

# アコラカード

AKORA CARDS。

## Akora TCG Rules Processing Guide

### Overview

Akora TCG is a system based on checks and approvals in regards to its rules processing. This guide will outline how the game performs these processes to help provide you with a more comprehensive guide to interactions within the game.

### **1. Relic Count**

Relic Count refers to the number of cards in a player's Relic Zone. This Zone is not just exclusive to Relic Shards as other cards can be played in the Relic Zone however they will clearly state this.

*(Note: For example, Stone of Akora)*

The Relic Count of a player can be manipulated by other effects. For example, A Frozen Relic Shard, despite being in your Relic Zone, does not contribute to your Relic Count due to it being affected by Frozen.

*(Note: Frozen Relic Shards are still in play.)*

Other effects may increase or decrease this number, in doing so, this still affects the overall Relic Count.

## 2. Activating Alchemy/Battlezone Cards

In Akora TCG, when activating an Alchemy/Battlezone card and or its effects. The game processes the following Relic Requirement Check:

Checks the Relic Requirement of the card:

- If there is a number the game checks for Relic Count.
- If there is no number and just a shard the game checks for a Relic Shard of that attribute to be in play in the controller's Relic Zone.

*(Note: In the event of a Multi-Attribute Alchemy/Battlezone card the game will just check to see if there is a Relic Shard in the player's Relic Zone.)*

If the check is Invalid the action cannot be performed. If the check is Valid the prerequisites are checked and paid, and the effect processes.

*(Note: If the prerequisites cannot be met/paid the Alchemy or Battlezone card/effect is Invalid and the action cannot be performed.)*

When activating an Alchemy/Battlezone card or effect a checkpoint is created.

### 2.1 The “WHEN / EACH TIME” Rule:

Alchemy / Battlezone / Akora Cards that begin their effects with things like and similar to:

'When (insert action here),'

'Whilst active, each time'

'Each time'

May be triggered in any phase of a turn as a valid response to an immediate action. For instance, the following effect: 'During your turn, **each time** your opponent flips a card, you may deal 100 damage to their Alchemist Essence.' can be activated in any phase as a response to your opponent flipping a card, though its activation in this example is confined to your own turn due to the 'During your turn' condition.

If there is no restriction such as 'once per turn,' or 'once during your turn,' the effect can be activated each time a unique specified action occurs.

## 3. Persistent Effects

Persistent Effects are effects that continuously check the game state to process their effect and provide the correct values. If a card with a persistent effect is activated the game will follow the process shown below.

The game will perform the Relic Requirement check first to see if the card is Valid or Invalid prior to the effect.

- If the card is Valid then the game will process the effect.
- If the card is Invalid that card/effect becomes inactive. The game will continue to check for the card to become Valid.
- Persistent effects that have a Relic Requirement are still considered Valid even if the player's Relic Count is dropped below the Relic Requirement of that card. (If the card with a persistent effect has a secondary effect which is not considered to be persistent in order to activate that effect you must still meet the Relic Requirement.)

Once active, a Persistent Effect is not considered to be activating/reactivating; it is just determining the correct value of the effect. For example, a stat modification effect based on Relic Shards in play is constantly checking the number of Relic Shards in play, if this value changes the card is not activating again it is simply active and correctly determining values.

#### **4. Akora Effects (Afelium Unleashed)**

Akora with effects follow the same rules processing restrictions and actions as that of Alchemy/Battlezone effects. Activating an Akora's Effect does not perform a Relic Requirement check. **An Akora can only activate its effect maximum once per turn regardless of the stage unless specified otherwise.**

**Persistent Akora Effects lack options like 'you may,'. Similar to Persistent Alchemy Effects, Persistent Akora Effects are not considered to be activating/reactivating. When an Akora with a Persistent Effect is placed in the Akora Zone, becomes unfrozen, unrested, or reactivated, the effect is considered to be activating.**

#### **5. Multi-Attribute Akora**

At the start of the match, Multi-Attribute Akora change their attribute to match the attribute of the Relic Shard a player starts with in their Relic Zone, across all copies in your Akora Deck.

#### **6. Priority**

If multiple effects happen at the same time, priority is determined by the Turn Player and whether or not the effects are considered to be Persistent. The turn player has priority, in any order, to resolve their own effect(s) BEFORE their opponent decides in any order to resolve their effect(s).

