would deal damage, the barrier rechecks the source's properties. If the properties no longer match, the damage isn't prevented or replaced, and the barrier isn't used up.

610.10. Some prevention effects generated by static effects refer to a specific amount of damage—for example, "If a source would deal damage to your Contender, prevent one of that damage." Such an effect prevents only the indicated amount of damage in any applicable damage event at any given time. It will apply separately to damage from other applicable events that would happen at the same time, or at a different time.

610.11. Some prevention effects prevent the next *N* damage that would be dealt to each of a number of untargeted Clash cards. Such an effect creates a prevention barrier for each applicable Clash card when the card or effect resolves.

610.12. Some effects state that damage "can't be prevented." If unpreventable damage would be dealt, any applicable prevention effects are still applied to it. Those effects won't prevent any damage, but any additional effects they have will take place. Existing damage prevention barriers won't be reduced by damage that can't be prevented.

> 610.12a. A prevention effect is applied to any particular unpreventable damage event just once. It won't invoke itself repeatedly trying to prevent that damage.

610.13. Some triggered effects trigger when damage that would be dealt is prevented. Such an effect triggers each time a prevention effect is applied to one or more simultaneous damage events and prevents some or all of that damage.

610.14. If a permanent has multiple instances of an effect that care if damage is prevented, the controller of that permanent must choose which effect to resolve when damage is dealt. In other words, damage can't be prevented multiple times to gain the effects of multiple damage prevention effects.

7. Additional Rules

700. General

701. Events

701.1. Anything that happens in a game is an event. Multiple events may take place during the resolution of a card or effect. The text of triggered effects and replacement effects defines the event they're looking for. One "happening" may be treated as a single event by one effect and as multiple events by another.

Example: If an attacking Clash card is obstructed by two Clash cards, this is one event for a triggered effect that reads "Whenever this Clash card becomes obstructed" but two events for a triggered effect that reads "Whenever this Clash card becomes obstructed by a Clash card."

702. Modal Cards and Effects

702.1. A card or effect is modal if it has two or more options in a bulleted list preceded by instructions for a player to choose a number of those options, such as "Choose one —." Each of those options is a mode.

702.1a. The controller of a modal card or effect chooses the mode(s) as part of playing the card or activating that effect. If one of the modes would be illegal (due to an inability to choose legal targets, for example), that mode can't be chosen (see rule 603.3c).

702.1b. The controller of a modal triggered effect chooses the mode(s) as part of putting that effect into Standby. If one of the modes would be illegal (due to an inability to choose legal targets, for example), that mode can't be chosen. If no mode is chosen, the effect is removed from Standby.

702.1c. If a card or effect targets one or more targets only if a particular mode is chosen for it, its controller would need to choose those targets only if they chose that mode. Otherwise, the card or effect is treated as though it did not have those targets.

702.1d. If a player is allowed to choose more than one mode for a modal card or effect, that player normally can't choose the same mode more than once. However, some modal cards include the instruction "You may choose the same mode more than once." If a particular mode is chosen multiple times, the card is treated as if that mode appeared that many times in sequence. If that mode requires a target, the same player or object may be chosen as the target for each of those modes, or different targets may be chosen.

702.1e. Some cards and effects specify that a player other than their controller chooses a mode for it. In that case, the other player does so when the card or effect's controller normally would do so. If there is more than one other player who could make such a choice, the card or effect's controller decides which of those players will make the choice.

702.1f. Modal cards and effects may have different targeting requirements for each mode. Changing a card or effect's target can't change its mode.

702.1g. A copy of a modal card or effect copies the mode(s) chosen for it. The controller of the copy can't choose a different mode, unless otherwise specified.

703. Keyword Actions

703.1. Most actions described in a card's rules text use the standard English definitions of the verbs within, but some specialized verbs are used whose meanings may not be clear. These "keywords actions" are game terms; sometimes reminder text summarizes their meanings.

703.2. Attach

703.2a. To attach an object to another object means to take it from where it currently is and put it onto that new object. If something is attached to a permanent in play, it's customary to place it so that it's physically touching the permanent. Some objects can only be attached to a certain object based on its characteristics. (For example, a Weapon can only be attached to a Clash card.)

703.2b. An object with the word "*Attach*" followed by a resource cost, has the effect, "Pay this cost to attach this card to an eligible target." This is an activated effect.

703.2c. When an object has another object attached, both objects are considered attached to each other.

703.3. Play

703.3a. To play a card is to take it from the zone it's in (usually the hand), put it into Standby, and pay its costs, so that it will eventually resolve and have its effect. A player may play a card if they have priority (see rule 601).

703.4. Negate

703.4a. To negate a card or effect means to cancel it, removing it from Standby. It doesn't resolve and none of its effects occur. A negated card is put into its owner's Oblivion. A negated effect is removed from Standby.

703.4a.1. If a card or effect a player controls would negate an effect that would resolve in the future, it does so the next time that negatable effect enters Standby. This negation does not enter Standby and can't be responded to.

*Example: Player A plays [Khagan, the Dragon]. [Khagan, the Dragon] enters Standby and then Player B responds with [Saw You Coming] targeting the [Khagan, the Dragon] in Standby. Player A has no response, [Saw You Coming] resolves, and then [Khagan the Dragon] resolves. When [Khagan, the Dragon] enters play, his **Trigger – Enter** effect is put into Standby. However, this **Trigger – Enter** effect is negated by the delayed effect of [Saw You Coming] and is removed from Standby.*

703.4b. To negate an attack means to end the current Clash Phase after all effects in Standby have resolved. No subsequent steps happen, and the active player returns to their Primary Phase.

703.4c. The player who played a negated card, activated a negated effect, or had their attack negated doesn't get a "refund" of any costs that were paid for that game action.

703.5. Create

703.5a. To create one or more tokens with certain characteristics, put the specified number of tokens with the specified characteristics into their corresponding zones under their owner's control.

703.6. Send to Oblivion

703.6a. To send (a permanent) to Oblivion, move it from play (or from Standby if applicable) to its owner's Oblivion.

703.6b. The only ways a permanent can be *sent to Oblivion* are as a result of an effect that uses the phrase "send [object] to Oblivion" or damage from a source with **Necrotic** (see rule 704.11). An object that is "put" into its owner's Oblivion for any other reason, is not the same as being "sent to Oblivion". Note that being defeated is not synonymous with being "sent to Oblivion" (see rules 504.2f and 706).

703.6c. "Send to Oblivion" is not the same as being "defeated."

703.7. Discard

703.7a. To discard a card, move it from its owner's hand to that player's Oblivion.

703.7b. By default, effects that cause a player to discard a card allow the affected player to choose which card to discard. Some effects, however, require a random discard or allow another player to choose which card is discarded.

703.7c. If a card is discarded as part of a cost of a card or effect, but a replacement effect places the discarded card into another zone other than that player's Oblivion, that cost payment is illegal; the game returns to the moment before the cost was paid (see rule 709).

703.8. Reveal

703.8a. To reveal a card, show that card to all players for a brief time. If an effect causes a card to be revealed, it remains revealed for as long as necessary to complete the parts of the effect that card is relevant to. If the cost to play a card or activate an effect includes revealing a card, the card remains revealed from the time the card or effect is declared until the time it leaves Standby. If revealing a card causes a triggered effect to trigger, the card remains revealed until that triggered effect leaves Standby. If that effect isn't put into Standby the next time a player would receive priority, the card ceases to be revealed.

703.8b. Revealing a card doesn't cause it to leave the zone it's in.

703.8c. If cards in a player's deck are shuffled or otherwise reordered, any revealed cards that are reordered stop being revealed and become new objects.

703.8d. Some effects instruct a player to look at one or more cards. Looking at a card follows the same rules as revealing a card, except that the card is shown only to the specified player.

703.9. Search

703.9a. To search for a card in a zone, look at all cards in that zone (even if it's a hidden zone) and find a card that matches the given description.

703.9b. If a player is searching a hidden zone for cards with a stated quality, such as a card with a certain card type or cost, that player isn't required to find some or all of those cards even if they're present in that zone.

703.9c. If a player is instructed to search a hidden zone for cards that match an undefined quality, that player may still search that zone but can't find any cards.

703.9d. If a player is searching a hidden zone simply for a quantity of cards, such as "a card" or "three cards," that player must find that many cards (or as many as possible if the zone doesn't contain enough cards).

703.9e. If the effect that contains the search instruction doesn't also contain instructions to reveal the found card(s), then they're not revealed.

703.9f. If searching a zone is replaced with searching a portion of that zone, any other instructions that refer to searching the zone still apply.

703.9g. Any effects that trigger on a deck being searched will trigger.

703.9h. If an effect offers a player a choice to search a zone and take additional actions with the cards found, that player may choose to search even if the additional actions are illegal or impossible.

703.9i. If multiple players search at once, each of those players looks at the appropriate cards at the same time, then those players decide in APNAP order (see rule 101.4) which card to find.

703.10. Shuffle

703.10a. To shuffle a deck or a face-down pile of cards, randomize the cards within it so that no player knows their order.

703.10b. Some effects cause a player to search a deck for a card or cards, shuffle that deck, then put some or all of the found cards into a different zone or in a certain position in that deck. In such cases, the found cards aren't included in the shuffle, even though they remain in the deck at that time. Rather, all the cards in that deck except those are shuffled. Effects that trigger when a deck is shuffled will still trigger (see rule 401).

703.10c. If an effect would cause a player to shuffle one or more specific objects into a deck, that deck is shuffled even if none of those objects are in the zone they're expected to be in or an effect causes all of those objects to be moved to another zone or remain in their current zone.

703.10d. If an effect would cause a player to shuffle a set of objects into a deck, that deck is shuffled even if there are no objects in that set.

703.10e. If an effect causes a player to shuffle a deck containing zero or one cards, effects that trigger when a deck is shuffled will still trigger.

703.10f. If two or more effects cause a deck to be shuffled multiple times simultaneously, effects that trigger when that deck is shuffled will trigger that many times.

703.11. Ready and Engage

703.11a. To *engage* a permanent, turn it sideways from an upright position. Only ready permanents can be *engaged*. In other words, you can't engage an engaged card.

