

Changelog - Rules Updates For Comprehensive Rules v1.3.4

101.5 Cost

Clarified that cost-modifying effects only change the energy requirement. They don't change the cost stat on the card itself.

102 Infinite Stat and Resource Values

The famed "refer to math" rule had some ambiguity involving order of operations with stacked infinite values and integers. There's now a specified order of operations (negative infinite values, then positive infinite values, then integers) for our math enthusiasts. (Thank you to Porglitt for a pellucid breakdown.)

203 Tokens

We specified that if no location is given to create a copy token, the copy is created in the same realm as the card being copied. (This is relevant for Extracted Fungal Goo.)

The tokens section is broken into General, Stand-In Tokens, and Printed Tokens sections for organization.

We removed the unneeded rule that tokens have T for their rarity symbol.

Copy tokens have 0 cost, even if they copied something with different cost.

We simplified the example that if an effect creates a 4-power Angel token, you can use a printed Angel Viking or Angel Knight, but it must have 4 power.

A token with a star for its power is any power, and its power is fixed when it's created.

203.4 Token Types

Tokens can be Wonders, items, or spells.

When a spell token is created, it has an effect from the archive, enters The Abyss, and then ceases to exist in the game. It can't be used more than once.

If a spell token would be created but no eligible printed spell token is available in the archive, a stand-in spell token may be used, but it has no effect and subsequently ceases to exist.

Spell tokens aren't played and don't arrive. An effect may create a spell token in a specific location, which may or may not be relevant, depending on the spell effect.

403.5 End of Turn, Round, and Game Effects

The order of the steps at the end of a turn and round are specific now, and we explain which

cleanup steps happen before checking for game victory. (All cleanup steps such as losing energy and discarding to 7 do happen, except “this round” effects.)

We clarified ambiguity about the timing of “this turn” effects expiring versus “end of turn” effects triggering.

We removed the clarification that there is no time between turns and the Orionis example, since this was not confusing to anyone.

403.5.1 This Round Prefix vs. This Round Suffix

Important Rule Clarification!

“This round, [do effect],” means apply the effect to every object in The World, and for others that may arrive later that round. In contrast, “[Do effect] this round,” means apply the effect to every object currently on the board, with no effect on later objects. Most people were generally playing this way intuitively, but now it’s official.

404.2 Play a Card

When you play a spell, resolve its effect before putting it in The Abyss. During resolution it’s treated as though it’s not in your hand.

405 Winning the Game

We added clarification and examples involving triggered draw-outs via EthosRelic and simultaneous draw-outs. Triggered draw effects can be ordered to win, but simultaneous draw-outs result in a loss for the active player.

501.1 Targeting

Important Rule Change!

When a targeted effect is triggered, its controller chooses the target or targets. Then the controller checks to see if the target is still valid when the triggered effect resolves. If the target is missing or otherwise invalid, the ability fails and does nothing. (This makes recursive chains of triggered effects more difficult.)

502 Resolving Multiple Effects

Important Rule Clarification!

We introduced the concept of batches, which is a triggered effect or a group of triggered effects that was generated simultaneously. A whole batch must be resolved before moving on to any new triggers. Each batch is resolved in the order it was generated. Here’s the actual text.

Each effect or group of multiple effects triggered or otherwise generated at the same time is generated as a batch. Resolve the effects in that batch, one at a time, in any order chosen by the active player.

If a new effect or batch of effects is triggered, finish resolving the current batch before resolving any of the new triggered effects. If there are multiple batches, resolve each new batch in the order it was created relative to the other batches.

As a handy mental model, finish eating everything on the plate in front of you before eating from the new plates brought to the table. Finish plates in the order they were delivered.

For example, Autumn, Essence Animated puts two Dream Reaver cards and two EthosRelic FR-38 cards from The Abyss into The World as one effect. Dream Reaver says, in part, “ON ARRIVAL: Nullify target Wonder this round.” EthosRelic says “Whenever a card becomes nullified, draw a card and target player loses 1 energy.” The two on arrival effects from the Dream Reavers are a batch. Their controller resolves them one at a time, before resolving the new batch of four triggered two-stage effects generated by the EthosRelics.

