

# X610Z® Comprehensive Rules V1.1

October 3, 2010

## Prelude

This document is meant for those who search advanced information about rules of X610Z®. If you just want to learn the game, please go to <http://www.x610z.com/rules>. We know that some game situations need a direct answer, if you can't find it here, you can ask your question at our forums at <http://www.x610z.com/forums>. Always use the last available Comprehensive Rules. These Comprehensive Rules are effective as of the 3rd of October, 2010. In the Comprehensive Rules, when referred to a player, the male-form is used. These rules apply to every X610Z® game with two or more players whether it's a casual game or a competitive game. For more information and rules about Organized Play go to: <http://www.x610z.com/rules>. and click on Organized Play.

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# 1. X610Z® Basics

## 100. General

- 100.1a Single Player Game is a game that begins with 2 players that play 1 vs.1.
- 100.1b A Multi Player Game is a game that begins with 3 to 6 players that all play individually. Multi Player games are always casual games.
- 100.1c A Team Player Game begins with 2 or 3 teams. In case of a game played by 3 teams, it's a 2vs2vs2. In case of a game played by 2 teams, it's a 3vs3 or a 2vs2. Both 2vs2vs2 and 2vs2 games are always casual games.

## 101. Game formats

- 101.1a In Constructed Play, every player plays with a deck created ahead of time. That deck contains a minimum of 51 cards, including 1 Life Base Card. A Constructed Deck may only have as many copies of one specific card, as the deck restriction allows.
- 101.1b In Limited Play, each player gets a quantity of unopened X610Z® products and creates his own deck on the spot. That deck contains a minimum of 41 cards, including 1 Life Base Card. In Limited play a deck can consist of as many copies of one specific card as a player gets from the just opened products, which means the deck restriction can be ignored. Trading cards with other players is not allowed during limited play.
- 101.2. In both formats there is no maximum deck size, this means there is no restriction on the maximum number of cards a deck may contain, though players must be able to shuffle their deck independently.

## 102. Side Deck

- 102.1. Each player is allowed to have a side deck, which is a group of cards that the player is allowed to use to modify his deck between games of a match.
- 102.1a In Constructed Play, a side deck may contain either zero or 10 cards. The deck restriction applies to the combined deck and side deck.
- 102.1b In Limited Play, all cards that a player gets out of his opened products, but don't include in his deck, will be his side deck.
- 102.2. In all formats, the deck size (number of cards in a deck) can't be changed by modifying your deck with your side deck. For each card you move from your side deck to your deck, you have to move a card from your deck to your side deck.

## 103. Requisites

- 103.1. Every player needs his own X610Z® card deck (including 1 Life Base Card), one set of (6) pawns and some small items (for example: dices) to represent counters and damage indicators.

## **104. Definition of Players**

- 104.1. A player is one of the people in the game. The player who has the turn, is the active player. The other players are reactive players.
- 104.2. In a Single Player Game, the player other than yourself is an opponent.
- 104.2a In a Multi Player Game, any player other than yourself is an opponent.
- 104.2b In a Team Player Game all players in your team except yourself are teammates. All other players are opponents.

## **105. Starting the Game**

### **105.1. Determining the Starting Player**

- 105.1a First determine which player begins. If it's the first game of a match, it can be randomized by rolling dice, for example. The winner of the dice roll chooses which player will get the first turn.
- 105.1b In a Single Play, after the first game, the player that lost the last game will get to determine which player begins the next.
- 105.1c In Team Player, after the first game, the team that lost the last game will get to determine which player begins the next.

### **105.2. Positioning the Life Bases**

- 105.2a The player that takes the first turn, places his Life Base Pawn first on one of the 6 Starting Dots of the game board and his Life Base Card in front of him in (the in) play (zone). Then clockwise the other player(s) do the same.
- 105.2b The Life Base pawns are always placed in such a way that opponents' Life Bases oppose each other. In a Team Player Game team players are not allowed to have their Life Bases in adjacent starting positions. The order at which players are seated at the table mimics the order at which their Life Bases are placed on the starting positions.
- 105.2c The Starting Dot where a player started with his Life Base is his Summon Dot until the end of the match.

### **105.3. Drawing the Initial Hand**

- 105.3a When the Life Base pawns are placed on the game board and the Life Base Cards on the table all players draw seven cards from the top of their deck.

### **105.4. Murphy's Law**

- 105.4. Before the starting player begins his turn, all players are allowed to take the Murphy's Law option starting with the active player, followed by the reactive players (clockwise). A player that does so may shuffle his hand back into his deck and draw new cards. The number of new cards the player draws is one less than the number of cards previously in his hand. The Murphy's Law option can be done until a player

has no cards left in his hand, but if he doesn't take it the first time he can't take the option later.

## **106. Winning and Losing**

- 106.1. In casual play players can decide in advance whether the game ends with 1 winner and the rest losers, when a player wins, or it continues to determine a 2nd and any 3rd, 4th, 5th, 6th place.
- 106.1a The game results in a draw when a game is played with a time-limit, and the time-limit exceeds without a player/team having won the game yet. Or when 2 players/teams win/lose at the same time.
- 106.1b In Organized Play the game ends when a player wins, loses or when it's a draw. In a Team Player Game when a player wins his teammates also win. The same goes for losing, if a player loses his teammates also lose. All players/teams that didn't win the game lost the game. All players/teams that didn't lose the game, won the game.
- 106.2. There are several ways for a player/team to win the game:
- A player's Life Base reaches one of the Ending Dots of the game board.
  - A player's opponent(s) has lost by any of the ways of losing.
- 106.3. There are several ways for a player/team to lose the game:
- A player's Life Base leaves play.
  - A player must draw but is unable to draw a card (from his deck) because there are no cards left in his deck.
  - A player gives up.

## **107. The X610Z® Golden Rules**

### **107.1. Precedence of Rules**

- 107.1a Whenever an effect contradicts the game rules, the effect gets precedence, unless it states: "according to the game rules". The effect of the card overrides only the rule that applies to that specific situation.
- 107.1b Whenever an effect says you can do something, and another effect says you can't, the "can't" effect takes precedence.

### **107.2. Announcing Actions**

- 107.2a All actions must be announced clearly in a way that every other player has a reasonable opportunity to respond.
- 107.2b Actions must be announced one at a time. If a player announces more than one action, only the first announced action counts.