703.11b. To *ready* a permanent, rotate it back to the upright position from a horizontal position. Only engaged permanents can be *readied*. In other words, you can't ready a ready card.

703.12. Return

703.12a. An object can be *returned* to a hidden zone from its current public zone by a card or effect. The instruction of which zones to return to and from will be outlined in the card's text.

703.12b. To return a permanent to its owner's hand, is to move it from play to its owner's hand.

703.12c. To return a card "being played" to its owner's hand, is to move it from Standby to its owner's hand.

703.12d. To return a card from a player's Oblivion to their hand, is to move it from Oblivion to its owner's hand.

703.13. Add

703.13a. An object can be *added* to a player's hand. This is similar to *put* but is not the same as drawing a card.

703.14. Put

703.14a. An object can be *put* into a player's hand, into play, into Oblivion, or on top/bottom of their deck etc. Put is not the same as playing a card.

703.14a.1. Resources are *put* into the Resource Zone, not *played*.

703.15. Banish

703.15a. A card that is banished is removed from the game. It is not put into its owner's Oblivion.

703.15a.1. Cards that are banished are put into a separate zone called the "Banished Zone". This is a game zone. It is simply a place where banished cards are placed.

703.16. Activate (Portal)

703.16a. A player may "activate" the Portal by paying two resources of any color (during their Primary Phase).

703.16.a.1. A player may also "activate" the Portal with a card effect that states, "activate the Portal".

703.16.a.2. When a player activates the Portal, if it is open, close it.

703.16.a.3. When a player activates the Portal, if it is closed, open it.

704. Keyword Abilities

704.1. Most abilities describe exactly what they do in the card's rules text. Some, though, are very common or would require too much space to define on the card. In these cases, the object lists only the name of the ability as a "keyword"; sometimes reminder text summarizes the game rule.

704.1a. If an effect refers to a "[keyword ability] cost," it refers only to the variable costs for that keyword.

704.1b. An effect may refer to an object "with [keyword ability]" or "that has [keyword ability]." This means the same thing as an object "with a [keyword ability] ability" or an object "that has a [keyword ability] ability."

704.2. Awe Factor {X}

704.2a. **Awe Factor {X}** is a triggered ability.

704.2b. **Awe Factor {X}** is also a numbered ability.

704.2c. A card with **Awe Factor {X}** has the following effect, "When this card enters play, all Clash cards you don't control get -X/-0 until end of turn."

*Example: A Clash card with **Awe Factor 2** enters play. Then all Clash cards not controlled by that player will get -2/-0 until the end of the turn in which the Clash card with **Awe Factor 2** entered play.*

704.2d. Multiple instances of a numbered ability do not stack. If there are multiple instances of a numbered ability (e.g., *Awe Factor 2* and *Awe Factor 1*) the player that controls that object must apply the higher of the two numbered abilities.

704.3. Barrage {X}

704.3a. **Barrage {X}** is a triggered ability.

704.3b. **Barrage {X}** is also a numbered ability.

704.3c. A card with **Barrage {X}** has the following effect, "When this card attacks, you may deal damage equal to its initial attack power divided as you choose among up to X target Clash cards."

Note: Initial attack power is the attack power printed on the card before augmentations have been applied to that value.

704.3d. **Barrage {X}** requires the player to divide or distribute damage among one or more targets. If that player chooses two targets, each of those targets must receive at least one of the damage being divided (see rule 601.1d). If they choose one, then all damage from **Barrage** is dealt to that one target.

*Example: A 6/6 Clash card with **Barrage 2** attacks. If the player who controls that Clash card chooses two target Clash cards to deal 6 damage divided as they choose, then they must choose to deal at least 1 to one Clash card and 5 damage to the other, 2 and 4, or 3 and 3 damage.*

704.3e. Multiple instances of a numbered ability do not stack. If there are multiple instances of a numbered ability (e.g., *Awe Factor 2* and *Awe Factor 1*) the player that controls that object must apply the higher of the two numbered abilities.

704.4. Breakthrough

704.4a. **Breakthrough** is a static ability that modifies the rules for assigning an attacking Clash card's clash damage. The ability has no effect when a creature with **Breakthrough** is obstructing or is dealing (or is dealt) non-clash damage.

704.4b. A card with **Breakthrough** has the following effect, "This attacking Clash card deals excessive clash damage to an opponent's Contender if its attack power is higher than the total defense power of all opposing Clash cards in this Clash."

704.4b.1. If a Contender gains **Breakthrough,** replace the phrase "This attacking Clash card" with "This attacking Contender". This is an exception to the definition outlined in rule 704.4b.

704.4b.2. An obstructor must be present for the effects of **Breakthrough** to resolve.

704.4c. Excessive clash damage is defined as the difference in the attacker's attack power and the total defense power of all opposing Clash cards in that clash.

704.4c.1. Excessive clash damage, such as that from **Breakthrough**, is dealt as an additional separate instance of clash damage to an opponent's Contender.

*Example: A 4/4 Clash card with **Breakthrough** is obstructed by two 1/1 Clash cards. The total defense power of all opposing Clash cards in this Clash is 2 and the total attack power of the attacker is 4. Thus, two excessive clash damage is dealt as a separate instance to the defending player's Contender.*

704.4d. If the attacking Clash card has the **Breakthrough** ability and the target of their attack leaves play due to a card effect, excessive clash damage is still dealt to the defending Contender. In other words, if the attacking Clash card with **Breakthrough** is obstructed and that obstructor is removed from the Clash by a card effect the total defense power of all opposing Clash cards is considered to be 0 (see rule 504.4a)

704.4e. Multiple instances of **Breakthrough** on the same card are redundant.

704.5. Close Combat

704.5a. **Close Combat** is a static ability that modifies the rules for attacking a Clash card.

704.5b. A card with **Close Combat** has the following effect, "This card can attack ready Clash cards."

704.5c. Cards that are attacked can't be declared as an obstructor for themselves. See rule 303.10.

704.5d. Multiple instances of **Close Combat** on the same card are redundant.

704.6. Enrage {X}

704.6a. **Enrage {X}** is a triggered ability.

704.6b. **Enrage {X}** is also a numbered ability.

704.6c. A card with **Enrage {X}** has the following effect, "Whenever this card is dealt non-clash damage, it gets +X/+0 until end of turn for each point of non-clash damage it was just dealt."

*Example: A 2/2 Clash card with **Enrage 1** is dealt one non-clash damage. That Clash card is now a 3/1 until end of turn.*

704.6d. Multiple instances of a numbered ability do not stack. If there are multiple instances of a numbered ability (e.g., *Awe Factor 2* and *Awe Factor 1*) the player that controls that object must apply the higher of the two numbered abilities.

704.7. Exclusive

704.7a. **Exclusive** is a static ability that modifies the rules for playing a card and/or for a card entering play.

704.7b. A card with **Exclusive** has the following effect, "Only one copy of this card can be in your control."

704.7c. If a player controls a card with **Exclusive**, they may not play a card from their hand with the same card name.

704.7d. If a player controls a card with **Exclusive**, a card with the same name may not enter play under their control by any card effect. That card is considered an invalid target of that effect.

704.7e. Multiple instances of **Exclusive** on the same card are redundant.

704.8. Flight

704.8a. **Flight** is an evasion ability that alters the rules of a Clash.

704.8b. A card with **Flight** has the following effect, "This card can only be obstructed by Clash cards with *Flight* or *Interception*."

704.8c. A Clash card with **Flight** can obstruct a Clash card with or without **Flight**.

704.8d. An engaged Clash card with **Flight** can be attacked by an opposing Clash card.

704.8e. A ready Clash card with **Flight** can be attacked by a Clash card with **Close Combat**.

704.8f. Multiple instances of **Flight** on the same card are redundant.

704.9. Interception

704.9a. **Interception** is a static ability.

704.9b. A card with **Interception** has the following effect, "This card can obstruct Clash cards with *Flight*."

704.9c. A Clash card with **Interception** can obstruct a Clash card with or without **Flight**.

704.9d. Multiple instances of **Interception** on the same card are redundant.

704.10. Irrefutable

704.10a. **Irrefutable** is a static ability that modifies the rules for playing a card.

704.10b. A card with **Irrefutable** has the following effect, "This card can't be prevented from entering play."

704.10c. Multiple instances of **Irrefutable** on the same card are redundant.

704.11. Necrotic

704.11a. **Necrotic** is a static ability.

704.11b. A card with **Necrotic** has the following effect, "Any Clash card that is dealt clash damage by this card will be sent to Oblivion after that Clash."

704.11c. Any nonzero amount of clash damage assigned to a Clash card by a source with **Necrotic** is considered to be lethal damage regardless of that Clash card's defense.

704.11d. If a Clash card with **Necrotic** deals clash damage to an opposing Clash card thus reducing its defense to zero (or less) that opposing Clash card is considered "defeated". The state-based effect of being "defeated" will supersede the effects of **Necrotic**.

704.11e. If a Clash card with **Necrotic** deals clash damage to an opposing Clash card and doesn't reduce its defense to zero (or less) then "after that Clash" the opposing Clash card will be "sent to Oblivion." Note: This is not being defeated and will not trigger any **Trigger - Defeat** effects.

704.11f. Multiple instances of **Necrotic** on the same card are redundant.

704.12. Observant

704.12a. **Observant** is a static ability that modifies the rules for attacking.

704.12b. A card with **Observant** has the following effect, "This card can't attack the turn it enters play."

704.12c. Multiple instances of **Observant** on the same card are redundant.

704.13. Superspeed

704.13a. **Superspeed** is a static ability that modifies the rules for dealing clash damage.

704.13b. A card with **Superspeed** has the following effect, "This card deals clash damage before Clash cards without Superspeed."

*Example: A 2/2 Clash card with **Superspeed** attacks an engaged 4/2 Clash card without **Superspeed**. The 2/2 (with Superspeed) will deal damage to the 4/2 Clash card (without Superspeed) thus defeating it before the 4/2 gets a chance to deal damage to the 2/2 (with Superspeed).*

704.13c. A Clash card with **Superspeed** will not be dealt clash damage if the opposing Clash card without **Superspeed** is defeated. But if the opposing Clash card without **Superspeed** is not defeated, clash damage will resolve normally. If the attacking and defending Clash cards both have **Superspeed**, then damage is dealt normally.