Effects that are not considered to be Persistent (For Example: "At the start of your turn, **you may** deal 100 damage to your opponent's Alchemist Essence") still are prioritized to the turn

player. However, Persistent Effect(s) the opponent may have at this time will take priority over the turn player's non-persistent effect(s).

## **7. Controlling Cards**

The player who plays/sets/activates the card and has the cards on their side of the field is the controller of the card.

Control of a card may switch if instructed to via a card effect. The change in control of a card does not change the ownership of the card.

Ownership of a card is determined by the player who brought that card to the game in their Akora Deck / Alchemy Deck.

## **8. Cards on top of cards (Gordhelm)**

Some cards may allow you to play a card on top of another card or underneath, when this happens, the card on top is treated as the card in that zone. Cards may have effects that utilize cards underneath them. Cards that are underneath a card in a zone are not considered in play or under the control of that alchemist unless specified otherwise. When a card is removed from a zone that has cards underneath it, the cards underneath are sent to the Dark Zone unless specified otherwise. **Cards underneath cards that are rested or flipped face-down remain under the rested/flipped face-down card.**

## **9. Relactify Effect (Trials of Ikithia)**

**Once during a player's turn, a player may only move 1 Relic Shard from their Relic Zone to immediately underneath a card that can be Relactified. Relactify Effect follows the same ruling as "Cards on top of cards" which is stated above.**

## **10. Effect Resolution**

In the event of multiple effects being activated when no more responses are made by players, the effects resolve. Starting with the last effect first and working backwards in activation order.

## **11. Incomplete Effects**

In the event that a portion of the effect cannot be resolved, any portion of the effect thereafter is also not resolved.

For example, a card that cannot be Negated is targeted by a card that Negates and Destroys, since the card cannot be negated the Destroy portion of the effect cannot be resolved.

Effects will sometimes feature punctuation. Semi-colons (;) signifies a prerequisite, this means that anything prior to the semi-colon (;) must be met in order to activate the effect of that card.

Card effects that feature commas (,) are all still part of the same effect. If there is a full stop (.) that marks the end of that effect. Some cards may feature multiple effects.

## **12. Replacement Effects (Gordhelm)**

Some cards may feature replacement effects that override game mechanics to apply a new effect. The original requirement of the card effect must be met in order for the replacement effect to override the game mechanics of the new applied effect.

*(For Example: Once during your turn, when you would discard a Divine-Attribute Card, you may discard a Multi-Attribute Card instead.)*

## **13. Checkpoints**

During a checkpoint the following actions may be taken;

- A response to an opponent's card and/or effect. Must be a valid response.
- A response to an opponent's Attack if the checkpoint is following an attack.
- When you deal or would take/dealt Attack Damage, effects can be activated if the checkpoint is following Attack Damage Calculation.
- When you deal or would take damage, effects can be activated if the checkpoint is following damage calculation.
- Flip Effects can be activated.

If any of the above occurs a new checkpoint is created.

## **14. Alchemist Essence**

Alchemist Essence reaching 0 is interruptive rules processing meaning the instant a player's Alchemist Essence reaches 0 the game is over unless specified otherwise. If all players' Alchemist Essence reaches 0 at the same time the game is a draw. Alchemist Essence does not have a maximum and can exceed 6000.

## **15. Relic Up**

In order to Relic Up the game performs a Relic Requirement Check on the Akora, due to Akora only having numbered Relic Requirements the game will check the player's Relic Count. If the Relic Count is equal to or greater than the number required by the Relic Requirement the check is Valid and the new Akora is played into the Akora Zone. If the Relic Count is lower than the number on the card the check is Invalid and the new Akora cannot be played.

*(Note: Some effects may affect Relic Count and Relic Requirement.)*

The turn you Relic Up an Akora that Akora cannot attack. Both alchemists **cannot** Relic Up on their first turn. Going below the Relic Requirement of the Akora does not reduce the stage nor does it prevent the Akora from attacking.

## **Phases**

This section of the guide will break down the phases found in the Akora Trading Card Game and the checkpoints that exist within said phases as well as how a player moves through them.

### **1. Start Phase**

1.0 Start Phase begins.

Any “until the start of your next turn”, “until the start of the next turn”, effects end at this marker.