### **107.3. Omission of Target**

- 107.3a When "you", "your" or no target is mentioned on the card, it always refers to the caster of the card.

## 2. Game Aspects

### 200. Actions

- 200.1. There are 2 categories of actions: stackable actions and non stackable actions.
- 200.1a There are 7 stackable actions: casting, activating permanent Effects, moving, attacking, activating abilities, using paid abilities, triggers (effects and abilities).
- Casting: bringing a (non Energy Crystal) Card from hand into play. The casting of a card is a process: the process starts with the announcement of a cast and ends with successfully resolving it.
  - Activating: releasing the effect of a permanent Effect. The activation of an Effect is a process: the process starts with the announcement of an activation and ends with successfully resolving it.
  - Movement: moving a summon.
  - Attack: attacking with a summon.
  - Activating Abilities. (Summon)
  - Using Paid Abilities. (Summon)
  - Triggered effects and triggered abilities use the stack when they trigger.
- 200.1b There are 3 non stackable actions: casting Energy Crystal Cards, activating Energy Crystals and using energy from Energy Pool.
- Casting an Energy Crystal Card: bringing an Energy Crystal Card from hand into play under your control.
  - Generating energy by activating an Energy Crystal (including fixed effects on an Energy Crystal): releasing the energy it produces into your Energy Pool.
  - Using energy: using energy from your Energy Pool to pay any Energy Cost.
- 200.2. Non stackable actions do not use the stack but take place immediately and can't be prevented.
- 200.3. Whenever an action is announced and the action requires a target, the target has to be declared at the moment of announcing the action.
- 200.4. If an action would be successfully performed but would result in an illegal situation the action fails (fizzles).
- 200.5. After an action is announced the player must release the required energy from his pool. He may activate crystals at this time. If he cannot meet the required cost of the action (without the cost having been altered by any other effect) he must release and use as much energy as possible to meet the cost. The specific Energy Types and amount of energy the player can't pay because he doesn't have enough of that specific Energy Types, must be payed with energy of any type (to a maximum of the energy required for the announced action). If the action is the casting of a card, the card returns to caster's hand. If the action is the activation of an effect, it returns to reactivated state.

<i>Phases</i>	Reac.		Draw		Action		End	
<i>Players</i>	A	R	A	R	A	R	A	R
<b><i>Stackable Actions</i></b>								
Triggered effects	•	•	•	•	•	•	•	•
Triggered abilities	•	•	•	•	•	•	•	•
Cast Permanents					•			
Cast Non-Permanents					•	•	•	•
Activate Effects					•	•	•	•
Activate abilities					•	•	•	•
Use paid abilities					•	•	•	•
Attack					•			
Move					•			
<b><i>Non Stackable Actions</i></b>								
Generate energy with a crystal	•	•	•	•	•	•	•	•
Use energy	•	•	•	•	•	•	•	•
Cast an energy crystal					•			
<b><i>Opportunity</i></b>								
Opportunity first goes to	•		•		•			•

Table 1: What can happen during each phase. The phases are subdivided per player, A = Active player, R = Reactive player(s). Activating an Non-Energy producing effect of an Energy Crystal counts as activating an Effect.

- 200.6. If the cost of an action has been raised after the action has been announced, the player that announced the action decides whether he does or doesn't pay the extra cost when it's top action and no other player announces an action. If he doesn't pay the extra cost the action fails and the paid energy is lost. When the action was the casting of a card, the card moves to the discard pile.
- 200.7. If an Effect that has been activated leaves play before the activation has been resolved, the activation is cancelled.

## 201. The Stack and Priority

- 201.1. Stack and Priority is a system that makes sure only one player can take an action at a time and it is clear in what order actions are announced and resolved.
- 201.2. The Stack: an imaginary pile of announced actions from all players which is used to determine the order in which the actions resolve.
- 201.2a. Every time an action is announced it moves on top of the stack. There can be only one stack at a time.
- 201.3. Priority: determines which player gets the opportunity to announce a stackable action. A player that has Priority can either announce a stackable action or pass (do nothing).
- 201.3a. Priority is first given to the active player during the Draw Phase (for triggers only) and the Action Phase.

- 201.3b. Priority is first given to the reactive player, that has the next turn, during the End Phase.
- 201.4. Players clockwise get priority.
- 201.5. When all players pass (do nothing) in a row, the stack starts to resolve by using the LiFo- system (Last in, First out). This means the last stacked action is resolved first.
- 201.6. Every time an action has been resolved, priority is awarded again according to 201.3a and 201.3b)
- 201.7. Table 1 shows which actions can be announced and take place in what phase for both active and reactive players and who gets priority when.

## 202. Movement and Attack

- 202.1. Attacking with and moving a summon are actions that can only be done by an active player.
- 202.2. When a player wants to move a summon he first pays the Movement Energy (cost), then activates (90 degrees rotation) the associated Summon Card and announces to which dot it moves.
- 202.2a A Summon can only be moved if the required Movement Energy (Cost) has been paid.
- 202.2b A Summon can only be moved if its associated Summon Card is in a reactivated state.
- 202.3. When a player wants to attack with a summon, he announces the target of its attack. Friendly summons can't be targetted. An attack with a summon can only be announced if there is an target in range.
- 202.3a Attacking with a summon doesn't require energy.
- 202.3b A player can attack only once per turn with each summon he controls per active turn. A summon can only attack more than once if an effect states: "target Summon can attack one more time this turn". The associated Summon Card of the attacking summon is not rotated, since it can still be moved.
- 202.4. When a summon is deactivated as the result of an effect, it can't attack and move until after reactivation.
- 202.5. For moving and attacking with summons, each summon has Basic Stats: Attack Power, Defense, Speed, Range. Some have abilities.
- 202.5a Attack Power shows how much damage a summon can deal when it attacks. 1 Attack Power equals 1 damage.
- 202.5b Defense shows how much damage a summon can take before it is destroyed. 1 Defense equals 1 damage.
- 202.5c Speed shows the maximum amount of dots a summon can move each time it moves. 1 Speed equals 1 dot.