704.13d. The effects of **Superspeed** apply during all player's turns.

704.13e. If the Clash card/Contenders involved in a Clash all have **Superspeed**, then the effects of **Superspeed** don't apply. However, if at least one of those objects loses **Superspeed**, then the objects with **Superspeed** will now apply their effect.

704.13f. Multiple instances of **Superspeed** on the same card are redundant.

704.14. Undisputed

704.14a. **Undisputed** is a static ability.

704.14b. A card with **Undisputed** has the following effect, "This Clash card can't be defeated during a Clash on your turn."

704.14c. If a Clash card with **Undisputed** is dealt lethal damage, it is not "defeated". After the Clash, the Clash card with **Undisputed** will have its defense reset to its pre-Clash amount.

704.14d. Multiple instances of **Undisputed** on the same card are redundant.

704.15. Unrivaled

704.15a. **Unrivaled** is a static ability that modifies the deck-building rules of the *Alpha Clash Trading Card Game*.

704.15b. A card with **Unrivaled** has the following effect, "Only one card with *Unrivaled* is allowed per deck."

704.15b.1. Only one card with **Unrivaled** is allowed per deck, including a player's sideboard.

704.15c. Multiple instances of **Unrivaled** on the same card are redundant.

704.16. Safeguard

704.16a. **Safeguard** is a static ability that prevents a permanent or player from being targeted by an opponent's card effects or abilities.

704.16b. A card with **Safeguard** has the following effect, "This card can't be the target of card effects or abilities your opponents control."

704.16c. Multiple instances of **Safeguard** on the same card are redundant.

705. Turn-Based Actions

705.1. Turn-based actions are game actions that happen automatically when certain steps or phases begin, or when each step and phase ends. Turn-based actions don't use Standby.

705.1a. Effects that watch for a specified step or phase to begin are triggered effects, not turn-based actions (see rule 603).

705.2. Turn-based actions are not controlled by any player.

705.3. Whenever a step or phase begins, if it's a step or phase that has any turn-based action associated with it, those turn-based actions are automatically dealt with first. This happens before state-based actions are checked, before triggered effects are put into Standby, and before players receive priority. However, turn-based actions can be replaced by various replacement effects.

705.4. The turn-based actions are as follows:

- Ready Step: Ready all Clash cards you control.
- Draw Step: Draw one card from the top of your deck.

706. State-Based Actions

706.1. State-based actions are game actions that happen automatically whenever certain conditions (listed below) are met. State-based actions don't use Standby.

706.1a. Effects that watch for a specified game state are triggered effects, not state-based actions (see rule 603).

706.2. State-based actions are checked throughout the game and are not controlled by any player.

706.3. Whenever a player has priority, the game checks for any of the listed conditions for state-based actions, then performs all applicable state-based actions simultaneously as a single event.

706.4. Unlike triggered effects, state-based actions pay no attention to what happens during the resolution of a card or effect.

706.5. The state-based actions are as follows:

- If a player's Contender has 0 or less health, that player loses the game.
- If a player attempts to draw a card from a deck with no cards, that player loses the game.
- If a Clash card's defense is 0 (or less), it is considered "defeated" and is put into its owner's Oblivion (after all *Trigger – Defeat* effects for that card have resolved). *Trigger - Defeat* effects of the defeated Clash card trigger per the rules of state triggers (see rule 603.8).
- A token that is sent from play to a zone not in play ceases to exist.

707. Rolling a Die

707.1. Some effects will require a player to roll one or more dice.

707.1a. An effect that instructs a player to roll a die will specify what kind of die and how many of that die to roll.

707.1b. Such an effect may refer to a dN, where N is a positive integer.

707.1c. The die must have N equally likely outcomes, numbered 1 to N.

Example: A d6 is a six-sided die with possible outcomes 1 to 6.

707.1d. After the roll, the number indicated on the top face of the die is the result of the die roll.

707.1e. Some abilities that instruct one or more dice include a results table.

707.1e.1. The results table appears as a list or chart with multiple outcomes. Each list item includes possible results and an effect associated with those results. The possible results indicated could be single number, a range of numbers with two end points in the form of "N1 – N2" or a range with a single end point in the form of "N+." Each one means, "if the result was in this range, [effect]." After a die roll, use the result to determine which effect listed on the results table happens, if any.

707.1e.2. An instruction to roll one or more dice, any additional instructions based on the result of the roll, and the associated results table are all part of one effect.

708. Copying an Object

708.1. Some objects become or turn another object into a "copy" of an effect, permanent, or card. Some effects create a token that's a copy of another object.

708.2. When copying an object, the copy acquires the copiable values of the original object's characteristics and, for an object on in Standby, choices made when playing or activating it (mode, targets, the value of X, how it will affect multiple targets, etc.). The copiable values are the values derived from the text printed on the object (that text being name, initial resource cost, specific resource cost, color, card type, card subtype, rules text, attack, defense, location name, planet name, character name, affiliation). Other effects (including type-changing and text-changing effects), status, and counters are not copied.

708.2a. A copy acquires the color of the object it's copying because that value is derived from its resource cost. A copy acquires the effects of the object it's copying because those values are derived from its rules text. A copy doesn't wind up with two values of each effect (that is, it doesn't copy the object's effects and its rules text, then have that rules text define a new set of effects).

708.2b. Once an object has been copied, changing the copiable values of the original object won't cause the copy to change.

708.3. To copy a card, activated effect, or triggered effect means to put a copy of it into Standby; a copy of an object isn't played and a copy of an activated effect isn't activated. A copy of a card or effect copies both the characteristics of the card or effect and all decisions made for it, including modes, targets, the value of X, and additional or alternative costs that are normally made on resolution are not copied. If an effect of the copy refers to objects used to pay its costs, it uses the objects used to pay the costs of the original card or effect. A copy of an object is owned by the player under whose control it was put into Standby. A copy of a card or effect is controlled by the player under whose control it was put in Standby. A copy of a card is itself an object, even though it has no card associated with it. A copy of an effect is itself an effect.

708.3a. If a copy of a card or effect is in a zone other than Standby, it ceases to exist. If a copy of a card is in any zone other than in Standby or in play, ceases to exist. These are state-based actions (see rule 706).

708.3b. Some effects copy a card or effect and state that its controller may choose new targets for the copy. The player may leave any number of the targets unchanged, even if those targets would be illegal. If the player chooses to change some or all of the targets, the new targets must be legal. Once the player has decided what the copy's targets will be, the copy is put into Standby with those targets.

709. Taking Shortcuts

709.1. When playing a game, players typically make use of mutually understood shortcuts rather than explicitly identifying each game choice a player makes.

709.1a. The rules for taking shortcuts are largely informal. As long as each player in the game understands the intent of each other player, any shortcut system they use is acceptable.

709.1b. Tournaments may use a modified version of the rules governing shortcuts. These rules are covered in the *Alpha Clash Trading Card Game* Tournament Rules Manual.

710. Handling Illegal Actions

710.1. If a player takes an illegal action or starts to take an action but can't legally complete it, the entire action is reversed and any payments already made are canceled. No effects trigger and no effects apply as a result of an undone action. If the action was playing a card, the card returns to the zone it came from. Each player may also reverse any legal resource payments that player activated while making the illegal play. Players may not reverse actions that moved cards to a deck, moved cards from a deck to any zone other than Standby, caused a deck to be shuffled, or caused cards from a deck to be revealed.

710.2. When reversing illegal cards and effects, the player who had priority retains it and may take another action or pass. The player may redo the reversed action in a legal way or take any other action allowed by the rules.

8. Multiplayer Rules

Coming Soon!

9. Other Formats

900. General

901. Draft

901.1. Sanctioned drafting in the Alpha Clash TCG is done using a Draft Box product. To date Draft Box 01 (DB01) is the only legal product for drafting the Alpha Clash TCG. Draft Box contents include: (32) Draft Booster Packs, each with 15 cards per pack, (8) of each Contender from the designated sets, (32) draft-specific Clash Buffs, an assortment of relevant tokens, and an assortment of promo cards.

901.2. How to Draft Year of the Dragon (DB01)

901.2a. A Year of the Dragon (DB01) Draft Box supports up to eight players without any outside materials, but a draft can be hosted with as little as six players and a maximum of ten. If a draft has more than ten players, each player at a draft should be randomly assigned into draft "pods" within theses sizes, trying for as many even numbered pods as possible. Once players have been assigned their draft pods, Draft Packs must be shuffled, then each player should be seated around a table and will receive four Draft Packs, one of each Contender and Token in the Draft Box, and four copies of the [Awaken] Clash Buff. You may also choose to hand out the promotional Contender card at this time or wait until the event has concluded.

901.2a.1. The [Awaken] Clash Buff is a specially created Clash Buff, just for drafts. [Awaken] is a colorless card, meaning it does not generate resources for any specific resource costs for playing cards or activating effects. It can be used to pay for resource costs that do not have a color requirement. It also offers a different effect for each color in the game depending on the Contender you choose to play and the cards you choose to draft.

901.2a.2. The [Awaken] Clash Buff is not legal for Standard Constructed play.

901.2b. Players will then begin drafting their card pool – the selection of cards they set aside to use for future deck building – by opening their first pack and choosing a single card to add to their pool. Once they make their selection, they should pass the rest of the pack face down to the player on their left, and they should receive a new pack, minus one card, from the player to their right. Players will again choose a card from this pack to add to their pool, pass the remaining cards face down to their left, and receive a pack from their right. Continue this process until the last card has been chosen, and only a single card can be passed along. If you are passed a single card, you must take that card for your card pool, even if you would not otherwise select it.

901.2c. After the first packs are concluded, players will open their second pack and repeat this process, except this time packs are passed towards the right. The third pack will be passed towards the left once more, followed by the final pack once again being passed to the right. Players may consult their card pool along the way during the drafting process to refamiliarize themselves with their previous selections but must keep all cards in their pool separate from the packs being passed. At the end of the four packs, players should each have 60 cards, plus their shared Contenders and Clash buff to begin deck construction.

