

How to win

Each player starts the game with a deck, magic stone deck, ruler card, and 4000 life. When you decrease your opponent's life to 0, or your opponent has to draw a card during their draw phase, but can't because their deck is empty, you win the game.

Cards



Ruler / Jugement Ruler (J-Ruler) :

A player's avatar. It calls magic stones to produce "will" (a magical resource) and can perform a special action called judgment to charge onto the battlefield.

Resonator :

A player's soldiers. They enter the field, attack your opponent, and defend you from your opponent's attacks.

Magic Stone :

Mysterious stones that can be rested to produce "will" for invoking other cards.

Characteristic of cards :

- 1 Card Name:** Name to identify this card.
- 2 Cost:** Number of wills needed to play this card. See below.
- 3 Type and Race/Trait:** A card's class and sub-description.
- 4 Text:** The abilities this card has.
- 5 ATK (attacking power):** The amount of damage this card deals in a battle.
- 6 DEF (defending power):** The amount of damage this card can sustain before being destroyed.



Addition :

Cards that enter the field and provide a constant effect. Some can be bestowed (attached) to resonators.

Regalia :

Powerful items with strong effects. Put them into your field to use them.

Chant :

Cards used for one time effects. They are placed in the graveyard after resolving.

Cost

To play a card, you need to pay both its attribute cost, which requires will of a specific attribute, and its free cost, which can be paid with will of any kind.



1 Attribute cost :

For each icon, you pay that specific attribute of will by resting your corresponding magic stone.

2 Free cost :

You pay with any combination of will equal to the number.

- : Light
- : Fire
- : Water
- : Wind
- : Darkness

Game Area

Game Area



1 Hand

Your supply of cards that are ready to be played. Keep your hand hidden from your opponent.

2 Deck

Your deck made of cards other than magic stones and J/rulers. You draw cards from your deck to form your starting hand. All cards in your deck are face down and their order is random.

3 Magic Stone Deck

Your deck with magic stone cards, waiting to be called by your ruler. Called magic stone cards are placed in your field. All cards in your magic stone deck are face down and their order is random.

Ruler Area

You put your ruler here. Your ruler can play abilities or call magic stones. You can also do judgment to flip your ruler into your field, as a J-ruler.

5 Field

The area where you put your J-rulers, resonators, additions regalia, and magic stones.

6 Graveyard

The area where you put cards that have been used up or destroyed. Cards put in the graveyard are face up. Any player may look at cards in either player's graveyard.

Recovered / Rested

Cards in your field, or ruler area, specify their orientation; recovered (not used) or rested (used). Unless otherwise stated, cards enter a field recovered.