- 202.5d Range shows the maximum amount of dots a summon can attack over when it attacks. 1 Range equals 1 dot.
- 202.6. There are (continuous/fixed) Effects that change the Basic Stats of a summon, (continuous/fixed) Effects that give stats + or - and there are activated effects/abilities and non permanent effects that give stats + or -. To determine the total (effective) stats, you first look at the last successfully fixed Effect on that summon that changed its Basic Stats. Then you look at all fixed Effects that give + stats or - stats. And as last you look at activated effects/abilities and cast non permanents. So: Basic Stats + (fixed effects that state) stats plus or minus + activated effects/abilities and cast non permanents = Total (effective) Stats.
- 202.7a Whenever an effect states “target Summon gets Speed - or + (minus or plus) X”, it is subtracted from or added to the Basic Speed (basic stat: “Speed”), not from/to the number of dots the owner of target summon wants to move the summon. The same goes for Range.
- 202.7b Whenever an effect states “target Summon gets Defense - or + X” it is subtracted from or added to the Basic Defense (basic stat: “Defense”). The same goes for Attack Power.
- 202.7c. Stats can’t be altered below 0. (For example: If a summon has speed 1, and gets -2 speed, it has 0 speed.)
- 202.8. A player can only move a summon in the direction it attacked and vice versa. If a summon has attacked first and then is moved, the movement must follow the path of its attack until it reaches the dot where the target of its attack stands/stood. After that dot it can continue its movement following any path as long as it’s in the same direction.
- 202.9. A summon you move has to keep moving in the same direction via the connected dots. Sharp turns aren’t allowed, if you want to move the summon in another direction you’ll have to wait until your next turn.
- 202.10. You are allowed to move “over”/attack “through” another summon with one of your summons provided it has enough Speed/Range. A dot that is taken by another summon still is a dot you need to count when attacking or moving with a summon.
- 202.11. If the movement of a summon is announced and the dot it moves to gets occupied as result of another action it moves as far as possible to the occupied dot.
- 202.12. Summons can warp during a movement from your Starting Dot to one of the Ending Dots, and vice versa. Warping counts as one step.

### **203. Energy**

- 203.1. Energy is the primary resource in the game. Most actions, like casting, activating effects/abilities and moving summons, have a cost. These costs are paid by using energy.
- 203.2. There are 2 Energy types: Specific Energy, Colorless Energy.

- 203.2a Specific Energy can be produced by Energy Crystals and Effects. The specific type (color) is always mentioned on the card.
- 203.2b Colorless Energy can only be used to pay a Colorless Energy Cost.
- 203.3 Whenever an Energy Crystal is activated, the energy that crystal produces immediately flows into the Energy Pool of its controller.
- 203.4 The Energy Pool is where released energy temporarily is stored until it's used to pay Energy Costs or the turn it's released in ends. So, when a turn ends and is passed to the next player, all players' Energy Pools are emptied.
- 203.5 Energy that is used from the Energy Pool to pay a cost immediately leaves your Energy Pool at the moment it is used, even when the Effect/action it's been used for doesn't take place.
- 203.6 Energy can only be used for own purposes. This means, you can't pay costs for other players than yourself.

## **204. Costs**

### **204.1. General**

- 204.1a There are several types of Energy Costs: Casting Cost, Activation Cost, Additional Effect Cost, Movement Energy Cost, Ability Cost.
- 204.1b Paying any of these costs requires using the matching Energy Type as well as paying the generic energy indicated in the cost.
- 204.1c Any cost that requires Colorless Energy to be paid can be paid by using any Energy Type.

### **204.2. Casting Cost**

- 204.2a The Casting Cost of a card indicates how much and which type of energy a player must pay to cast that card.
- 204.2b A Casting Cost is indicated by Casting Cost Symbols: the Mystic Energy symbol ( $Mx$ ) which is blue, the Boost Energy symbol ( $Bx$ ) which is green, the Colorless Energy symbol ( $Cx$ ) which is grey. For example: the blue symbol ( $Mx$ ) indicates the that Mystic Energy is required,  $x$  stands for the amount.
- 204.2c Some cards have no Casting Cost, on these cards nothing is printed where normally the Casting Cost is printed. Having no Casting Cost means the card can be cast without using any energy for it.

### **204.3. Activation Cost**

- 204.3a The Activation Cost of a card indicates how much and which type of energy a player must pay to activate that card.

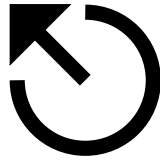


Figure 1: Activation Symbol

204.3b An Activation Cost is indicated by an Activation Symbol (☉, see Figure 1 for a larger version) followed by the required Energy Type(s) and amount of energy needed: “☉, *Energy Cost*”.

204.3c Some cards have no Activation Cost. Having no Activation Cost means the card can be activated without using any energy for it.

#### 204.4. Additional Effect Cost

204.4a An Additional Effect Cost of a card indicates how much and which type of energy a player must pay to release the additional effect.

204.4b Additional effects contain the word(s) “with”, “with extra”, “for each extra” followed by the Energy Cost.

204.4c Additional effects don’t show an Activation Symbol.

#### 204.5. Movement Energy Cost

204.5a The Movement Energy Cost of a Summon Card indicates how much and which type of energy a player must pay to move that summon.

204.5b The Movement Energy Cost is written as “Movement Energy: *Energy Cost*”.

#### 204.6. Ability Cost

204.6a Some activated abilities and all paid abilities of summon have an ability cost. The Ability Cost of a summon indicates how much and which type of energy a player must pay to activate or use its ability.

204.6b The Ability Cost is written as “[Cost: *ability*]”.

### 205. Cards

205.1. When a rule or text on a card refers to a “card”, it refers to an X610Z® card with an X610Z® card front and an X610Z® card back.

205.2. A card is always referred to as a card, unless it’s in a player’s Play Zone.

205.3. Whenever a permanent (“card”) leaves play it moves into owner’s discard pile, unless it states it moves to another zone.

## 206. Permanent and Non Permanent

### 206.1. Permanent

- 206.1a A permanent card can only be cast by the active player during the Action Phase.
- 206.1b When a cast permanent resolves it moves into play.
- 206.1c. Permanents are Summons, Permanent Effects or Energy Crystals in play.
- 206.1d There are 2 states a permanent can be in: Activated and Reactivated
- 206.1e A permanent in Activated state cannot be used again until after reactivation.
- 206.1f A permanent in Reactivated state can be activated or deactivated.
- 206.1g Deactivation of permanents can only be done as result of an effect. Deactivation of a permanent means: change a permanent's state into an activated state without releasing its effect. If a summon is deactivated it can't attack and can't move.