505.1 Control

When an object leaves The World and re-enters, it now enters under its owner’s control unless otherwise specified. Portal is an exception to this rule.

507 Copy

Token copies have 0 cost regardless of the object being copied.

508 Resolving Complex Effects

If multiple players are required to make choices, the active player chooses first.

508 is now split into 4 sections for organizational clarity: Contradictions, Partial Effects, Multi-Stage Effects, and Completion of Effects

Some cards, like Utterly Complex Compound Bow, generate a sequence of multiple separate effects. Resolve them in the order they appear on the card. Each of these effects can be replaced or nullified individually without necessarily affecting the other effects.

We gave an example that Feline Entity of Dreams can’t nullify the card draw or energy from Utterly Complex Compound Bow, but can nullify the -1 counters when the Bow user attempts to target.

If a player chooses to banish something (like Eternitum banishing Pastel Bloom Drake) and the banishment is prevented or replaced, then the banishment didn’t complete (and Eternitum won’t get any counters.)

509 Tapping and Untapping

You can only tap a card if it’s untapped.

Activate

We added the definition of activate and examples of activated abilities.
We specified that Trevelyan Mouseheart's effect is not stopped by Cosmolife Entity.

Active Realm

Banished realms are inactive and you can't play cards into them.

Additional

Additional effects don't recursively trigger themselves (Looking at Chieftain Kli).

Arrive

Creating a token makes it arrive.

Call

Call implies that it triggers on arrival if it's listed as an ability with no other triggers.
We specified that "call all Wonders" requires all eligible Wonders to move.
We specified that if multiple targets move, they move simultaneously. This may generate multiple triggers simultaneously.

Devout

Devout (number) means "if you have that much or more faith." It doesn't consume the faith or count as activating a faith ability, it just checks the amount.

Draw

Finish the draw effect before resolving any triggers caused by drawing.

Equip

Important Rule Change!

Equipping now takes place during the end of the turn, not as a triggered effect.
Equipment can only be equipped to its controller's Wonders. If someone steals a Wonder, it drops its equipment.

If an effect explicitly instructs a card to equip, carry out that instruction when the effect resolves, rather than waiting until the end of the turn. The equipment and the Wonder must still satisfy the other requirements for equipping unless the effect specifies otherwise.

For example, Blood Hypersword's on arrival ability says "You may move target Wonder you control here from an adjacent realm. It equips this." Resolve the movement first, then equip Blood Hypersword to that Wonder during the same ability's resolution. The end-of-turn automatic equipping rule does not delay this instruction.

Faith

Various effects may cause a player to lose faith. Losing faith is not the same as spending faith, and faith may be lost multiple times in a round, regardless of whether it's been spent that round.

Finisher

Finisher means “Whenever this wins a battle by 4 or more, [do effect.]” It’s a triggered ability that happens during the check for victory battle step.

Immortal

Immortal cards can't be destroyed, sacrificed, or have their power reduced below their base power.

If Wonder's power is already reduced below its base power, its power reverts to its base power when it becomes immortal. This doesn't count as gaining power.

A Wonder with one or more immortal counters on it is immortal.

Minus Effect

A minus effect is an instruction that directly subtracts a stated amount from a Wonder's power, such as “gets -3,” or puts new -1 counters on a Wonder. Moving existing counters, changing a counter's type, changing base power, halving power, removing +1 counters, and losing or ending a positive power bonus are not minus effects. In particular, the conversion of counters by surge is not a minus effect.

To determine whether Mystikron the Unraveler's replacement applies, first determine whether the minus effect would reduce its current power after accounting for immortal. If no reduction would occur, Mystikron does not redirect the effect. When its replacement applies, replace the application of that minus effect once: if it would put -1 counters on Mystikron, put that many -1 counters on each other non-Dragon Wonder in Mystikron's realm instead, and do not put those counters on Mystikron; if it would directly subtract an amount from Mystikron's power, apply that same modifier, with the same duration, to each other non-Dragon Wonder in Mystikron's realm instead.

