Setting Up the Game :

① Each player prepares their deck, magic stone deck, and ruler card.

② Before the game, each player shuffles their deck and magic stone deck, and puts each of them into the deck zone and magic stone deck zone respectively.

③ Choose a player randomly, and that player chooses to take the first turn or go second.

④ Each player draws five cards from their deck to form their starting hand. Starting with the player to go first, each player may choose any number of cards in their hand, and put them on the bottom of their respective decks in any order, each player then draws that same number of cards from their deck.

⑤ Each player puts their ruler into their ruler area simultaneously, they then start the game with the first player's turn.

Turn Sequence

① Draw Phase

Draw a card from your deck and put it into your hand.
※ If you are the first player, you skip your draw phase on your first turn.

② Recovery Phase

Recover all of your rested cards.
※ Each player skips their recovery phase on their first turn.

③ Main Phase

You may do several things in any order, any number of times.
See right for more details.

④ End Phase

All damage on J/resonators ceases to exist.
If you have more cards in your hand than your maximum hand size (seven), discard down to the size.
Then your opponent becomes the turn player and a new turn starts.

What you can do at any time (also, see "Chase"):
You can do the following actions at any time, even during your opponent's turn or during a battle.

1 : Play a card with [Quickcast] in your hand by paying its cost.

2 : Play the activate ability of one of your cards by paying its activation cost.
An ability with a colon (:) is an activate ability. It's shown as "[cost]: [effect]".
If 🔃 is shown on its cost, it means resting the card with the ability is part of the cost. If the card is a J/resonator, you may not play the activate ability with 🔃 in the turn you put it into your field unless that card has (Swiftness).

For a detailed list of all mechanics, head to
【 http://fowtcg.com 】
and click "Comprehensive Rule".

What you can do during your main phase :

1 : Call a magic stone by resting your J/ruler;
Put the top card of your magic stone deck into your field, face up. You may now rest the magic stone to produce will (magic power).

※You may call a magic stone only once during your turn.

2 : Play resonators, regalia, or additions from your hand to your field by paying their costs.

3 : Bestow an addition in your field to a resonator by paying its cost. When you bestow an addition to a resonator, put the addition directly onto the card to show it's been bestowed.

4 : Play a Chant in your hand by paying its cost.
Resolve the card by doing as the text instructs, then put the resolved Chant card into your graveyard.

5 : Play the activate ability of one of your cards by paying its activation cost.
An ability with a colon (:) is an activated ability. It's shown as "[activation cost]: [effect]".
If 🔃 is shown on its cost, it means resting the card with the ability is part of the cost. If the card is a J/resonator, you may not play the activate ability with 🔃 in the turn you put it into your field unless that card has (Swiftness).

6 : Declare battle.
See "Battle" for more details.

7 : Do judgment.
See "Judgment" for more details.

Chase

In this game, you may declare an action in response to another action before it's been resolved. This is called "chasing". The last action chased to another one is resolved first, then the second to last action is resolved, and so on.

【Ex】

① Your opponent played Demonflame, targeting your Galahad, the Son of the God. If it resolves, your Galahad, the Son of the God will be destroyed by the damage from Demonflame.

② You declare that you're chasing to the Demonflame, and play Pride of Knights on your Galahad, the Son of the God.

③ Since Pride of Knights was the last card to chase, it resolves first. The DEF of your Galahad, the Son of the God increases to 600, then Demonflame resolves, dealing 500 damage, but Galahad, the Son of the God survives.

Battle

During your turn, you may declare battle. You may declare battle any number of times.

1 : Choose one of your recovered J/resonators and declare it as the attacker.
※You cannot choose a J/ resonator that was put into your field this turn unless it has [Swiftness].

2 : Choose the object of your attack:
· Your opponent
· Or your opponent's rested J/resonator.

3 : Rest the attacking J/resonator.

4 : Your opponent may rest a recovered J/resonator they control to block the attacker.
· If your opponent chooses to block, the blocking J/resonator and the attacking J/resonator battle each other.
· If your J/resonator attacks a rested J/resonator and is not blocked, the attacker and rested J/resonator battle each other.
· If your J/resonator attacks your opponent and is not blocked, it attacks your opponent directly.

5 : J/resonators deal damage:
· If J/resonators battle each other, each of them deals damage equal to their ATK (attacking power) to the other simultaneously. If a resonator is dealt damage equal to or more than its DEF (defending power), it's destroyed and goes to the graveyard. If a J-ruler is dealt damage equal to or more than its DEF it is destroyed and put into the ruler area, with its ruler side up. It then loses it's Judgment ability for the rest of the game, you can still use it's other abilities and rest it to call magic stones.
· If a J/resonator attacks a player directly, it deals damage equal to its ATK to the player. That player then loses that many life points. If a player has zero life or less, they lose the game. partida.

Judgment

You can do judgment to put your ruler into your field as a Judgment Ruler (J-ruler). A J-ruler may battle just like your resonators.
To do judgment, your ruler must be recovered and you must fulfill the conditions listed on its [Judgment] ability.
When resolving the judgment, flip your ruler to its J-ruler side and put it into your field.

· Although it can attack or block, remember that your J-ruler is not a resonator. Therefore, it's not affected by any effect that apply only to resonators.

· J-rulers may call magic stones like a ruler would, except on the turn you did judgment.

· If your J-ruler is destroyed, you put it back into the ruler area, with its ruler side up. It then loses it's judgment ability for the rest of the game, you can still use it's other abilities and rest it to call magic stones.

· You cannot call magic stones if you already did judgment that turn.

Judgment →