### 206.2. Non Permanent

- 206.2a A non permanent card can be cast by both active and reactive players during the Action or End Phase.
- 206.2b When a cast non permanent resolves, it has its effect and then moves into owner's discard pile.

## 207. Effects

- 207.1. Some Effect Cards contain two different effects, the controller can only choose one of these effects to take place and has to announce his choice at the moment of casting/activating. In this case a line with the word "or" separates the two effects. (For example, 7 Shooter)
- 207.2. Some Effects include an additional effect. To activate this additional effect an Additional Effect Cost may/must be paid. Effects that include an additional effect will mention who may/must pay the Additional Effect Cost. (Examples of cards with an additional effect: "Bullseye", "Heal", "Annihilation".)
- 207.3. Some effects state: "when successfully done". In this case, the effect consists of 2 steps in which the 2nd step requires the 1st step to have taken place. This means: if the requirement (1st step) isn't done successfully, the effect doesn't take place.
- 207.4. An Effect with a triggered effect always begins with "at", "when", "whenever", "during" or "in [target's] X phase". This is called the Trigger Condition.
- 207.4a Triggered effects are written as "*Trigger condition, effect*".
- 207.4b Triggered effects look for the event or game state that matches the trigger condition. When the trigger event occurs the effect triggers.
- 207.4c If more than 1 triggered effect triggers at a time, they stack clockwise starting with the active player. Only 1 triggered effect per player can stack at time.

- 207.5. Summon Effects Cards, Class Specific Effect Cards, Energy Crystal Effect Cards and Effect Effect Cards contain continuous effects. An Effect with a continuous effect has effect all the time.
- 207.5a When an Effect with a continuous effect has been successfully cast on a target, it is fixed on that target. An Effect that is fixed on a target, stays on that target until it is removed or the target leaves play.
- 207.6. An Effect with an activated effect always begins with an Activation Symbol. The controller can choose whether he does or doesn't activate the effect. (for example: 'Precision Failure')

## 208. Targets

- 208.1. Whenever a card is cast, or an Effect is activated and it mentions the word "target", the player that cast or activated has to declare a target.
- 208.2. Whenever a permanent Effect Card is cast with a target Summon / Energy Crystal / Effect and resolves, it's put under the control of that Summon's / Energy Crystal's / Effect's controller.
- 208.3. Whenever a part of an effect mentions "you" or "your" it refers to the caster of the card. Then the effect always affects the caster or something he controls for that part of the effect.
- 208.4. Whenever a card doesn't mention "target" or "all players(')" and is formulated in an imperative way, the effect always affects the caster or something he controls. For example: Discount says, Draw 2 cards from your deck. It doesn't mention "target", so it refers to the caster and he draws the cards.
- 208.5. Whenever an Effect with an activated effect doesn't have a legal target or the target isn't in play anymore when it resolves the effect doesn't take place. In case of a cast card that doesn't have a legal target or its target isn't in play anymore, it also is moved to owner's discard pile.
- 208.6. Whenever an effect mentions a "Class" it refers to a summon/summons of that specific Class.
- 208.7. Whenever an effect refers to "(all) target player's", it refers to cards/summons in his control.
- 208.8. Whenever an effect states "(all) target player's", it only targets the player, not (a) permanent(s) in his control. Though anything in his control can be affected by the effect.

## 209. Markers

### 209.1. General

- 209.1a Markers are used as (activation/time/quest) counters or damage indicators.
- 209.1b Dice are good markers and are usually required in competitive games.

## **209.2. Counters**

- 209.2a An Activation Counter placed on a permanent indicates how many times the permanent can be activated before it is moved to the Discard Pile.
- 209.2b Every time a permanent with an Activation Counter is activated, 1 counter is removed. (not when deactivated)
- 209.2c When an Activation Counter reaches 0, the permanent it was placed on moves to the Discard Pile directly after its effect or movement has been countered/prevented or successfully resolved.
- 209.2d A Time Counter placed on a permanent indicates how many times the permanent can be reactivated during its controller's reactivation phase before it is moved to the Discard Pile.
- 209.2e Every time a permanent with a Time Counter is reactivated, 1 counter is removed. (only by reactivation during its controller's reactivation phase, not by any other reactivation)
- 209.2f When a Time Counter reaches 0, the permanent it was placed on moves to the Discard Pile directly after its effect or movement has been countered/prevented or successfully resolved.

## **209.3. Damage Indicators**

- 209.3a A Damage Indicator is a marker placed on a summon to indicate the amount of damage it has.

## **210. Damage**

- 210.1. Summons can be dealt damage by attacks of summons, by the effect of Effects and by abilities.
- 210.2. Whenever a summon has been dealt damage, the owner of the summon places a Damage Indicator on it.
- 210.3. The source of dealt damage is the summon or Effect that dealt it.
- 210.4. Whenever damage is dealt, the source of the damage has to be in play. If it isn't, the damage isn't dealt.
- 210.5. If the total damage on a summon is equal to or greater than its Defense that summon has been dealt lethal damage and is destroyed.
- 210.6. Lethal damage that has already been dealt, because the action that caused it has already been resolved, is irreversible.
- 210.7. A Non Life Base summon that is destroyed leaves play. The Summon Card moves into owner's discard pile and the associated pawn is removed from the game board.
- 210.8. When a Life Base (is destroyed) leaves play its owner loses the game.

## **211. Shuffling**

- 211.1. Every time a player shuffles his deck, any opponent is allowed to reshuffle/cut the deck last.
- 211.2. After a player “Searched” his deck he must shuffle the deck.

## **212. Drawing and Searching Cards**

- 212.1. Whenever a player has to draw a card/cards it's always from the top of the deck.
- 212.2. Whenever a player searches his deck for a card/cards he can see all the cards in his decks face up.

## **213. Showing and presenting**

- 213.1. Whenever an effect states a player “shows” his cards or a card it means he shows the card(s) face up.
- 213.2. Whenever an effect states a player “presents” his cards it means he presents the cards face down.