901.3. Deck Construction

901.3a. Once players have all finished drafting their card selections, they will receive 30 minutes to construct their decks. Deck construction looks a little different compared to typical Constructed play, so make sure to follow these guidelines to build the best deck you can.

901.3a.1. A players Main Deck must contain exactly 40 cards.

901.3a.2. A players Sideboard can contain up to 24 cards. This should be the rest of the cards you drafted/received that aren't in your Main Deck.

901.3a.3. A player can include any number of copies of a card, rather than the typical maximum of four per deck. For example, if you open eight copies of a card, you may use all eight.

901.3a.4. After a player finishes their deck, they should determine which Contender they want to play for the event. Be careful, because once you choose a Contender and sit down for your first game, you cannot change your Contender for the rest of the event.

901.4. Gameplay

901.4a. Once deck construction is finished, players should receive their pairings for the first round of the event. If there are multiple pods, each pod should only play against other members of the same pod to promote a fair and balanced event. This means that each pod will play approximately three rounds of Alpha Clash with their drafted decks before final standings are determined. Players will have the same amount of time per round as a regularly sanctioned event.

Appendix A: Glossary

Ability – See **Keyword ability**.

Accessory – *A type of permanent card that can only be placed in the Accessory Zone. There are two subtypes of Accessories: Traps and Weapons (see rule 304 and 305).*

Activate – *To activate an effect is to put it into Standby and pay its costs, so that it will eventually resolve and have its effect (see rule 602.2).*

Activated effect – *A type of effect. Activated effects have an "activation cost" and a "resulting effect" (see rule 602).*

Activating a trap – *Traps must be set first in order to be activated, and they can't be activated on the turn they enter play. Traps are activated (based on their trigger tag and timing rules), and their effects resolve one at a time (see rule 304.4).*

Activation cost – *An aspect of an activated effect. The activation cost is denoted in the text of the card, usually before the sentence beginning with, "If you do..." (see rule 602.1a).*

Active player – *The active player is the player whose turn it is (see rule 102).*

Additional cost – *An additional cost is a cost listed in a card's text or applied to a card or effect from another effect, that its controller must pay at the same time they pay the card's resource cost or the effect's resource cost (see rule 115.8).*

Affiliation – *The symbol in lower right of a Contender or Clash card indicates the affiliation that card belongs to. Affiliation is characteristic of a Contender or Clash card and is used to apply certain card effects or to meet various criteria for card effects. There are six affiliations in the Alpha Clash Trading Card Game: Alpha, Alpha Hunter, Rogue, Discarded, Harbinger, and Progenitor (see rule 208).*

Alternative cost – *An alternative cost is a cost listed in a card's text, or applied to it from another effect, that its controller may pay rather than paying the card's resource cost. Alternative costs are usually phrased, "...you may play this card from your hand without paying its resource cost" (see rule 115.9).*

Artwork – *The artwork displayed on a card has no effect on game play. For example, a creature doesn't have the **Flight** ability unless stated in its card text, even if it's depicted as "flying" (see rule 203.1).*

Attach – *Attach costs of Weapons are activated effects (see rule 305.6a. and 703.2).*

Attack – *To send a Contender or Clash card into a Clash offensively. The attacking player chooses one Contender or Clash card they control and engages it to declare an attack targeted at an opponent's Contender or an opponent's engaged Clash card (see rule 504.2a).*

Attack power – *Some effects check an object's "attack power". These effects see that object's characteristics after applying any continuous characteristic-defining effects and alterations to that predefined value (see rule 211.1b).*

Attacker – *The Contender or Clash card that was sent into a Clash offensively (see **Attack**).*

Attacking Contender/Clash card – *See **Attacker**.*

Attacking player – *The player who controls the Contender or Clash card that was sent into a Clash offensively.*

Awe factor {X} – *A card with **Awe Factor {X}** has the following effect, "When this card enters play, all Clash cards you don't control get -X/-0 until end of turn" (see rule 704.2).*

Banish – *A card that is banished is removed from the game and placed in the Banished Zone. It is not put into its owner's Oblivion (see rule 703.15).*

Barrage {X} – *A card with **Barrage {X}** has the following effect, "When this card attacks, you may deal damage equal to its initial attack power divided as you choose among up to X target Clash cards" (see rule 704.3).*

Breakthrough – *A card with **Breakthrough** has the following effect, "This attacking Clash card deals excessive clash damage to an opponent's Contender if its attack power is higher than the total defense power of all opposing Clash cards in this Clash" (see rule 704.4).*

Card type – *The card types for the Alpha Clash Trading Card Game are Contender, Clashground, Clash, Accessory, and Action (see rule 204.2a and 301).*

Character name – *The name in brackets in the lower left of a Contender or Clash card indicates the character name of that card (see rule 205.1).*

Characteristics – *An object's characteristics can include name, resource cost, specific resource cost, color, card type, subtype, text, character name, location name, planet, abilities, attack power, and defense power (see rule 109.3).*

Clarified text – *Use the Clarified Card Reference (see Appendix B) when determining a card's correct wording. A card's Clarified text can also be found in the official card database at alphaclashtcg.com (see rule 108.1).*

Clash Buff – *This is a subtype of Action card that can only be played during a Clash. A player may only have a total of four Clash Buffs in their deck list: Main Deck + Sideboard (see rule 306).*

Clash card – *Clash cards are a player's main source of dealing damage to their opponent's Contender and their Clash cards. Clash cards are played into your Clash Zone only during your Primary Phase (see rule 303).*

Clash damage – *Damage dealt as a result of a clash. Clash damage persists on the damaged object for the duration of the Clash in which that damage was dealt (see rule 117.2a).*

Clashground – *Clashgrounds set the stage for where a Clash takes place. Clashground cards are played into your Clashground Zone only during a player's own Primary Phase (see rule 302).*

Close Combat – *A card with **Close Combat** has the following effect, "This card can attack ready Clash cards" (see rule 704.5).*

Color – *There are five colors in the Alpha Clash Trading Card Game: white, blue, black, red, and green. An object can be one or more of the five colors (see rule 105).*

Concede – *A player can concede the game at any time. A player who concedes leaves the game immediately. That player loses the game (see rule 104.3a).*

Constructed – *In constructed play (a means of playing in which each player creates their own deck ahead of time), each deck has a required deck size of exactly 50 cards. There are numerous rules and restrictions that exist for constructed formats (see rule 100.2a).*

Contender – *Each player may only control one Contender and that Contender starts the game in play, in that player's Contender Zone. Contenders can have any of the following characteristics: colors, abilities, card effects, an affiliation, attack/defense power, character name, planet, and a maximum health value (see rule 301).*

Continuous effect – *A continuous effect modifies characteristics of objects, modifies control of objects, or affects players or the rules of the game, for a fixed or indefinite period (see rule 608).*

Controller – *Only objects in Standby or in play have a controller. Objects that are neither in Standby nor in play aren't controlled by any player (see rule 108.4 and 109.4).*

Cost – *A cost is an action or payment necessary to take another action or to stop another action from taking place. To pay a cost, a player carries out the instructions specified by the card, ability, or effect that contains that cost (see rule 115).*

Counters – *A Counter is a marker placed on an object that modifies its characteristics and/or interacts with a rule, ability, or effect. Counters are not objects and have no characteristics. Notably, a Counter is not a token, and a token is not a Counter. Counters with the same name or description are interchangeable (see rule 119).*

Create – *To create one or more tokens with certain characteristics, put the specified number of tokens with the specified characteristics into their corresponding zones under their owner's control (see rule 703.5).*

Damage – *Objects can deal damage to Clash cards and Contenders. This is generally detrimental to the object or Contender that receives that damage. An object that deals damage*

is the source of that damage. There are two types of damage: clash damage and non-clash damage (see rule 117).

Deal – Objects can deal damage to Clash cards and Contenders. This is generally detrimental to the object or Contender that receives that damage. An object that deals damage is the source of that damage (see rule 117.1).

Deck – At the start of each game, each player must present a deck of exactly 50 cards. Each deck must be kept in a single face-down pile. Players can't look at or change the order of cards in a deck. Players draw one card from the top of their decks during the draw step of their Expansion Phase (see rule 401).

Defeated – A Clash card is considered defeated if its defense is reduced to zero by any means. Once an effect has resolved, resulting in the reduction of a Clash card's defense to zero, that card is defeated and is put into its owner's Oblivion (after all **Trigger – Defeat** effects for that card have resolved). This is a state-based action (see rule 117.4 and 706).

Defending player – The player whose Contender or Clash card is being attacked by an opposing player's Contender or Clash card that was sent into a Clash offensively.

Defense power – Some effects check an object's "defense power". These effects see that object's characteristics after applying any continuous characteristic defining effects and alterations to that predefined value (see rule 211.1b).

Delayed triggered effect – An effect may create a delayed triggered effect that can do something at a later time. A delayed triggered effect will contain "when," "whenever," or "at," although that word won't usually begin the effect (see rule 603.7).

Discard – To discard a card, move it from its owner's hand to that player's Oblivion (see rule 703.7).

Draw – A player draws a card by putting the top card of their deck into their hand. This is done as a turn-based action during each player's draw step. It may also be done as part of a cost or effect of a card or effect (see rule 118).

Draw step – The active player draws one card from the top of their deck. This turn-based action doesn't use Standby (see rule 502.1b).

Effect – An effect is something that happens in the game as a result of a card or another effect (see rule 606).

End of turn phase – Any effects that trigger at "end of turn" (or similar phrasing) will trigger and resolve here. The owner of the triggered effect gains priority to resolve their effect. Priority is then returned to the active player (see rule 505.2).

Ending the turn – See **End of Turn Phase**.

Engaged – Any card in the horizontal position is considered "engaged". A card that is engaged can't be engaged as part of a cost (see rule 120.2 and 703.11a).

Enrage {X} – A card with **Enrage {X}** has the following effect, "Whenever this card is dealt non-clash damage, it gets +X/+0 until end of turn for each point of non-clash damage it was just dealt" (see rule 704.6).