1.1 Any of the turn player’s card effects that don’t have “you may” after “at the start of each turn” **must** be activated during this marker. (If none are present, skip to 1.1.3)

1.1.1 CheckPoint (Opposing player **may** respond to the effect activated in 1.1)

1.1.2 Effects resolve. (Turn player **must** return to 1.1 if the turn player has another “At the start of each turn” effect), if not, proceed to 1.1.3

1.1.3 Any of the opposing player’s card effects that don’t have “you may” after “at the start of each turn” **must** be activated during this marker. (If none are present, skip to 1.2)

1.1.4 CheckPoint (Turn player **may** respond to the effect activated in 1.1.3)

1.1.5 Effects resolve. (Opposing player **must** return to 1.1.3 if the opposing player has another “At the start of each turn” effect), if not, proceed to 1.1.6

1.1.6 Any of the turn player’s card effects that don’t have “you may” after “at the start of your turn” **must** be activated during this marker. (If none are present, skip to 1.1.9)

1.1.7 CheckPoint (Opposing player **may** respond to the effect activated in 1.1.6)

1.1.8 Effects resolve. (Turn player **must** return to 1.1.6 if the turn player has another “At the start of your turn” effect), if not, proceed to 1.1.9

1.1.9 Any of the opposing player’s card effects that don’t have “you may” after “at the start of your turn” **must** be activated during this marker. (If none are present, skip to 1.2.2)

1.2 CheckPoint (Turn player **may** respond to the effect activated in 1.1.9)

1.2.1 Effects resolve. (Opposing player **must** return to 1.1.9 if the opposing player has another “At the start of your turn” effect), if not, proceed to 12.2

1.2.2 Any of the turn player's card effects that read "At the start of your turn, you may " can be activated. (If none are present, or the turn player chooses not to activate any card effects that read "At the start of your turn, you may", skip to 1.7)

1.2.3 CheckPoint (Opposing player **may** respond to the effect activated in 1.2.2)

1.2.3 Effects resolve. (Turn player **may** return to 1.2.2 if the turn player has another "At the start of your turn, you may" effect), if not, proceed to 1.3

1.3 End of the Start Phase.

## **2. Draw Phase**

2.0 Draw Phase begins.

2.2 Turn player draws a card from the top of their Alchemy Deck.

2.3 End of the Draw Phase.

## **3. Preparation Phase**

3.0 Preparation Phase begins

3.1 The turn player **may** perform the following actions:

Some of the following wordings are not limited to just the "Preparation Phase". (see: **2.1**)

### **(Pay attention to Relic Requirement)**

- Play a card or set an Alchemy Card.
- Play 1 Relic Shard from your hand.
- Relic Up your active Akora.
- Activate an effect from an Alchemy Zone / Akora Zone / Dark Zone / Battle Zone that reads:
  - "Once during your turn," / "During your turn," / "Once per turn"
  - "When Played,"
  - "Play or Flip" or "Play"
  - Any effect that can be activated due to the turn player's / opposing player's game state.

3.1.1 CheckPoint (Opposing player **may** respond to the effect activated in 3.4)

3.1.2 Effects resolve. (Turn player **may** return to 3.4, if the turn player has another “*Once during turn,*” “*During your turn,*” “*Once per turn,*” “*Play or Flip,*” effect), if not, proceed to 3.5

3.2 End of the Preparation Phase.

#### 4. Attack Phase

4.0 Attack Phase begins

4.1 The turn player **may** declare an attack. Alongside their declaration of an attack, the turn player **must** activate a card effect that reads “When your Akora attacks,” or any variations of that wording. If the turn player does not declare an attack, skip to 4.6

4.1.1 CheckPoint: The opposing player **may** respond to the attack and or the effect activated in 4.1 with a card effect that reads “When your opponent attacks, you may” or any variations of that wording or flips effects can be activated.

4.1.2 Effects resolve. (Turn player **must** return back to 4.1, if the turn player has another “When your Akora attacks” effect or any variations of that wording.)

4.1.3 Any of the opposing player’s card effects that don’t have “you may” after “When your opponent attacks” or any variations of that wording **must** be activated during this marker. (If none are present, skip to 4.1.6)

4.1.4 CheckPoint (Turn player **may** respond to the effect activated in 4.1.3)

4.1.5 Effects resolve (Opposing player **must** return to 4.1.4 if the opposing player has another “When your opponent attacks” effect or any variations of that wording), if not, proceed to 4.1.6

4.1.6 Turn player may activate a card effect that reads “When your Akora attacks, you may” or any variations of that wording. (If none or present, or the turn player chooses not to activate any card effects that read “When your Akora attacks, you may” ) if not proceed to 4.1.9

4.1.7 CheckPoint (Opposing player may respond to the effect activated in 4.1.6)

4.1.8 Effect resolves. (Turn player may return to 4.1.6, if the turn player has another “When your Akora attacks, you may” effect) if not proceed to 4.1.9

(If the turn player does not return back to 4.4, and the attack **was not** negated, the opposing player **may return to 4.1.1** if the opposing player has another “When your opponent attacks, you may” effect or any variations of that wording.)