## **214. Owner and controller**

- 214.1. The owner of a card is the player that started the game with that card.
- 214.2. The controller of a card is the player that gets to use a card. All the cards a player controls are placed in his play zone.
- 214.3. When a permanent changes of controller it stays in the exact same state (activated or reactivated), any counters on it will stay on it unchanged. For example: an activated permanent with 2 counters stays in activated state with 2 counters when it changes controller. All Effects fixed on it changes controller with it aswell.
- 214.4. If a permanent changes of controller, it doesn't leave play but is placed in the new controller's play zone. If the permanent requires a target, the new controller chooses the target. That target can only be a permanent in the new controllers control. If that player doesn't have a legal target for that permanent, it moves to the discard pile.
- 214.5. If a permanent Effect is activated and changes controller before the activation is resolved, the effect doesn't take place. The same goes for the movement of a summon, it wouldn't take place.

## 3. Parts of the Card

### 300. General

- 300.1. The X610Z® logo on a card is printed on the upper left corner.
- 300.2. Every X610Z® card contains to following: Card Name, Casting Cost, Illustration, Specifications, Action Panel, Flavor Text, Collector Information, Logo and Legal Text.

### 301. Card Name

- 301.1. The name of a card is printed on its upper right corner.
- 301.2. The name of a card only refers to the card it is printed on.

### 302. Casting Cost

- 302.1. A card's casting cost is indicated by Energy Symbols that can be found on its upper right corner, just below the name of the card.
- 302.2. Some cards have no Casting Cost, on these cards nothing is printed where normally the casting cost is printed.

### 303. Illustration

- 303.1. The illustration of a card is printed on its upper half and has no effect on the game.

### 304. Specifications

#### 304.1. General

- 304.1a The specifications of a card are in a text box printed on the lower left half and always contains the following: Type of Card, Deck Restriction, Permanent/Non Permanent.

#### 304.2. Type of Card

- 304.2a The card types are: Energy Crystal Card, Energy Crystal Effect Card, Effect Card, Summon Effect Card, Summon Card, Class Specific Effect Card.
- 304.2b In case of a Summon Card it also contains 2 subtypes: Class and Element.
- 304.2c In case of an Effect Card or Summon Effect Card the card can also contain a 'Crew'-subtype. Not every Effect Card or Summon Effect Card contains a subtype.

#### 304.3. Deck Restriction

- 304.3a The deck restriction indicates how many copies of that specific card a deck is allowed to contain when played with.
- 304.3b The deck restriction can be a number or the infinity symbol:  $\infty$ . If the latter, no deck restriction is imposed.

#### **304.4. Permanent/non Permanent**

304.4a A card is either a permanent or a non permanent card.

#### **305. Action Panel**

- 305.1. The action panel of a card is in a text box printed on its lower right half.
- 305.2. The action panel usually contains rules text that define the effect that a card has on the game play. In case of a Summon Card it contains the Movement Energy (Cost) and the Basic Stats of the summon.

#### **306. Flavor Text**

- 306.1. Each card features a flavor text printed on the bottom just below the specifications and action panel.
- 306.2. The flavor text has no effect on the game.

#### **307. Collectors Information**

- 307.1. The collectors information of a card is printed on its lower left corner.
- 307.2. The collectors information is printed in the form: “*Act.PR/CardNR/Total*” where *Act* is the number of the act, *PR* is the print run, *CardNR* is the number of the card and *Total* is the total number of cards in the set. For example, Life Base shows: “1.1/001/089-C” meaning Act 1, print run 1, card number 1 of 89 cards in Act 1.
- 307.3. Possible rarities are: common (C), uncommon (U), rare (R), super rare (SR), ultra rare (UR), Unique (Xnumber-Unique) and Promo Cards (Xnumber-Promo).

#### **308. Logo and Legal Text**

- 308.1. Logo: X610Z® and Existenz® are registered trademarks.
- 308.2. The X610Z® logo is printed on the upper left corner of every X610Z® card.
- 308.3. The legal text lists the trademark and copyright information and is printed on the lower left and lower right corner of every X610Z® card.

## 4. Card Types

### 400. General

- 400.1. The card types in X610Z® are: Effect Cards, Class Specific Effect Cards, Energy Crystal Effect Cards, Effect Effect Cards, Summon Cards, Energy Crystal Cards.
- 400.2. These card types can be categorized in 3 kinds: (All) Effect Cards, Summon Cards and Energy Crystal Cards.

### 401. (All) Effect Cards

#### 401.1. Effect Cards

- 401.1a Effect Cards can target anything they state.

#### 401.2. Summon Effect Cards

- 401.2a Summon Effect Cards can only target summons and get fixed on the target when successfully cast.

#### 401.3. Class Specific Effect Cards

- 401.3a Class Specific Effect Cards can only target summons of a specific Class and get fixed on the target when successfully cast.

#### 401.4. Energy Crystal Effect Cards

- 401.4a Energy Crystal Effect Cards can only target Energy Crystals and get fixed on the target when successfully cast.

#### 401.5. Effect Effect Cards

- 401.5a Effect Effect Cards can only target Effects and get fixed on the target when successfully cast.

### 402. Summon Cards

- 402.1. A Summon Card is represented by a summon in the form of a pawn on the game board.
- 402.2. There are 6 different Summon Classes, each with a unique associated pawn. (For example: Hunter Dragon is a Summon with Class: Dragon.)
- 402.3. All summons that are not a Life Base summon are referred to as Non Life Base summons.
- 402.4. All Non Life Base summons have an Element, an Element is a characteristic of a summon.
- 402.5. The Life Base summon doesn't have and can't get an Element.