Enters play – When a permanent card is played and is put into its corresponding zone (after Standby) it enters play. This is the trigger event that **Trigger – Enter** effects care about. If an effect instructs a player to put a permanent into play, that permanent enters play under that player's control unless the effect states otherwise (see rule 110.2b).

Evasion ability – A type of keyword ability that alters the rules of a Clash (see **Flight**).

Event – Anything that happens in a game is an event. Multiple events may take place during the resolution of a card or effect. The text of triggered effects and replacement effects defines the event they're looking for. One "happening" may be treated as a single event by one effect and as multiple events by another (see rule 701).

Excessive damage – Excessive damage, such as that from **Breakthrough**, is dealt as an additional instance of clash damage to an opponent's Contender (see rule 117.3 and 704.4).

Exclusive – A card with **Exclusive** has the following effect, "Only one copy of this card can be in your control" (see rule 704.7).

Face down – A card (or stack of cards e.g., a deck) that is placed in a public zone with the card back facing up for all players to see is face down. Permanents enter play ready and, face up; except for Traps, they enter face down (see rule 110.3b).

Face up – A card that is placed in a public zone with the card back facing down (thus exposing all its card information) is face up. Permanents enter play ready and, face up; except for Traps, they enter face down (see rule 110.3b).

Flight – A card with **Flight** has the following effect, "This card can only be obstructed by Clash cards with Flight or Interception" (see rule 704.8).

Going first – The player going first in a game skips their first Ready and Draw Step (see rule 502.1).

Hand – The hand is where a player holds cards that have been drawn. Cards can be put into a player's hand by other effects as well. At the beginning of the game, each player draws a number of cards equal to that player's starting hand size, normally eight (see rule 103 and 402.1).

Health – This is the game score. Each Contender begins the game with a specified health total as indicated on that Contender's card. Some Contenders may have different starting health

totals. Damage dealt to a Contender normally causes that Contender to lose that much health. If an effect causes a Contender to gain health or lose health, that Contender's health total is adjusted accordingly (see rule 116).

Hidden zone – *Hidden zones are zones in which not all players can be expected to see the cards' faces. Deck and hand are hidden zones, even if all the cards in one such zone happen to be revealed (see rule 400.2).*

Illegal action – *If a player takes an illegal action or starts to take an action but can't legally complete it, the entire action is reversed and any payments already made are canceled (see rule 709).*

Illegal target – *A card or effect in Standby is an illegal target for itself (see rule 113.5).*

In play – An object in a public zone other than a player's Oblivion is considered "in play" (see rule 110.2b).

Initial attack power – *Some effects refer to an object's "initial attack power," This refers to the number listed on the card before any alterations to that value (see rule 211.1a).*

Initial defense power – *Some effects refer to an object's "initial defense power," This refers to the number listed on the card before any alterations to that value (see rule 211.1a).*

Instead – *Effects that use the word "instead" are replacement effects. Most replacement effects use the word "instead" to indicate what events will be replaced with other events (see rule 609.1a).*

Interception – *A card with **Interception** has the following effect, "This card can obstruct Clash cards with Flight" (see rule 704.9).*

Initial resource cost – *A card's initial resource cost is indicated by the number within the colored hex near the top right of the card. The initial resource cost of an object represents the total amount of resources needed to pay for that object (see rule 202.1).*

Irrefutable – *A card with **Irrefutable** has the following effect, "This card can't be prevented from entering play" (see rule 704.10).*

Keyword ability – *Bold and italicized text on an object that describes what it does or can do (see rule 704).*

Keyword action – *Most actions described in a card's rules text use the standard English definitions of the verbs within, but some specialized verbs are used whose meanings may not be clear. These "keywords actions" are game terms; sometimes reminder text summarizes their meanings (see rule 703.1).*

Last known information – *This refers to a "last known state" of a card just before it left play.*

Leaves play – *Leaves play effects trigger when a permanent moves from "in-play" to another zone (see rule 603.6c).*

Lethal damage – *Lethal damage is defined as a sufficient amount of damage to "defeat" a Clash card (see rule 117.7).*

Location name – *The name in brackets in the lower left of a Clashground indicates the location name of that card (see rule 206.1).*

Losing the game – *There are several ways to lose the game (see rule 104.3).*

Maximum health – *Contenders may gain health, but their health total can't surpass the maximum health total listed on their card (see rule 301.2b).*

Minimum deck size – *A player must present a deck of exactly 50 cards in constructed play (see rule 401.1).*

Modal/mode – *A card or effect is modal if it has two or more options in a bulleted list preceded by instructions for a player to choose a number of those options, such as "Choose one —." Each of those options is a mode (see rule 702).*

Monocolored – *A monocolored object is exactly one of the five colors: black, green, white, red, or blue (see rule 105.2a).*

Move – *An effect to move an object from one zone to another zone uses the word "move." Additionally, a Counter can be "moved" from one eligible permanent to another eligible permanent (see example in rule 119.3).*

Mulligan – *To take a mulligan, a player shuffles a number of cards from their hand back into their deck, then draws that many cards. If a player chooses not to take a mulligan, the remaining cards become that player's starting hand. Players are only permitted to take one mulligan (see rule 103.5).*

Multicolored – *A multicolored object is two or more of the five colors: black, green, white, red, or blue (see rule 105.2b).*

Multiplayer – *See Chapter 8.*

Multiple numbered abilities – *Multiple instances of a numbered ability do not stack. If there are multiple instances of a numbered ability (e.g., Awe Factor 2 and Awe Factor 1) the player that controls that object must apply the higher of the two numbered abilities (see rule 704.2d).*

Name – *The name of a card is printed in its upper left corner. A card's name is always considered to be the English version of its name, regardless of printed language (see rule 201).*

Necrotic – *A card with **Necrotic** has the following effect, "Any Clash card that is dealt clash damage by this card will be sent to Oblivion after that Clash" (see rule 704.11).*

Negate – *To negate a card or effect means to cancel it, removing it from Standby. It doesn't resolve and none of its effects occur. A negated card is put into its owner's Oblivion. A negated effect is removed from Standby. To negate an attack means to end the current Clash Phase after all effects in Standby have resolved. No subsequent steps happen, and the active player returns to their Primary Phase (see rule 703.4).*

Non-clash damage – *Damage dealt as a result of a card effect. Clash damage persists on the damaged object for the duration of the Clash in which that damage was dealt (see rule 117.2b).*

Object – *An object is an effect in Standby a copy of an effect in Standby, a card, a copy of a card, or a token (see rule 109).*

Oblivion – *A player's Oblivion is their discard pile. Any object that's discarded, defeated, or "sent to Oblivion" is put on top of its owner's Oblivion, as is any Action card that's finished resolving. Each player's Oblivion starts the game empty (see rule 403).*

Observant – *A card with **Observant** has the following effect, "This card can't attack the turn it enters play" (see rule 704.12).*

Obstructing – *A player's Clash cards in the ready position may obstruct an attack (targeted at you or another Clash card you control) by engaging during the obstruct step of a Clash. When obstructors are declared, the attacking Clash card is now attacking the obstructors, not the original target of the attack (see rule 303.9).*

One-shot effect – *A one-shot effect does something just once and doesn't have a duration. Examples include (but are not limited to) dealing damage, sending a permanent to Oblivion, creating a token, and moving an object from one zone to another (see rule 607).*

Opponent – *In a two-player game, a player's opponent is the other player. In a multiplayer game, a player's opponents are the other players (see rule 102).*

Optional effects – *Any text that includes a "may" phrasing indicates a choice of an optional effect to be made (see rule 101.4b).*

Outside the game – *An object is outside the game if it isn't in any of the game's zones. Outside the game is not a zone (see rule 400.7).*

Owner – *The owner of a card in the game is the player who started the game with it in their deck (see rule 108.3).*

Pay – *You pay resources to play cards and activate effects. To pay a cost, a player carries out the instructions specified by the card, ability, or effect that contains that cost (see rule 408.5).*

Permanent – *The term "permanent" is used to refer to a card that could be put into play. Specifically, it means a Contender, Clash card, Clashground, or Accessory (see rule 110.2a).*

Persist – *Damage persists upon an object based on the type of damage dealt. There are two types of damage: clash and non-clash damage and they persist for different durations (see rule 117.2).*

Phase – *A turn consists of four phases, proceeding in this order: Start of Turn Phase, Expansion Phase, Primary Phase and End of Turn Phase. Note: An additional fifth phase, named the Clash Phase, is an embedded phase within a player's Primary Phase (see rule 500.1).*

Planet – *The name in brackets in the lower left of a Contender, Clash card, or Clashground indicates the planet associated with that card (see rule 207).*

Player – *A player is one of the people in the game. The active player is the player whose turn it is. The other players are nonactive players (see rule 102.1).*

Playing a card – *To play a card is to take it from where it is (usually the hand), pay its costs, and then put it into Standby, so that it will eventually resolve and have its effect (see rule 601.1).*

Priority – *This is when a player has command of the game state to play card or resolve effects. (see rule 114.2).*

Public zone – *This is a zone in which all players can see the cards' faces, except for those cards that some rule or effect specifically allow to be face down (e.g., Traps). Contender, Clash Zone, Clashground Zone, Accessory Zone, Resource Zone, Oblivion and Standby are all public zones (see rule 400.2).*

Put – *An object can be put into a player's hand, into play, into Oblivion, or on top/bottom of their deck etc. Put is not the same as playing a card (see rule 703.14).*

Ready – *Any card in the upright position is considered "ready". A card that is ready can't be readied as part of a cost (see rule 120.1).*

Relic – *Relics are played into your Accessory Zone during your Primary Phase. Relics enter play in the ready position unless otherwise stated (see rule 309).*

Replacement effect – *Some continuous effects are replacement effects. Like prevention effects (see rule 610), replacement effects apply continuously as events happen. Such effects watch for a particular event that would happen and completely or partially replace that event with a different event (see rule 609.1).*

Resolution – *After each player has had priority to respond to a card effect, the active effect in Standby resolves. If the object that's resolving is a card, its resolution may involve several steps. The steps are described in rules 605.2a-j and are followed as appropriate, in no specific order (see rule 605.2).*