Recalculating power from a modifier or counter that is already present is not a new minus effect. Mystikron does not repeatedly redirect a reduction from the same ongoing modifier or existing counter.

Immortal does not by itself prevent -1 counters from being put on a card or negative modifiers from applying to it. Its power cannot be reduced below its base power while it is immortal. Each Wonder affected by a redirected minus effect applies its own immortal protection.

Move

We clarified that if something moves across multiple realms, it counts as one move.

We clarified that if something moving across multiple realms triggers numerous effects, each triggered effect or batch of simultaneous effects should be triggered and resolved realm-by-realm in the order the realms were entered/exited. If effects in realm 3 were triggered first, resolve all realm 3 triggers before resolving the triggers in the next realm.

Nullify

We clarified that cards like Blood Nebula Curse (Nullify all Wonders this round,) affect only those Wonders present when the effect resolves, not future Wonders arriving that round. (see rule 403.5.1.)

We added an example where Sirius vs. an enemy EthosRelic results in EthosRelic doing nothing since it's already nullified when its ability would have triggered.

Occupied

A realm is occupied if it has one or more Wonders in it.

On Play

This previously stated that counters can exist on cards before they arrive. Now they exist at the same time the card exists in The World.

Portal

Portaled cards remember their previous statuses in general. This is a clarification, not a change in game play.

Protector

We changed the incorrect wording from “stops an attack” to “prevents the seizing of a stone.”

Purify

Purify means remove all counters on the object. It gets immortal this round. Immortal cards can't be destroyed, sacrificed, or have their power reduced below their base power. Purified status lasts until the end of the round.

Sacrifice

You can only sacrifice objects you control. We provided an example with Stolen Thunder where if a delayed trigger tells you to sacrifice a Wonder at end of round, but if you lose control of that Wonder before then, it isn't sacrificed.

Seek

We clarified that playing a card with seek ignores core requirements.

We clarified that playing a card with seek does trigger “on play” effects.

We specified that playing a card with seek does not count as playing it from your hand. It counts as playing it from your deck. Cards played with seek arrive from the deck (attracting the dreadful gaze of Eternitum, the Space Lich.)

If playing a card with seek causes triggers, finish the steps of seek before resolving those triggers. (You can't resolve other triggers in the middle of resolving steps or batches of effects.)

Spectacle

Spectacle means “If two adjacent realms are occupied.”

The two realms must be adjacent to the card with the Spectacle keyword. Occupied means there is at least one Wonder in the realm.

Static Effect

We defined a static effect as an effect that operates continuously. This applies before on play, on arrival, or other triggers.

Surge

Surge (number) means “Tap free: Put (number) +1 counters on this. They become -1 counters at the end of the round.”

This counts as a tap free ability.

Walkout

Walkout is an on arrival ability that means “If this was the first Wonder to arrive under your control this round, [do effect].”

If no Wonder has previously arrived under a player's control this round and two or more Wonders arrive under that player's control simultaneously, the active player chooses one of those Wonders to count as the first for Walkout. The Wonders still arrive simultaneously. Of those Wonders, only the chosen Wonder's Walkout abilities trigger. Resolve the resulting triggered effects under 502 Resolving Multiple Effects.

This choice is made once for that arrival event. If the chosen Wonder has no Walkout ability, or its Walkout ability is nullified or has no effect, another Wonder is not chosen in its place. The normal requirement that the source of an on arrival effect remain in The World still applies.

For example, if Autumn, Essence Animated causes two Wonders to arrive simultaneously under one player's control and no Wonder previously arrived under that player's control that round, the active player chooses which of those Wonders counts as first for Walkout. This choice does not make either Wonder arrive before the other or change the order of other effects.