- 402.6. When a Summon Card has been cast successfully its caster places the associated pawn (summon) on his Starting Dot or on one of the Ending Dots of the game board.
- 402.6a When a Summon Card is put into play as the result of any effect or ability its controller places the associated pawn (summon) on his Starting Dot or on one of the Ending Dots of the game board (unless stated otherwise).
- 402.7. When either the summon (pawn) or the Summon Card leaves play the other one automatically also leaves play.
- 402.8. All Classes have a play restriction of 1. You can't cast a Summon Card of a Class of which you already control one. Alternatively, if a summon of class of which you already control one moves into your control as the result of any other action discard the summon that moved in your control last.
- 402.9. If a summon changes of controller the Summon Card moves into control of the new controller and the pawn representing that summon is replaced by the new controller's associated pawn.
- 402.10. Each summon has the following Basic Stats: Attack Power, Defense, Speed, Range. Summons can have an Ability, they are part of their Basic Stats and are printed in lower part of the action panel between bracket marks (“[” and “]”).
- 402.10a Attack Power shows how much damage a summon can deal when it attacks. 1 Attack Power equals 1 damage.
- 402.10b Defense shows how much damage a summon can take before it is destroyed. 1 Defense equals 1 damage.
- 402.10c Speed shows the maximum amount of dots a summon can move each time it moves. 1 Speed equals 1 dot.
- 402.10d Range shows the maximum amount of dots a summon can attack over when it attacks. 1 Range equals 1 dot.
- 402.10e There are 4 kinds of Abilities: Activated, Continuous, Paid, Triggered. Activated, paid and triggered abilities have effect until end of turn, unless stated otherwise. Continuous abilities have effect all the time.
- 402.10f Activated Abilities are stackable and can be activated only once per turn. The first part of an activated ability (text before the colon (':')) shows the requirement. The second part (text after the colon) shows the effect of the ability. A summon with an activated ability has an activation sign. Therefore it can either be moved or its ability activated, since both require the activation of the summon
- 402.10g Paid Abilities are stackable and can be paid and used only once per turn. The first part of a paid ability (text before the colon (':')) shows the requirement. The second part (text after the colon) shows the effect of the ability.
- 402.10h Triggered Abilities use the stack. The first part of a triggered Ability (text before the colon (':')) shows the trigger condition. The second part (text after the colon) shows the effect of the ability.

### **403. Energy Crystal Cards**

- 403.1. A player can cast only 1 Energy Crystal Card per turn.
- 403.2. Energy Crystal Cards can only be cast by the active player.
- 403.3. A player can only cast an Energy Crystal Card under his own control.
- 403.4. Energy Crystal Cards can have an effect. When activating such an Energy Crystal you can either activate to release the effect or release its energy. If it's activated to release its energy it's non stackable, if it's activated to release its effect it's stackable.

## 5. Game Zones

### 500. General

500.1. The 6 game zones: Play, Hand, Deck, Discard Pile, Removed From Game, Cast Zone.

### 501. Deck

501.1. The Deck zone is the zone where a player's remaining deck is.

501.2. The Deck zone isn't public knowledge.

501.3. When a player draws a card, it is always the top card of a deck.

501.4. Players must honestly respond to queries of other players about how many cards they have (left) in their deck.

### 502. Hand

502.1. The Hand zone is the zone where all the cards are that a player has in his hand.

502.2. If a player may choose a card in another player's hand, he doesn't know which card he is choosing unless the effect states: "show(s)".

502.3. The Hand zone isn't public knowledge, only the player of that hand knows which cards are in his Hand zone.

502.4. Players must honestly respond to queries of other players about how much cards they have in their hand.

502.5. When the active player's turn ends and is passed to the next player, the active player must discard the number of cards that exceed 7 cards. The active player chooses which cards he discards.

### 503. Cast Zone

503.1. When a card is cast, it moves to the Cast Zone. Here the card waits for the cast to resolve. When the casting of the card is resolved, the effect takes place.

503.2. The Cast Zone is public knowledge. All cast cards must be placed face up, in a way that all players can see them clearly.

### 504. Play

504.1. The Play zone is where cards move to, after they are successfully resolved. All permanents in your control are placed here.

504.2. Cards/permanents can be moved into play as the result of an effect.

504.3. The Play zone is public knowledge. All Cards/permanents in play must be placed face up, in a way that all players can see them clearly.

## **505. Discard Pile**

- 505.1. The discard pile is the zone where cards move to after being destroyed / resolved or as the result of an effect. Each Player has his own discard pile.
- 505.2. The discard pile is public knowledge. All players may look into each other's Discard Pile.

## **506. Removed From Game**

- 506.1. The Removed From Game zone is the zone where cards move to that are removed from the game.
- 506.2. Cards that are in the Removed From Game zone remain there until the end of the game.
- 506.3. The Removed From Game zone is public knowledge. All players may look into each other's Removed From Game zone.

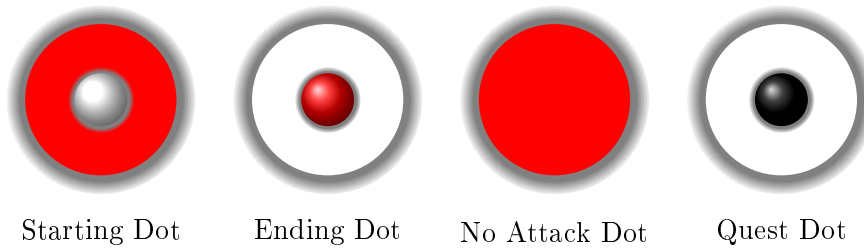


Figure 2: The special dots. The starting dot is also a no attack dot.

## 6. Board

### 600. General

- 600.1. X610Z<sup>®</sup> is played with an X610Z<sup>®</sup> game board.
- 600.2. The X610Z<sup>®</sup> game board exists of red and white dots on which summons are placed and moved over.
- 600.3. The dots are connected by lines. Summons can move and attack across the game board following the connected dots.
- 600.4. Every dot is counted as 1 speed/step (movement) or 1 range (attack).
- 600.5. A dot can't be occupied by more than 1 summon.
- 600.6. There are several different dots: Starting Dots, No Attack Dots, Ending Dots, Quest Dots and normal white dots.
- 600.7. Normal white dots have no special rules applied to them. The others have several different functions/rules.

### 601. Starting Dots

- 601.1. Starting Dots are red with a white ball in the middle. See Figure 2.
- 601.2. These dots are the Starting Dots for the Life Base Summons.
- 601.3. The Starting Dots are also Summon Dots where players can place their successfully cast summons.
- 601.4. The Starting Dot a player started on with his Life Base, will be his Summon Dot for the rest of the game.
- 601.5. Whenever a summon moves onto or is placed on a Starting Dot that isn't the Starting Dot of its controller it immediately is destroyed and moves to the discard pile.
- 601.6. These dots are also Warp Dots.
- 601.7. These dots are also No Attack Dots.

## **602. Ending Dots**

- 602.1. Ending Dots are white with a red ball in the middle. See Figure 2.
- 602.2. When a Life Base Summon successfully reaches one of these dots its owner immediately wins the game.
- 602.3. These dots are also Summon Dots.
- 602.4. These dots are also Warp Dots.
- 602.5. The Ending Dots are wiped clean directly after each player's turn, all Non Life Base summons that are placed on the Ending Dots are destroyed and move to the discard pile.