Resource – *Players generate resources to pay costs, usually when playing cards and activating effects. There are five colors of resources: white, blue, black, red, and green. Resources can be represented by gem symbols within a card's text. Resources are generated by cards in your Resource Zone (see rule 106).*

Resulting effect – *An aspect of an activated effect. The resulting effect is usually contained in the sentence beginning with "If you do…" (see rule 602.1a).*

Return – *An object can be returned to a hidden zone from its current public zone by a card or effect. The instruction of which zones to return to and from will be outlined in the card's text (see rule 703.12).*

Reveal – *To reveal a card, show that card to all players for a brief time. If an effect causes a card to be revealed, it remains revealed for as long as necessary to complete the parts of the effect that card is relevant to (see rule 703.8a).*

Rules text – *A card effect can be a characteristic an object has that allows it to affect the game. An object's card effects are defined by its rules text or by the source that created it (see rule 112.1a).*

Safeguard – *Safeguard is a static ability that prevents a permanent or player from being targeted by an opponent's card effects or abilities.*

Search – *To search for a card in a zone, look at all cards in that zone (even if it's a hidden zone) and find a card that matches the given description (see rule 703.9).*

Send to Oblivion – *To send (a permanent) to Oblivion, move it from play (or from Standby if applicable) to its owner's Oblivion. "Send to Oblivion" is not the same as being "defeated" (see rule 703.6).*

Set – *During your Primary Phase, you may set a Trap from your hand face down into your Accessory Zone. Setting is not the same as playing. There is no limit to the number of Traps you may set in a turn. Setting a Trap does not have a resource cost (see rule 304).*

Shortcut – *When playing a game, players typically make use of mutually understood shortcuts rather than explicitly identifying each game choice a player makes (see rule 707.1).*

Shuffle – *To shuffle a deck or a face-down pile of cards, randomize the cards within it so that no player knows their order (see rule 703.10).*

Sideboard – *In constructed play, a Sideboard may contain no more than 10 cards. The four-card limit, Unrivaled limit, Clash Buff limit, and Contender limit applies to the combined Main Deck and Sideboard (see rule 100.2a and 100.4).*

Simultaneous clash damage – *In the event where both Contender's health is reduced to zero by clash damage, the active player (the attacking player) wins the game (see rule 104.2c).*

Simultaneous effects – *If there are multiple simultaneous effects (one-shot and/or continuous triggered effects) controlled by a player that trigger at the same time, the player who controls the sources of those effects chooses which order to place those effects into Standby and thus the order in which those effects resolve (see rule 606.1a).*

Skip – *Effects that use the word "skip" are replacement effects. These replacement effects use the word "skip" to indicate what events, steps, phases, or turns will be replaced with nothing (see rule 609.1b).*

Source of an effect – *The source of an effect is the object that generated it (see rule 112.5).*

Source of damage – *Objects can deal damage to Clash cards and Contenders. This is generally detrimental to the object or Contender that receives that damage. An object that deals damage is the source of that damage (see rule 117.1).*

Specific resource cost – *A card's specific resource cost is indicated by the colored gems illustrated below the initial resource cost along the right edge of a card (see rule 107.4 and 202.2).*

Standby – *When a card is played, the physical card is put into Standby. When an effect is activated or triggers, that effect goes into Standby without any card associated with it (see rules 405.1, 601.1a, 602.2a, and 603.2).*

Starting hand size – *Each player draws a number of cards equal to their starting hand size, which is normally eight (see rule 103.5).*

Starting player – *The player chosen to take the first turn is the starting player. The game's default turn order begins with the starting player and proceeds clockwise (see rule 103.1).*

State trigger – *Some triggered effects trigger when a game state (such as a player controlling no permanents of a particular card type) is true, rather than triggering when an event occurs. These effects trigger as soon as the game state matches the condition. They'll go into Standby at the next available opportunity. These are called state triggers. Note that state triggers aren't the same as state-based actions (see rule 603.8).*

State-based action – *State-based actions are game actions that happen automatically whenever certain conditions are met. State-based actions don't use Standby (see rule 706.1).*

Static effects – *Static effects do something all the time rather than being activated or triggered. They are written as statements, and they're simply true (see rule 604).*

Subtype – *Accessory and Action cards can have one or more subtypes printed on its type line. Subtypes of each card are shown in the bottom left of a card. Accessories have a unique set of subtypes to include Traps and Weapons. Actions have a unique set of subtypes to include Basic, Quick and Clash Buff (see rule 204).*

Superspeed – *A card with* **Superspeed** *has the following effect, "This card deals clash damage before Clash cards without* **Superspeed***" (see rule 704.13).*

Target – *Some cards and effects require their controller to choose one or more targets for them. The targets are object(s) and/or player(s) the card or effect will affect. These targets are declared as part of the process of putting the card or effect into Standby. The targets can't be changed except by another card or effect that explicitly says it can do so (see rule 113).*

Text box – *The text box is printed on the lower half of the card. It usually contains rules text defining the card's effects and abilities (see rule 210).*

Token – *Some effects create tokens. A token is a marker used to represent any permanent that isn't represented by a card (see rule 111).*

Tournament – *Most Alpha Clash Trading Card Game tournaments (organized play activities where players compete against other players to win prizes) have additional rules covered in the Alpha Clash Trading Card Game Tournament Rules Manual, found at alphaclashtcg.com. These rules may limit the use of some cards, including barring some or all cards from specific sets (see rule 100.6).*

Trap – *Traps are a subtype of Accessory. During your Primary Phase, you may set a Trap from your hand face down into your Accessory Zone. Setting is not the same as playing. There is no limit to the number of Traps you may set in a turn. Setting a Trap does not have a resource cost (see rule 304).*

Trigger – *See* **Triggered effect.**

Trigger event – *See* **Triggered effect.**

Triggered effect – *Triggered effects have a trigger condition and a resulting effect. They are written as "[When/Whenever/At] [trigger condition or event], [resulting effect]" (see rule 603).*

Turn-based action – *These are game actions that happen automatically when certain steps or phases begin, or when each step and phase ends. Turn-based actions don't use Standby (see rule 705).*

Type – *The card types (indicated at the bottom right of the card) are Clash, Accessory, Action, and Clashground (see Chapter 3). Contender is another card type but is located at the top right corner of a card (see rule 204).*

Undisputed – *A card with* **Undisputed** *has the following effect, "This Clash card can't be defeated during a Clash on your turn" (see rule 704.14).*

Unrivaled – *A card with* **Unrivaled** *has the following effect, "Only one card with Unrivaled is allowed per deck" (see rule 704.15).*

Weapon – Weapon are a subtype of Accessory. Weapons can only be played and/or attached during your own Primary Phase. A Weapon's attach cost is color specific and must be paid to attach that Weapon to a Clash card you control. Attach costs of Weapons are activated effects. Only one Weapon may be attached to a Clash card at any given time unless otherwise stated. (see rule 305).

Winning the game – There are several ways to win the game (see rule 104.3).

X – Many objects use the letter [X] as a placeholder for a number that needs to be determined. Some objects have effects or abilities that define the value of [X]; the rest let their controller choose the value of [X] (see rule 107.3).

Zone – A zone is a place where objects can be during a game. There are normally nine zones: Contender Zone, Clash Zone, Clashground Zone, Accessory Zone, Resource Zone, Oblivion, Standby, hand, and deck. Each player has their own Contender Zone, Clash Zone, Clashground Zone, Accessory Zone, Resource Zone, Oblivion, hand, and deck (see rule 400).

Zone-change triggers – Trigger events that involve objects changing zones are called "zone-change triggers." Many effects with zone-change triggers attempt to do something to that object after it changes zones (see rule 603.6).

Appendix B: *Clarified Card Reference* (Errata)

Cards as they appear in the *Alpha Clash Trading Card Game* represent the correct text, characteristics, and intent of that card design. For the exact wording of a card, reference the official card database at **alphaclashtcg.com**. However, mistakes do happen, and clarification and/or rewording is necessary to facilitate an enjoyable experience and fair gameplay. The adjusted text of a card is known as an errata. For the cards listed below, ignore the written text as shown on the card and apply this adjusted phrasing. Errata text replaces any outdated text (for the card in the indicated printed set) and represents the correct wording and intent of the card. Finally, in an effort to reduce the reliance on this Appendix, future sets may include reprints of the cards listed below WITH their errata text applied.

ERRATA for "Set 1 – The Awakening"

- *Earthly Barricade (AC1-069)*

  Counter - Attack: Choose target Clash card you control. Prevent the next two clash damage that would be dealt to it this turn, then your Contender gains two health.

- *T-Bone, the Vindictive (AC1-076)*

  Counter - Play: You may only activate this effect when an opponent plays a Clashground. You may send this card to Oblivion. If you do, return the Clashground being played to its owner's hand. It does not enter play.

- *Incoming Support (AC1-021)*

  You may only play this card if your Contender is a black (**Alpha Hunter**).

  Target Contender or Clash card you control gets +2/+2 until end of turn, then you may draw one card.

- *Energy Explosion (AC1-120)*

  You may only play this card if your Contender is a red (**Alpha**).

  Target Contender or Clash card you control gets +2/+2 until end of turn, then you may draw one card.