4.1.9 Modification Check: **(check for any changed values)**



- Turn Player will add all the values from persistent card effects and or card effects that they have activated/active that read “Your Akora gains X Attack Power and X Soul Points”, “The equipped Akora gains X Attack Power and X Soul Points”.
- The turn player will minus any values from their Akora’s Attack Power/Soul Points by any card effects and or persistent effects that they or the opposing player has activated/active that read “Your Akora loses X Attack Power”, “Your opponent’s Akora loses X Attack Power”, “Your Akora loses X Soul Points”, “Your opponent’s Akora loses X Soul Points”

The total Attack Power gained is added to the turn players' Akora's base Attack Power or base Relic Attack Power.

(If none are present, then the total Attack Power is the base Attack Power or base Relic Attack Power of the Akora.)

Once the turn player has calculated their Attack Power, the opposing player will calculate their Soul Points.

- Opposing player will calculate their Soul Points by adding all the values from card effects and or persistent effects that they have activated/active that read “Your Akora gains X Soul Points” or “The equipped Akora gains X Soul Points”
- The opposing player will minus any values from their Soul Points by any card effects and or persistent effects that they or the turn player has activated/active that read “Your Akora loses X Soul Points” and or “Your opponent’s Akora loses X Soul Points”

*(Turn Player’s active Akora’s Attack Power minus Opposing player’s active Akora’s Soul Points = Attack Damage)*

4.2 Turn player's CheckPoint: (Attack Damage is calculated)

When the turn player’s Attack Damage is calculated, the turn player **must** activate a card effect that reads “When you would deal Attack Damage,” or any variations of that wording. If none are present, skip to 4.4.5

4.2a Response: Opposing player **may** respond to the effect activated in 4.5

4.2b Effects resolve. (The turn player **must** return back to 4.5, if they have another “When you would deal Attack Damage” effect.)

4.2.1 Turn player's CheckPoint: (Attack Damage is calculated)

When the turn player’s Attack Damage is calculated, the turn player **may** activate a card effect that reads “When you would deal Attack Damage, you may” or any variations of that wording. If none are present, skip to 4.5.2

4.2.1a Response: Opposing player **may** respond to the effect activated in 4.2.1

4.2.1b Effects resolve. (The turn player **may** return back to 4.2.1, if they have another “When you would deal Attack Damage” effect.)

4.2.2 Opposing player’s CheckPoint: Before the Attack Damage is dealt to the opposing player’s Alchemist Essence, the opposing player **must** activate a card effect that reads “When you would take Attack Damage” or any variations of that wording. If none are present, skip to 4.2.3

4.2.2a Response: turn player **may** respond to the effect activated in 4.2.2

4.2.2b Effects Resolve: (The opposing player **must** return back to 4.2.2, if they have another “When you would take Attack Damage” effect.)

4.2.3 Opposing player’s CheckPoint: Before the Attack Damage is dealt to the opposing player’s Alchemist Essence, the opposing player **may** activate a card effect that reads “When you would take Attack Damage, you may” or any variations of that wording. If none are present, skip to 4.2.4

4.2.3a Response: turn player **may** respond to the effect activated in 4.2.3

4.2.3b Effects Resolve: (The opposing player **may** return back to 4.2.3, if they have another “When you would take Attack Damage, you may” effect.)

**4.2.4 The turn player’s Attack Damage is subtracted from the opposing player’s Alchemist Essence total. Unless specified otherwise.**

4.2.5 Turn player’s CheckPoint: Turn player player **may** activate a card effect that reads “When you deal Attack Damage, you may”. If none are present, skip to 4.2.7

4.2.6a Response: The opposing player **may** respond to the effect activated in 4.2.6

4.2.6b Effects resolve: (Turn player **may** return back to 4.2.6, if they have another “When you deal Attack Damage, you may” effect.)