## **603. No Attack Dots**

- 603.1. No Attack Dots are red, with possibly a ball in the middle. See Figure 2.
- 603.2. Summons that are placed on a No Attack Dot can't attack or be attacked.
- 603.3. Summon that are placed on a No Attack Dot can be damaged by effects.

## **604. Warp Dots**

- 604.1. The Starting Dots and Ending Dots are also Warp Dots.
- 604.2. Players can warp their Non Life Base summons from the Ending Dots to their Starting Dot, and from their Starting Dot to one of the Ending Dots.
- 604.3. Warping a summon counts as 1 step.
- 604.4. Summons can't attack through Warp Dots.

## **605. Quest Dots**

- 605.1. Quest Dots are white with a black ball in the middle. See Figure 2.
- 605.2. At the end of August Quest Dots will get a function.

## 7. Turns

### 700. General

- 700.1. Players take turn clockwise, following the 4 phases in a turn: 1. Reactivation Phase - 2. Draw Phase - 3. Action Phase - 4. End Phase. After a player has finished his turn, the player directly left of him starts the turn.
- 700.2. Cards can state a player gets another turn, or has to skip a turn.

### 701. Reactivation Phase

- 701.1. During this phase, the active player reactivates all his permanents.
- 701.2. No actions can be announced during this phase, except triggered effects and triggered abilities.
- 701.3. After reactivation, triggered effects and triggered abilities can trigger.
- 701.4. This phase ends when a player has first reactivated all his permanents and all triggered effects and triggered abilities have been resolved.

### 702. Draw Phase

- 702.1. During the draw phase, the active player draws 1 card and takes it into his hand.
- 702.2. No actions can be announced during this phase, except triggered effects and triggered abilities.
- 702.3. This phase ends when the active player has drawn the card and all triggered effects and triggered abilities have been resolved.

### 703. Action Phase

- 703.1. In the action phase the active player receives priority at the start of the phase and every time an action has been resolved.
- 703.2. During the action phase, the active player can cast permanent and non permanent cards, activate Effects, move and attack with his summons and activate and use their abilities.
- 703.3. Triggered effects and triggered abilities of both active and reactive players can take place.
- 703.4. All reactive players can cast non permanent cards during this phase.
- 703.5. All reactive players can activate Effects during this phase.
- 703.6. All reactive players can activate abilities and use paid abilities during this phase.
- 703.7. This phase ends when there is no stack and no player announces an(other) action.

## **704. End Phase**

- 704.1. In the end phase the reactive player that has the next turn (after the current active player) receives priority at the start of this phase and every time an action has been resolved.
- 704.2. Triggered effects and triggered abilities of both active and reactive players can take place.
- 704.3. Both active and reactive players can cast non permanent cards during this phase.
- 704.4. Both active and reactive players can activate Effects during this phase.
- 704.5. Both active and reactive players can activate abilities and use paid abilities during this phase.
- 704.6. This phase and with it the turn ends when there is no stack and no player announces an action.

## 8. Glossary

### Ability

Summons can have an ability. Abilities have an effect on the game. There are 4 kinds of abilities: activated, continuous, paid and triggered. An ability is part of the basic stats of a summon.

### Action

A way to manipulate the game. There are 2 kinds of actions: **stackable** and **non stackable**.

### Action Panel

The text box on an X610Z<sup>®</sup>-card that contains rules of text defining the effect of a card.

### Action Phase

Part of the turn. This is the third phase of the turn.

### Activate/Activation

- To activate the effect of a permanent Effect.
- To release the energy of an Energy Crystal into your Energy Pool.
- To rotate a permanent by 90 degrees to indicate it has been activated (the card is then in an Activated state).

### Activated

A state of a permanent in play after it's activated or deactivated. (90 degrees rotation). A permanent in this state can only be reactivated, not activated or deactivated. An activated permanent is placed vertically of its controller.

### Activated Ability

Kind of ability a summon can have. An Activated Ability, when used, has effect until end of turn unless stated otherwise. An Activated Ability can be used only once per turn.

### Activated Effect

An Effect with an activated effect begins with an Activation Symbol. The controller can choose whether he does or doesn't activate the permanent Effect.

### Activation Cost

The Energy Cost a player needs to pay to activate a permanent Effect.

### Activation Counters

See Counters.

### Active Player

The player whose turn it is.

### Additional Effect

Some Effects include an additional effect. To activate this additional effect an Additional Effect Cost may/must be paid. Effects that include an additional effect will mention who may/must pay the Additional Effect Cost.

### Additional Effect Cost

The Energy Cost that a player may/must pay in addition to its Casting/Activation Cost to release the additional effect of that Effect.

**Attack**

To attack a summon with one of your summons.

**Attack Power**

This is one of the Basic Stats a summon has. It indicates the maximum damage a summon can deal per attack.

**Basic Stats**

All summons have Basic Stats. There are 4 Basic Stats: Attack Power, Defense, Speed, Range. Summons can have an ability. Abilities are always part of the Basic Stats.

**Beast**

One of the Classes a NLB summon can have.

**Card**

- The standard component of the game: an X610Z® card with an X610Z® card front and a an X610Z® card back.
- The term “card” is used to refer to a card that is in any zone except the Play zone or the Stack.

**Card Kinds**

Categories that card types are divided in.

**Card Type**

A characteristic. Each card type has its own rules.

**Cast Zone**

A zone where cast cards wait for the cast to be resolved. When the cast resolves the effect of the card is performed.

**Cast**

To bring a card from hand into play.

**Caster**

A term that refers to the player who cast a card.

**Casting Cost**

The Casting Cost indicates the amount of energy a player needs to pay to cast a card.

**Casting Cost Symbols**

Symbols used to indicate the Casting Cost of a card.

**Clan**

In X610Z® a clan is a group of up to 9 players that is registered on [www.x610z.com](http://www.x610z.com).

**Class**

A characteristic of NLB summons. Every NLB summon has a Class.

**Class Specific Effect**

A Class Specific Effect Card in play or on the stack.

**Class Specific Effect Card**

A Class Specific Effect Card is a card that contains an effect that can only target summons of the specific Class it mentions.

**Crew**

- A characteristic that an Effect Card or Summon Effect Card can have.
- A Crew is a group of 3 players that are from the same registered clan.