Appendix C: Frequently Asked Clarifications (FAC)

Card ID	Card Name	Clarification	Rule Ref.
AC2-064	Abatement	[Abatement] will remove abilities such as *Flight* and *Breakthrough* NOT effects like *Trigger – Enter* and a card's effect text.	704
AC2-015	Abysmal Doom	Any card with X in its resource cost must have that cost declared when playing the card and paying costs. If that card has a specific resource cost, the value for X must be at least that amount.	115.6
AC1-116	Affliction	If the target of [Affliction] is a Contender, then that Contender will get +1/+1, then one damage will be dealt to it, reducing its defense by 1.	605.2a
AC1-122	Alpha Aster, Giver of All	When the active player plays [Alpha Aster, Giver of All], all other Clash cards are sent to Oblivion simultaneously. Then, each player *in turn order*, will search their decks for an (Alpha) Clash card, reveal that card and put it into play.	101.4
AC1-025	Amazon Rainforest	If [Amazon Rainforest] is in play, each player must "draw one additional card, then discard one card". This is a continuous effect that affects the rules of the turn-based action to "draw one card". It is not a replacement effect.	608.1
AC1-070	Ancient Protection	[Ancient Protection] can target a face down Trap as well as any other Accessory card in any zone.	608.1
AC1-097	Antarctica	The secondary effect of [Antarctica] that deals one damage to all (Alpha) Clash cards at the start of each turn will trigger during each player's Start of Turn Phase.	501.1
AC1-084	Apex, Vortex Slinger	All *Trigger - Attack* effects of the attacking Clash card will resolve before the defending player has priority to declare and resolve the *Counter - Attack* effect of [Apex, Vortex Slinger].	504.2a
AC1-054	Cao Ling, Bane of the Discarded	If an effect requires a player to look at/reveal at a certain number of cards, but your deck has fewer than the designated number of cards, look at/reveal as many cards as possible.	606.3
AC1-068	Clairvoyance	If an effect requires a player to look at/reveal at a certain number of cards, but your deck has fewer than the designated number of cards, look at/reveal as many cards as possible.	606.3

AC1-121	Clarify	If the (Alpha) Clash card you take control of has a Weapon attached, that Weapon remains in its owner's Clash Zone, but is still considered attached to the Clash card you now control.	110.2c
		The (Alpha) Clash card you take control of with the effect of [Clarify] does not leave play and does not re-enter play.	110.2c
		This change is permanent until that Clash card leaves play.	110.2c
AC1-047	Clarity, Ageless Defender	If you are going first, you skip the draw step of your first Expansion Phase. Therefore, the (30) Contender ability of [Clarity, Ageless Defender] does not trigger.	502.1
		When using the (10) Contender ability of [Clarity, Ageless Defender], you must declare that you are using it. After declaration, you must pay any and all costs. Only then does that effect enter Standby and resolve.	605
		If an effect requires a player to look at/reveal at a certain number of cards, but your deck has fewer than the designated number of cards, look at/reveal as many cards as possible.	606.3
AC1-061	Clarity, Foreseeing Fate	When using the secondary ability of [Clarity, Foreseeing Fate], you must declare that you are using it. After declaration, you must pay any and all costs. Only then does that effect enter Standby and resolve.	605
		If an effect requires a player to look at/reveal at a certain number of cards, but your deck has fewer than the designated number of cards, look at/reveal as many cards as possible.	606.3
AC1-056	Clarity, the Clairvoyant One	If an effect requires a player to look at/reveal at a certain number of cards, but your deck has fewer than the designated number of cards, look at/reveal as many cards as possible.	606.3
AC1-008	Colonel Edwards	If an effect requires a player to look at/reveal at a certain number of cards, but your deck has fewer than the designated number of cards, look at/reveal as many cards as possible.	606.3
AC2-056	Conquest, the Domineer	Any card or effect that states to "activate the Portal" means to either open it (if it's closed) or close it (if it's open) without paying two resources of any color, as stated in [The Portal]'s effect.	703.16.a.1

AC2-002	Dark Domain	The Clash card that you sent to Oblivion with the first part of [Dark Domain]'s effect can be chosen as a target for the resolution of the second part of its effect. As long as that card has an initial resource cost of two or less.	N/A
AC2-007	Death, Agent of the Dark	Due to the replacement effect of [Death, Agent of the Dark] this card will not go to Oblivion.	609
AC2-009	Death, the Dreadful	Any card or effect that states to "activate the Portal" means to either open it (if it's closed) or close it (if it's open) without paying two resources of any color, as stated in [The Portal]'s effect.	703.16.a.1
AC1-040	Destructive Arrival	[Destructive Arrival] checks the current attack power of the attacking card (considering all pluses and minuses that augment this value), not the initial attack power.	211.1a-b
AC1-048	Detroit	When the active player plays [Detroit], each player in turn order will choose to reveal the top three cards. Then, in player turn order, each player that chose to reveal may then choose a non-Clash card with an initial resource cost of three or less from among them to put into their hand.	101.4
		If an effect requires a player to look at/reveal at a certain number of cards, but your deck has fewer than the designated number of cards, look at/reveal as many cards as possible.	606.3
AC1-069	Earthly Barricade	The clash damage prevention effect of [Earthly Barricade] can be applied to any Clash card you control. That Clash card does not need to be involved in the Clash in which [Earthly Barricade] was activated.	610.7
		ERRATA: *Counter - Attack*: Choose target Clash card you control. Prevent the next two clash damage that would be dealt to it this turn, then your Contender gains two health.	Appendix B
AC1-114	Energy Absorption	If multiple effects would attempt to prevent a source of damage in its entirety, the affected player, or the controller of the affected permanent chooses which of those effects to resolve. [Energy Absorption] and [Torque, the Uncontrollable] do not stack. You can only prevent damage once.	610.14

AC1-110	Energy Blast	When the targeted Clash card being played enters play from Standby, it is immediately dealt two damage as if it had the effect, "*Trigger - Enter*: Deal two damage to this Clash card."	603.6b
AC1-120	Energy Explosion	ERRATA: You may only play this card if your Contender is a red (Alpha). Target Contender or Clash card you control gets +2/+2 until end of turn, then you may draw one card.	Appendix B
AC2-022	Enter from Beyond	If the card you discarded (per this card's effect) is a Clash card with an initial resource cost of one or less, you may put it into play as a part of the resolution of this card's effect.	N/A
AC1-099	Flare	When using the effect of [Flare], you must declare that you are using it. After declaration, you must pay any and all costs. Only then does that effect enter Standby and resolve.	605
		You may activate the effect of [Flare] the turn that [Flare] enters play.	303.6
AC2-104	Flare, Scattering Blast	*Trigger- Defeat* effects are put into Standby and resolve before the defeated card is put into its owner's Oblivion. Therefore, [Flare Scattering Blast] will count itself when determining the value for X.	303.5
AC1-072	Garfield Park Lagoon	When the active player plays [Garfield Park Lagoon], each player in turn order, will draw one card, then discard one card.	101.4
AC1-044	Gotcha!	[Gotcha!] negates all the effects of the current Trap in Standby. Then that Trap is put into its owner's Oblivion from Standby.	703.4a
AC2-074	Haven, Biding Time	If a player reveals [Haven, Biding Time] as their Contender before the start of the game, that player searches their deck for a Relic and puts it into play before any player draws their opening hand or takes mulligans. This ruling supersedes rule 103.6. If multiple players reveal [Haven, Biding Time] as their Contender before the start of the game, determine turn order, then each player in turn order searches their deck for a Relic and puts it into play before any player draws their opening hand or takes mulligans. This ruling supersedes rule 103.6.	103.6

AC1-119	HERE COMES THE BOOM!	All Clash cards are defeated simultaneously. However, any *Trigger - Defeat* effects will resolve in turn order. *Example: Player A controls a [Magnate, Cunning Planner] and Player B controls a [Magnate, Cunning Planner]. Player B plays [HERE COMES THE BOOM!]. Five damage is dealt simultaneously to both Clash cards the players control. Player B's [Magnate, Cunning Planner] **Trigger – Defeat** effect to draw one card enters Standby first, then Player A's [Magnate, Cunning Planner] **Trigger – Defeat** effect to draw one card enters Standby on top of Player B's trigger. Player A will draw one card, then Player B will draw one card.*	101.4 605.2d-e
AC1-021	Incoming Support	ERRATA: You may only play this card if your Contender is a black (Alpha Hunter). Target Contender or Clash card you control gets +2/+2 until end of turn, then you may draw one card.	Appendix B
AC1-108	Machina, Unstoppable Force	The *Barrage 2* ability of [Machina, Unstoppable Force] allows you to deal (six) damage divided as you choose, amongst up to two target Clash cards. If you choose to deal damage to two targets, each of these targets must receive at least one of the damage being divided. If you choose one target, then all damage from *Barrage* is dealt to that target. *Barrage* checks the initial attack power of the card (the number listed on the card). Additionally, you may target any Clash card with the *Barrage* effect, including your own. The damage dealt from *Barrage* is considered non-clash damage.	704.3
AC1-028	Magnate, Cunning Planner	If [Magnate, Cunning Planner] is "sent to Oblivion" its *Trigger - Defeat* effect will not trigger as the defense of [Magnate, Cunning Planner] was never reduced to zero.	703.6b
AC1-P01	Magnate, the Tyrant	The +1/+0 effect of [Magnate, the Tyrant] only applies to your Clash cards that are in play when it resolves.	603.9

AC1-037	Magnate, the Undisputed	Due to the effects of *Undisputed* ability if the defense of [Magnate, the Undisputed] is reduced to zero by any means during a Clash he is not considered "defeated".	704.14
		Regardless of the initial target of the attack, if the attacking Clash card has *Breakthrough*, and its attack power is higher than the total defense power of all opposing Clash cards in this Clash, that excessive damage is dealt as clash damage to the opposing Contender.	704.4
		Excessive damage dealt by a Clash card with *Breakthrough* is always dealt to the opposing Contender.	704.4c.1
AC1-034	Magnate, Unwavering Might	If you control four or more Clash cards with the [Magnate] character name, the resource cost of [Magnate, Unwavering Might] is equal to zero.	115.9
		You own the cards in your hand and control the cards in your play zones. However, cards in your hand are not objects and therefore have no characteristics. Only the [Magnate] cards you control "in play" contribute to the effect of [Magnate, Unwavering Might].	109.4
AC1-042	Magnate's Plan	[Magnate's Plan] can target a face down Trap as well as any other Accessory card in any zone.	608.1
AC1-082	Mean-Streak, Blink of an Eye	A Clash card with *Superspeed* will not be dealt clash damage if the opposing Clash card without *Superspeed* is defeated. But if the opposing Clash card without *Superspeed* is not defeated, clash damage will resolve normally. If the attacking and defending Clash cards both have *Superspeed*, then damage is dealt normally.	704.13c
		If you send a [Mean-Streak] and a [T-Bone] Clash card that you control to Oblivion, the resource cost of [Mean-Streak, Blink of an Eye] is equal to zero.	115.9
		Regardless of the initial target of the attack, if the attacking Clash card has *Breakthrough*, and its attack power is higher than the total defense power of all opposing Clash cards in this Clash, that excessive damage is dealt as clash damage to the opposing Contender.	704.4
		Excessive damage dealt by a Clash card with *Breakthrough* is always dealt to the opposing Contender.	704.4c.1