4.2.7 Opposing player’s CheckPoint: The opposing player **may** activate a card effect that reads “When you are dealt Attack Damage, you may” or any variations of that wording. If none are present, skip to 4.6

4.2.7a Response: The turn player **may** respond to the effect activated in 4.2.7

4.2.7b Effects Resolve: The opposing player **may** return back to 4.2.8, if they have another “When are dealt Attack Damage, you may” effect.

4.3 End of the Attack Phase.

## 5. End Phase

5.0 End Phase begins

5.1 Any of the turn player's card effects that don't have "you may" after "At the end of your turn" and or "At the end of the turn" **must** be activated during this marker. (If none are present, skip to 5.1.3)

5.1.1 CheckPoint (Opposing player **may** respond to the effect activated in 5.1)

5.1.2 Effects resolve (Turn player **must** return to 5.1 if the turn player has another "At the end of your turn" or "At the end of the turn" effect), if not, proceed to 5.1.3

5.1.3 Any of the opposing player's card effects that don't have "you may" after "At the end of your opponent's turn" **must** be activated during this marker. (If none are present, skip to 5.2)

5.1.4 CheckPoint (Turn player **may** respond to the effect activated in 5.1.3)

5.1.5 Effects resolve (Opposing player **must** return to 5.1.3 if the opposing player has another "At the end of your opponent's turn" effect), if not, proceed to 5.2

5.2 Any of the turn player's card effects that read "At the end of your turn, you may" and or "At the end of the turn, you may" effect can be activated. (If none are present, or the turn player chooses not to activate a card effect that reads "At the end of your turn, you may", and or "At the end of the turn, you may" skip to 5.3)

5.2.1 CheckPoint (Opposing player **may** respond to the effect activated in 5.2)

5.2.2 Effects resolve. (Turn player **may** return to 5.2 if the turn player has another "At the end of your turn, you may" or "At the end of the turn, you may" effect), if not, proceed to 5.3

5.4 End of the End Phase

(Any "until the end of your turn", "until the end of the turn", "until the end of your opponent's next turn", "until the end of your next turn" effects end at this marker.)

## **Terminology - Effects**

Within the Akora TCG, there are certain effects that apply conditions or alter the game state. The below explains what these effects are but also how they work within the card game's rules and how the game interprets these effects.

### **1. Active**

A card that is face-up in play, unless impacted by a card effect. If a card that is Frozen or in a Deactivated Zone becomes unfrozen or the Zone becomes reactivated that card effect enters a new activation cycle the card effect(s) is/are reset.

### **2. Activation Cycle**

The period of time from which an alchemy card is activated to when it is impacted by a card effect (via Frozen / Deactivated) . If an alchemy card that is impacted by a card effect via Frozen or Deactivated is removed from that card, a new Activation Cycle has started. When an Alchemy Card / Battlezone is played from a player's hand, a new Activation Cycle has started for the card played.

### **3. Armament Alchemy Card**

Armament Alchemy Cards are used to equip your active Akora with powerful equipment or power-ups. If the equipped Akora is destroyed then so are the Armament Alchemy Cards that are equipped.

When you Relic Up, your equipped Armaments are not destroyed. You can only equip 1 **status-free** of the same name Armament Alchemy Card to an active Akora.

If one of your Alchemy Cards gets frozen or deactivated by your opponent's card effects, you may choose to play an extra copy of the same card from your hand if able, during your turn. In rare instances, you can even play a third copy of the same card if you already have two copies with the same name, and both are frozen or deactivated. This means two of your same cards are affected by a status-effect at the same time.

Whenever two or more of your cards with the same name are no longer frozen or deactivated and are face-up in your Alchemy Zone, you need to put all of these status-free unaffected cards at the bottom of your Alchemy Deck, until you only have one of them left in play.

Armament Alchemy Cards have persistent effects that remain as long as the card is active on the field, activated at a specific timing during the game and or up to the controller of the Armament Alchemy Card to activate the effect. For example:

Optional activation timing: "During your turn, you may"

Specific activation timing: “At the start of your turn,” “When your Akora deals Attack Damage”

Persistent effect: “The equipped Akora gains 50 Attack Power for each Divine Relic Shard you have in play.”

Persistent effects are effects that continuously check the game state to process their effect and provide the correct values.

#### **4. Attack Power / Relic Attack Power**

Attack Power: The value that determines an Akora’s power. Due to game state, this can either remain constant with no modifications, or increase/decrease with modifications.

