

Rules for Deck Construction and Gameplay

These are the detailed **gameplay** and **deck construction** rules for rulers included in the Demo Deck, *Giant Mechs & Yokai...IN SPACE!* Starter Deck, *Summon the Fell Dragons!* Starter Deck, and Booster Set Vol.1 *Dawn of the Multiverse Alliance*.

World Master α 2020

Included in the Demo Deck



Gameplay

Attack zones: 2, Defense zones: 1, Set zones: 3

▶ Setup (Steps before starting a game.)

None
 (You start with 0 cards in hand and 0 resources.)

▶ Start of Turn (Always do this during the start phase of your turn.)

Drive 2 cards.
 (From the top of your deck, look at a number of cards listed next to the drive. You may play or set any cards from among them. To set a card, place it face down behind your ruler. Any cards that you do not play or set are sent to the graveyard at the end of your main phase.)

▶ Modifiers (These are rules specific to this ruler.)

You cannot have a hand (of cards). Ignore all effects that would move or add cards to your hand.

Whenever you play a card, you can play it without paying the cost for its level.
 (You still have to pay any costs for activated abilities.)

Deck Construction Rules

-Deck Level Cap: 40
 (The combined total level of all cards in your deck must be 40 or less.)

-**CNT** (Counter) Cap: 16
 (The total number of cards with the **CNT** icon in your deck must be 16 or less.)

-For each faction, you may include up to 12 cards from that faction in your deck.
 (The faction of a card is indicated by the faction icon on the bottom left, as well as its frame.)

(You may choose to have 0 cards from a chosen faction.)

-Your deck can only contain cards which have a collector number that starts with either "MD" or "2020" (or any card that has the same name as a card that fulfills this restriction).

-The size of your deck must be exactly 50 cards.

-You may have up to 4 cards with the same name in your deck.

-You cannot include any Legendary cards in your deck.

World Master β 2020

Included in the Demo Deck



Gameplay

Attack zones: 2, Defense zones: 1, Set zones: 3

▶ Setup (Steps before starting a game.)

Place 3 resources cards in a ready state behind your ruler.
 Draw 2 cards from your deck.

▶ Start of Turn (Always do this during the start phase of your turn.)

Choose 2 of your resources and ready them.
 Draw 2 cards from your deck.
 (Draw only 1 card on the very first turn of the game if it's yours.)

▶ Modifiers (These are rules specific to this ruler.)

Summon cap: 2
 (During your turn, you may normal summon a unit by paying a cost equal to its level. You may do this up to 2 times in a single turn.)
 (Special summons do not count towards this summon cap.)

Deck Construction Rules

-Deck Level Cap: None
 (You have no upper limit for the combined total level of all cards in your deck.)

-**CNT** (Counter) Cap: 16
 (The total number of cards with the **CNT** icon in your deck must be 16 or less.)

-For each faction, you may include up to 12 cards from that faction in your deck.
 (The faction of a card is indicated by the faction icon on the bottom left, as well as its frame.)

(You may choose to have 0 cards from a chosen faction.)

-Your deck can only contain cards which have a collector number that starts with either "MD" or "2020" (or any card that has the same name as a card that fulfills this restriction).

-The size of your deck must be exactly 50 cards.

-You may have up to 4 cards with the same name in your deck.

-You cannot include any Legendary cards in your deck.

1. A - Apprentice

Included in the *Giant Mechs & Yokai...IN SPACE!* Starter Deck and the Vol.1 Booster set



Gameplay

Attack zones: 2, Defense zones: 1, Set zones: 3

▶ Setup (Steps before starting a game.)

None
 (You start with 0 cards in hand and 0 resources.)

▶ Start of Turn (Always do this during the start phase of your turn.)

Drive 2 cards.
 (From the top of your deck, look at a number of cards listed next to the drive. You may play or set any cards from among them. To set a card, place it face down behind your ruler. Any cards that you do not play or set are sent to the graveyard at the end of your main phase.)