AC1-080	Mean-Streak, Intercepting	When using the draw effect of [Mean-Streak, Intercepting], you must declare that you are using it. After declaration, you must pay any and all costs. Only then does that effect enter Standby and resolve.	605
AC1-071	Mean-Streak, Ready to Brawl	A Clash card with *Superspeed* will not be dealt clash damage if the opposing Clash card without *Superspeed* is defeated. But if the opposing Clash card without *Superspeed* is not defeated, clash damage will resolve normally. If the attacking and defending Clash cards both have *Superspeed*, then damage is dealt normally.	704.13c
AC1-079	Mean-Streak, Unique Speedster	A Clash card with *Superspeed* will not be dealt clash damage if the opposing Clash card without *Superspeed* is defeated. But if the opposing Clash card without *Superspeed* is not defeated, clash damage will resolve normally. If the attacking and defending Clash cards both have *Superspeed*, then damage is dealt normally.	704.13c
AC1-031	Menacing Magnate	Regardless of the initial target of the attack, if the attacking Clash card has *Breakthrough*, and its attack power is higher than the total defense power of all opposing Clash cards in this Clash, that excessive damage is dealt as clash damage to the opposing Contender. Excessive damage dealt by a Clash card with *Breakthrough* is always dealt to the opposing Contender.	704.4 704.4c.1
AC1-112	Metal Barrage	The secondary effect of [Metal Barrage], "If that Clash card is defeated by this effect, deal two damage to target Contender," is considered a "delayed triggered effect". After [Metal Barrage] resolves if the Clash card is defeated by the effect of [Metal Barrage], then the additional delayed triggered effect of "deal two damage to target Contender" will now resolve.	603.7

AC1-006	Moxie, Alpha Hunting Specialist	If the effect of [Moxie, Alpha Hunting Specialist] puts a card into play that has a *Trigger - Enter* effect, that effect is delayed until the effect of [Moxie, Alpha Hunting Specialist] has fully resolved. The *Trigger - Enter* effect of the card put into play this way will resolve after the cards revealed from the effect of [Moxie, Alpha Hunting Specialist] are put into your Oblivion.	603.7g
		The effect of [Moxie, Alpha Hunting Specialist] is checking the *character name* in the type line of the revealed cards, not the full card name.	205
		If an effect requires a player to look at/reveal at a certain number of cards, but your deck has fewer than the designated number of cards, look at/reveal as many cards as possible.	606.3
AC1-011	Moxie, Fully Loaded	If a Trap you control has a resource cost of ◆, then the effect of [Moxie, Fully Loaded] makes that Trap's resource cost equal to zero.	601.1f
AC1-010	Moxie, Primed to Clash	If you control five or more Weapons in any play zone, the resource cost of [Moxie, Primed to Clash] is reduced to zero.	601.1f
AC2-092	Mystery Item	[Mystery Item] can only have one effect at any given time. That effect is set when you attach it to a Clash card. If you attach [Mystery Item] to a Clash card it replaces any effect it previously had.	N/A
AC2-035	Pestilence, World Degrader	Any card or effect that states to "activate the Portal" means to either open it (if it's closed) or close it (if it's open) without paying two resources of any color, as stated in [The Portal]'s effect.	703.16.a.1
AC2-120	Replicate	See rule 708, "Copying an Object"	708
AC1-023	Rizlac, the Depraved	If three or more (Alpha) and/or (Discarded) Clash cards were defeated this turn, [Rizlac, the Depraved] costs ◆◆◆ less to play. Since [Rizlac, the Depraved] only required ◆◆◆, his new resource cost can be paid for with two resources of any color.	115.6

AC1-047	Shadowlight	(Alpha) Clash cards can't be declared as obstructors while [Shadowlight] is attacking.	112.2
AC1-019	Sharpshooter Moxie	The Clash card that "is sent to Oblivion" by the effect of [Sharpshooter Moxie] is sent from Standby to its owner's Oblivion. It never enters play.	703.6a
AC1-098	Sinister San Francisco	Any damaged Clash card you control must survive whatever non-clash damage it was just dealt in order to gain the +2/+2 effect of [Sinister San Fransisco].	117.4a 706
		If a source deals any amount of damage to a Clash card, that is considered a single instance of damage and would only trigger [Sinister San Fransisco] once.	607.1
AC1-033	Sonoro, the Fierce Fighter	The Clash card that [Sonoro, the Fierce Fighter] sends to Oblivion via his first effect can be the same Clash card that is put into play from Oblivion via his second effect. The Clash card sent to Oblivion is considered a valid target when resolving the second effect.	605.2a
AC1-064	Spiritual Defense	When the targeted Clash card being played enters play, it immediately gets -1/-1 as if it had the effect, "*Trigger - Enter*: This Clash card gets -1/-1."	603.6b
AC1-086	Streaks, Assemble!	The Streak Counters gained by the effect of [Streaks, Assemble!] are not removed from the target Clash card that received them until the active player returns to their Primary Phase.	504.10
AC1-013	Surprise!	The attacking Clash card is sent to Oblivion *after the damage step,* when the active player returns to their Primary Phase. The attacker will still deal clash damage.	504.10
AC1-076	T-Bone, the Vindictive	The effect of [T-Bone, the Vindictive] does not *prevent* the active Clashground from being sent to its owner's Oblivion *and* does not *prevent* the Clashground in Standby from entering play. The Clashground in Standby is *returned* to its owner's hand and thus the active Clashground remains in play.	703.12c
		ERRATA: *Counter - Play*: You may only activate this effect when an opponent plays a Clashground. You may send this card to Oblivion. If you do, return the Clashground being played to its owner's hand. It does not enter play.	Appendix B
AC1-089	T-Bone's Shockwave	When the Clash card being played enters play from Standby, it does so engaged.	609.1c

AC1-096	Torque, the Diabolical	When using the (30) Contender ability of [Torque, the Diabolical], you must declare that you are using it. After declaration, you must pay any and all costs. Only then does that effect enter Standby and resolve.	605
AC1-109	Torque, the Uncontrollable	Regardless of the initial target of the attack, if the attacking Clash card has *Breakthrough*, and its attack power is higher than the total defense power of all opposing Clash cards in this Clash, that excessive damage is dealt as clash damage to the opposing Contender. Excessive damage dealt by a Clash card with *Breakthrough* is always dealt to the opposing Contender.	704.4 704.4c.1
		[Torque, the Uncontrollable] prevents all non-clash damage that would be dealt to him.	610
AC1-002	United Nations Headquarters	If a Weapon you control has an attach cost of ◆, then the effect of [United Nations Headquarters] makes that Weapon's attach cost equal to zero.	115.6
AC2-098	War, Legion Commander	Each Clash card will only check that it's the second attack being made, whether or not the first attack was made with another Clash card or your Contender.	301.4
AC1-059	Warcry, Sign of Hope	Regardless of the initial target of the attack, if the attacking Clash card has *Breakthrough*, and its attack power is higher than the total defense power of all opposing Clash cards in this Clash, that excessive damage is dealt as clash damage to the opposing Contender. Excessive damage dealt by a Clash card with *Breakthrough* is always dealt to the opposing Contender.	704.4 704.4c.1
AC2-111	War, the Provocateur	Any card or effect that states to "activate the Portal" means to either open it (if it's closed) or close it (if it's open) without paying two resources of any color, as stated in [The Portal]'s effect.	703.16.a.1
AC1-016	Webber's Binoculars	If an effect requires a player to look at/reveal at a certain number of cards, but your deck has fewer than the designated number of cards, look at/reveal as many cards as possible.	606.3

Appendix D: Change Log

1 Aug 2023 – Comprehensive Rulebook version 1.0 published

1 Dec 2023 – Comprehensive Rulebook version 2.0 published

- *Activating the Portal (see rule 703.16)*
- *Banish (see rule 703.15)*
- *Clash tokens (see rule 111)*
- *Collection Counters (see rule 119.2b)*
- *Copying an action card (see rule 708)*
- *Dual-colored cards (see rule 408.7b)*
- *Negate Trigger – Enter effects (703.4a.1)*
- *Relic (see rules 204.3c and 309)*
- *Rolling a d6 (see rule 707)*
- *Safeguard (see rule 704.16)*
- *The Portal (see rules 103.7 and 410)*
- *Toxic Counters (see rule 119.2c)*
- *Trigger – Obstruct (see rules 504.2c.2 and 603.1b)*
- *Trigger – Victory (see rules 603.1b and 504.2f.1)*
- *Updated character names (see rule 205.2)*
- *Updated Clash Buff ruling to include targeting a player (see rule 306.5)*
- *Updated location names (see rule 206.2)*
- *Updated planet names (see rule 207.2)*
- *Updated Appendix A: Glossary to include Banish, Relic and Safeguard*
- *Updated Appendix C: Frequently Asked Clarifications (FAC)*

4 Dec 2023 – Comprehensive Rulebook version 2.1 published

- *Updated Appendix B: Clarified Card Reference (Errata)*

15 Mar 2024 – Comprehensive Rulebook version 2.2 published

- *Draft Rules added in Chapter 9: Other Formats*
- *Tokens with no initial resource cost (see rule 111.10)*
- *The term "may" in regard to effect targeting (see rule 113.6a)*
- *Effect targeting requirements (see rule 113.6b)*
- *Card effects are non-interruptive (see rule 112.11)*
- *Stat modifier application order (see rule 211.4)*

- *Negative stat values (see rule 211.4a)*
- *Banished Zone (see rule 400.1 and 400.2)*
- *Card effects are not the same as keyword abilities (see rule 405.4)*
- *Removing an obstructor from a Clash (see rule 504.2c.3)*
- *Clarification on the Breakthrough ability (see rule 704.4b.2)*
- *Clarification on what constitutes a card effect (see rule 606)*
- *Clarification on the Keyword Action "Banish" (see rule 703.15a.1)*

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Thanks to our wonderful team members and the many others too numerous to mention who have contributed to this product.

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