Relic Attack Power: The value that determines an Akora’s Relic power. Due to game state, this can either remain constant with no modifications, or increase/decrease with modifications.

#### **5. Attack Damage**

Attack Damage: The value of an active Akora’s total Attack Power minus the opposing player’s active Akora’s total Soul Points. Attack Damage is any value that is greater than 0 that’s diminished from a player’s Alchemist Essence.

Dealt Attack Damage:

To be considered dealt Attack Damage, a player must be dealt Attack Damage that’s greater than 0 to their Alchemist Essence.

A player being dealt 0 Attack Damage is considered not to be dealt Attack Damage and cannot activate their effects that read “when you are dealt Attack Damage” / “When you are dealt Attack Damage, you may”

Dealing Attack Damage:

To be considered dealing Attack Damage, a player must deal Attack Damage that’s greater than 0 to their opponent’s Alchemist Essence.

A player dealing 0 Attack Damage, is considered not to be dealing Attack Damage and cannot activate their effects that read “when you deal Attack Damage” / “When you deal Attack Damage, you may”

#### **6. Damage / Non-Attack Damage**

Damage: Any value that is greater than 0 that’s diminished from a player’s Alchemist Essence. Damage only comes from via card effects. Damage is considered to be Non-Attack Damage.

Dealing damage: To be considered dealing damage, a player must deal damage that’s greater than 0 damage to their / their opponent’s Alchemist Essence.

Dealt Damage: to be considered dealt damage, a player must be dealt damage that's greater than 0 damage to their / their opponent's Alchemist Essence.

A player being dealt 0 damage to their Alchemist Essence is considered not to be dealt damage and cannot activate their effects that read "When you would take Damage from your opponent", "When you would take Non-Attack Damage from your opponent"

## 7. **Dark Zone**

Cards in the Dark Zone are not considered in play or active, unless specified otherwise. The following examples are when cards can be triggered and activated in the Dark Zone:

- "If this card is in your Dark Zone"
- "At the start of each turn, if this card is in your Dark Zone"
- "At the end of your turn, if this card is in your Dark Zone"
- "You may send this card from your Dark Zone"
- "If this card enters your Dark Zone"

These are triggered activations that activate once a prerequisite is met or a phase timing has occurred and the effect is able to activate.

## 7. **Eternity Alchemy Card**

Eternity Alchemy Cards are active and stay on the field until they are destroyed. You can only have 1 of the same name Eternity Alchemy Cards face-up and **status-free** in your Alchemy Zones. Some Eternity Alchemy Cards have persistent effects that remain as long as the card is active on the field, activate at a specific timing during the game and or up to the controller of the Eternity Alchemy Card to activate the effect.

If one of your Alchemy Cards gets frozen or deactivated by your opponent's card effects, you may choose to play an extra copy of the same card from your hand if able, during your turn. In rare instances, you can even play a third copy of the same card if you already have two copies with the same name, and both are frozen or deactivated. This means two of your same cards are affected by a status-effect at the same time.

Whenever two or more of your cards with the same name are no longer frozen or deactivated and are face-up in your Alchemy Zone, you need to put all of these status-free unaffected cards at the bottom of your Alchemy Deck, until you only have one of them left in play.

For example:

Optional activation timing: "Once during your turn, you may"

Specific activation timing: “At the start of your turn,” “When your opponent attacks”

Persistent effect: “Your Fire Attribute Akora gains 200 Attack Power”

Persistent effects are effects that continuously check the game state to process their effect and provide the correct values.

## **8. Flash Alchemy Card**

Flash Alchemy Cards are designed as single use effects, which when negated or resolved are sent to the Dark Zone unless specified otherwise. These cards can be used to counter your opponent or simply to remove a threat.

If a Flash Alchemy Card you control states in the effect that it can be flipped, it's able to be used on your opponent's turn. It's up to the controller to choose whether or not to activate that card, as long as the prerequisites are met.

If a Flash Alchemy Card you control does not state in the effect that it can be flipped, that card can only be played or flipped (activated) during your turn.

Some Flash Alchemy Cards cannot be activated unless specific conditions are met. These conditions will be stated on the card. For example, “When your opponent attacks, flip this card; negate the attack.”

## **9. Controller/Control**

The controller of a card refers to cards in play on the field. The controller is the player who played the card or has an effect that explicitly states that they have gained control of the card.