▶ Modifiers (These are rules specific to this ruler.)

You cannot have a hand (of cards). Ignore all effects that would move or add cards to your hand.

Whenever you play a card, you can play it without paying the cost for its level.
 (You still have to pay any costs for activated abilities.)

Deck Construction Rules

-Deck Level Cap: 50
 (The combined total level of all cards in your deck must be 50 or less.)

-**CNT** (Counter) Cap: 16
 (The total number of cards with the **CNT** icon in your deck must be 16 or less.)

-Choose 2 factions. You may have any number of cards from each of those factions in your deck.

(The faction of a card is indicated by the faction icon on the bottom left, as well as its frame.)

(You may choose to have 0 cards from a chosen faction.)

-The size of your deck must be exactly 50 cards.

-You may have up to 4 cards with the same name in your deck.

-You may have up to 1 Legendary card with the same name in your deck.

-You may have up to 2 different Legendary cards in your deck.

8. H - Highlander

Included in the Vol.1 Booster set



Gameplay

Attack zones: 2, Defense zones: 1, Set zones: 3

▶ Setup (Steps before starting a game.)

None
 (You start with 0 cards in hand and 0 resources.)

▶ Start of Turn (Always do this during the start phase of your turn.)

Drive 2 cards.
 (From the top of your deck, look at a number of cards listed next to the drive. You may play or set any cards from among them. To set a card, place it face down behind your ruler. Any cards that you do not play or set are sent to the graveyard at the end of your main phase.)

▶ Modifiers (These are rules specific to this ruler.)

You cannot have a hand (of cards). Ignore all effects that would move or add cards to your hand.

Whenever you play a card, you can play it without paying the cost for its level.
 (You still have to pay any costs for activated abilities.)

Deck Construction Rules

-Deck Level Cap: 50
 (The combined total level of all cards in your deck must be 50 or less.)

-**CNT** (Counter) Cap: 16
 (The total number of cards with the **CNT** icon in your deck must be 16 or less.)

-Choose 3 factions. You may have any number of cards from each of those factions in your deck.

(The faction of a card is indicated by the faction icon on the bottom left, as well as its frame.)

(You may choose to have 0 cards from a chosen faction.)

-The size of your deck must be exactly 50 cards.

-You may only have up to 1 card with the same name in your deck.

-You may have up to 1 Legendary card with the same name in your deck.

-You may have up to 2 different Legendary cards in your deck.

11. K - Knight

Included in the *Summon the Fell Dragons!* Starter Deck and the Vol.1 Booster set



Gameplay

Attack zones: 2, Defense zones: 1, Set zones: 3

▶ Setup (Steps before starting a game.)

Place 3 resources cards in a ready state behind your ruler.
 Draw 2 cards from your deck.

▶ Start of Turn (Always do this during the start phase of your turn.)

Choose 2 of your resources and ready them.
 Draw 2 cards from your deck.
 (Draw only 1 card on the very first turn of the game if it's yours.)

▶ Modifiers (These are rules specific to this ruler.)

Summon cap: 2
 (During your turn, you may normal summon a unit by paying a cost equal to its level. You may do this up to 2 times in a single turn.)
 (Special summons do not count towards this summon cap.)

Deck Construction Rules

-Deck Level Cap: None
 (You have no upper limit for the combined total level of all cards in your deck.)

-**CNT** (Counter) Cap: 16
 (The total number of cards with the **CNT** icon in your deck must be 16 or less.)

-Choose 2 factions. You may have any number of cards from each of those factions in your deck.

(The faction of a card is indicated by the faction icon on the bottom left, as well as its frame.)

(You may choose to have 0 cards from a chosen faction.)

-The size of your deck must be exactly 50 cards.

-You may have up to 4 cards with the same name in your deck.

-You may have up to 1 Legendary card with the same name in your deck.

-You may have up to 2 different Legendary cards in your deck.