## **10. Counters**

Counters are game pieces that are placed on the field, counters can be represented via objects of players' choosing so long as both players are aware of what it represents and that the information is clearly conveyed and follow the guidelines in accordance with the Tournament Rules.

- Counters can only be placed on cards that are face up and in play.
- Counters on a card that is removed from being in play or flipped face-down are removed from the game, unless specified otherwise.
- Counters on a card that are in a deactivated zone remain in play and under the control of the player who controls the card, but cannot be removed for or by the controller's card effect but can be removed by a player, not in control of the counters.
- Counters that are on an Akora are under the control of the player that controls the Akora. (Set 2 Warped)

## 11. Cure

The cure effect restores the Akora's Attack Power & Soul Points to their original stats printed on the card. It removes any counters on the cured card. Any conditions affecting the card are removed until the end of the turn. The Akora that is cured is treated as Immune until the end of the turn.

## 12. Destroy

Destroy refers to cards leaving the field to the Dark Zone from the effect. When a card is specifically targeted for destruction the targeted card cannot be activated in response. When meeting a prerequisite you cannot destroy a card that does not match the card(s) specified by the effect.

## 13. Destroyed

A destroyed card is a card that has left the field and is placed into the Dark Zone due to the effect of Destroy. "When this card is destroyed" effects activate once the card is placed in the Dark Zone unless the effect was negated prior to destruction.

## 14. Hand

Hand is defined as the following: The cards that a player holds in their hand throughout a match that can be played or set. There is no hand size limit. For card effects that require shuffling or removing cards from your hand, you must have at least 1 card in your hand.

## 15. Immune

Cards that are Immune cannot be chosen/targeted/affected or destroyed by an opponent. Immune cards can be affected by the controller's effects or effects placed on the player.

## 16. Negate/Negated

Negate prevents an action from taking place and or nullifies the action from happening. The following describes what happens to specific card types once they have been negated.

Negated Flash Cards - are sent to the Dark Zone unless specified otherwise.

Negated Armament Cards - remain on the field however any effects on the card are nullified until the end of the turn unless specified otherwise.

Negated Eternity Cards - remain on the field however any effects on the card are nullified until the end of the turn unless specified otherwise.



Negated Token Cards - remain on the field however any effects on the card are nullified until the end of the turn unless specified otherwise.

Negated Battlezone Cards - remain on the field however any effects on the card are nullified until the end of the turn unless specified otherwise.

If an Akora's Attack is negated the Akora cannot attack again. If an Akora's Attack is negated "When you/your Akora attacks effects" can still resolve as the condition is that the Akora attacks.

If the effect requires the attack to be successful then a negated attack would prevent it from activating. A successful attack is an attack that is not negated. A redirected attack is still successful. (Warped)

### **17. Negate and Destroy**

Negate and Destroy prevents an action from taking place and or nullifies the action from happening via initial activation, activating card effects and any persistent card effects then destroying that card thereafter. Any Alchemy Card effect that reads "When this card is destroyed" is placed in the Dark Zone that effect cannot activate due to the effect being negated prior to destruction. Any Alchemy Card that doesn't have an effect can only be negated / negated and destroyed at the start of an activation cycle.

### **18. Permanent/Permanently**

Permanent changes to a card refer to that copy of the card in play. Permanent changes to an Akora apply to that Akora Chain. If the card/Akora leaves the field, then any permanent changes on that card are removed. (The Cure effect can revert Permanent changes made to a card.)

### **19. Reveal/Revealed**

Reveal refers to a card that is shown to both players. Once a card is revealed it is returned to its previous state unless specified otherwise.

In the event a card is revealed from the deck, that card is still considered to be in the deck.

For a card to be revealed it generally comes from a source of private information, For Example, face-down, in a player's hand or deck.

Revealing a card does not count as activating/playing the card, as such revealing a card does not create a checkpoint and an opportunity to respond. That being said, a card effect causing the reveal does create a checkpoint.

Areas that are considered Private Knowledge; Alchemy Deck, Akora Deck, Players Hand, Face-Down cards.

Areas that are considered Public Knowledge; Dark Zone, Purgatory, and Face-Up cards.

## **20. Soul Points**

Soul Points: The value that determines an Akora's defense. Due to game state, this can either remain constant with no modifications, or increase/decrease with modifications.

## **21. Stone of Akora (Trials of Ikithia)**

- Max 3 copies in an Alchemy Deck.
- Counts as a Relic Shard.
- Counts towards Relic Count.
- Played from the player's hand during Preparation Phase, unless specified otherwise.
- Cannot be destroyed.
- Cannot be affected by card effects unless specified otherwise.
- Cannot be used as the starting Relic Shard when setting up for battle.

## **22. Tormented Souls (Grordhelm)**

Tormented Souls effects allow you to build up your pool and use it in different ways depending on a card's effect or requirement. Tormented Souls differ from counters in that this is a pool that is tracked and is not able to be interacted with or by the opponent. Players may use dice or other supplements to mark their Tormented Souls total. Tormented Souls total is public knowledge.

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## **23. Status-Effects list**

### **Deactivate/Deactivated**

Deactivate is a type of effect that targets active Zones. Deactivated Zones have the following applied to them.

#### **Deactivated Alchemy Zones**

- Alchemy Cards cannot activate their effects.
- Alchemy Cards cannot be flipped face-up.
- Alchemy Cards cannot have cards placed into them.
- Cannot move counters to and from the zone.
- Alchemy Cards are not active.
- Cannot place counters.
- Cannot destroy your own Alchemy Cards.
- Cannot deactivate a deactivated zone.
- Cannot target your own Alchemy Cards.

### Deactivated Battlezone (Warped)

- Cannot activate their effects.
- Cannot have cards placed into them.
- Cannot move counters to and from the zone.
- Cannot destroy your own Battlezone Card.
- Battlezone Card is not active.
- Cannot target your own Battlezone.

### Deactivated Dark Zone (Trials of Ikithia)

- Cannot activate card effects.
- Cards cannot be sent from your Dark Zone to your Purgatory.
- Cards cannot be added back to your hand.
- Cards cannot be sent back to your Alchemy Deck / Akora Deck.
- Cards can be placed in the Dark Zone after effects are resolved or negated/ destroyed.
- You can send cards from your Alchemy Deck / Akora Deck.
- You can discard card(s).
- Game state cannot check for cards in a Deactivated Dark Zone.
- Game state can validate cards that are sent to the Dark Zone by a card's effect.

### Game State Examples:

#### **Invalid Game State:**

“Your Akora gains 100 Attack Power for each Relic Shard in your Dark Zone.”  
The game state cannot validate this check and this is considered invalid.

#### **Valid Game State:**

“Send 2 Fire Relic Shards from your Alchemy Deck to your Dark Zone; your Akora gains 200 Attack Power for each Fire Relic sent to the Dark Zone”

The game state can validate this check, checking the cards that are sent to the Dark Zone by a card's effect, this is considered a valid game state.

#### **- Freeze/Frozen**

The Freeze condition, when applied to the target, makes the target Frozen. When a card is Frozen on the field, that card cannot be retargeted to be Frozen or Permanently Frozen. Frozen cards depending on the type of cards it is will be restricted in various ways.

### Frozen Alchemy Cards

- Cannot activate their effects.
- Not active
- Cannot be flipped face-up.
- Cannot be destroyed by their controller.
- Cannot target your own Frozen Alchemy Cards unless specified otherwise.

### Frozen Battlezone Card

- Cannot activate their effects.
- Not active.
- Cannot be destroyed by their controller.
- Cannot target your own Frozen Battlezone Card unless specified otherwise.

### Frozen Relic Shards

- Cannot activate their effects.
- Cannot be destroyed by their controller.
- Do not count towards Relic Count.
- Cannot target your own Relic Shards unless specified otherwise.

### Frozen Akora (Trials of Ikithia)

- Cannot activate their effects.
- Persistent Akora Effects are nullified.
- Cannot be destroyed by their controller.
- Cannot attack.
- Soul Points of Frozen Akora still apply.
- Can Relic Up.
- Are active.

### - Rest/Rested (Trials of Ikithia)

Rest refers to a face-up Alchemy Card in play that is chosen/targeted by a card effect to be flipped face-down for at least the duration of time specified by the card effect. A card that is “rest/rested” is still considered under the control of the player. A rested card is considered not to be active, but once a rested card is active that card enters a new activation cycle.

Example: (You must have at least 2 Divine Counters in play to activate this card. During your turn, remove all Divine Counters you control; **Rest** all face-up Alchemy Cards your opponent controls until the start of the next turn.)

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