**Collectors Information**

Information printed on the lower left corner an X610Z®-card. This information shows Act.Printrun/Card number/Number of cards this act-Rarity. For example, Life Base shows: 1.1/001/089-C.

**Colorless Energy**

An Energy Type.

**Constructed Play**

A way of playing in which each player creates his own deck ahead of time.

**Continuous Ability**

Kind of ability a summon can have. A continuous ability has effect all the time.

**Continuous Effect**

An Effect with a continuous effect has effect all the time rather than being activated or triggered.

**Control**

The term used to refer to who gets to use an object in the game.

**Controller**

A permanent's controller is the player who currently controls it. When you control a permanent it's placed in your play zone.

**Counter**

- A marker placed on an Effect that interacts with its effect.
- To cancel an action so it doesn't resolve.

**Damage**

Summons and Effects can deal damage to summons. Dealt damage is marked by a marker (damage indicator).

**Deactivate**

Deactivation of permanents can only be done if an effect orders it. Deactivation of a permanent means: change a permanent's state into an activated state without releasing its effect. If a summon is deactivated it can't attack and can't move. When you deactivate a card you rotate it by 90 degrees.

**Deal**

See Damage.

**Deck**

- The collection of cards a player starts the game with.
- A zone.
- All the cards in a player's deck.

**Deck Restriction**

The deck restriction indicates how many copies of a specific card a deck (+sidedeck) is allowed to contain when played with.

**Defense**

This is one of the Basic Stats a summon has. It indicates the maximum damage a summon can take before it is destroyed.

**Destroy/Destroyed**

- To deal lethal damage to a summon.
- A summon that has been dealt lethal damage is destroyed. If the total damage marked on a summon is equal to or greater than its Defense that summon has been dealt lethal damage and is destroyed.

**Discard**

To move a card from the hand to owner's discard pile.

**Discard Pile**

- A zone.
- All the cards in a player's Discard Pile zone.

**Dots**

A part of an X610Z® game board. There are red and white dots.

**Dragon**

One of the Classes a NLB summon can have.

**Draw**

- To take the top card(s) of a deck. In the draw phase the active player draws a card and directly moves it to his hand.
- The result of a game in which no player wins or loses.

**Draw Phase**

Part of the turn. This is the second phase in the turn.

**Effect**

- Any type of Effect Card in play or on the stack.
- Text on an Effect Card that explains in what way that card affects or can affect the game.

**Effect Card**

- A kind of card. Any card type that has the word effect in it.
- A card type. An Effect Card is a card that contains an effect that can target anything it states.

**Element**

An Element is a sub-type that all Non Life Base summons have.

**Ending Dot**

When a player reaches one of the Ending Dots with his Life Base that player wins. These dots are also Summon Dots and Warp Dots.

**End Phase**

Part of the turn. This is the 4th and last phase in the turn.

**End the Turn**

To announce you want to end your turn.

**Energy**

Energy is the primary resource in the game. Most actions, like casting/activating and moving summons, have a cost, these costs are paid by using energy.

**Energy Crystal**

An Energy Crystal Card in play.

**Energy Crystal Card**

A card type. An Energy Crystal Card is a card that contains an Energy Crystal that releases energy into the Energy Pool when activated.

**Energy Crystal Effect**

An Energy Crystal Effect Card in play.

**Energy Crystal Effect Card**

A card type. An Energy Crystal Effect Card is a card that contains an effect that can only target Energy Crystals.

**Energy Pool**

Where released energy or energy created by an effect is temporarily stored.

**Face Down**

A card is “face down” if it’s physically positioned so the card back is showing. Cards in some zones are normally kept face down.

**Face Up**

A card is “face up” if it’s physically positioned so the card front is showing. Cards in some zones are normally kept face up.

**Flavor Text**

Text on the bottom of a card that has no effect on the game.

**Game**

One game with an outcome.

**Hand**

- A zone.
- All the cards in a player’s Hand zone.

**Heal**

To remove damage a summon has.

**Hidden Zone**

A zone in which not all players can be expected to see the cards' faces.

**Illustration**

A picture printed on the upper half of a card that has no effect on game play.

**Legal Text**

Information printed directly below the text box that has no effect on game play.

**Lethal Damage**

Damage that has been dealt to a summon that was equal to or greater than its Defense.

**Life Base**

The summon players start the game with, and can win or lose the game with.

**LIFO-System**

Last In First Out System that is used to resolve a stack.

**Limited Play**

A way of playing in which each player gets a quantity of unopened X610Z® product and creates his or her own deck on the spot.

**Lose The Game**

There are several ways to lose the game.

**Marker**

Markers are used as Counters or to indicate damage dealt on summons. For example: dices are good markers.

**Marksman**

One of the Crews an Effect Card or Summon Effect Card can have.

**Match**

A series of games played in a tournament.

**Move**

- To move a summon
- To move a card(s) from one zone to another.

**Movement**

When any summon moves it's called movement.

**Movement Energy (Cost)**

- Movement Energy Cost is the Energy Cost that a player must pay to move a summon.
- Movement Energy is the term used on cards to refer to Movement Energy Cost.

**Multiplayer Game**

A game that starts with 3 to 6 players that all play individually.

**Name**

A characteristic, and part of a card. A card's name is printed in its upper left corner.

**Navigator**

One of the Crews an Effect Card or Summon Effect Card can have.

**NLB**

Common abbreviation of Non Life Base.

**No Attack Dots**

Dots on which summons can't attack or be attacked.

**Non Life Base Summon**

A term used to refer to any summon but a Life Base summon.

**Non Permanent**

A characteristic and part of a card.

**Non Stackable Action**

An action that does not the stack and thus take place immediately and cannot be prevented. The following are non stackable actions:

- Casting an Energy Crystal Card
- Generating energy by activating an Energy Crystal
- Using energy from your Energy Pool

**Opponent**

Someone a player is playing against.

**Orbit**

A ring existing of dots and lines.

**Organized Play**

Official tournaments, with at least 4 competitors, that are approved by X610Z®.

**Owner**

The owner of a card is the player that started the game with that card.

**Paid Ability**

Kind of ability a summon can have. A Paid Ability, when used, has effect until end of turn unless stated otherwise. A Paid Ability can be used only once per turn.

**Permanent**

A characteristic and part of a card.

**Phase**

A subsection of a turn.

**Play (Zone)**

- A zone.
- All the cards in a player's Play zone.

**Player**

One of the people in the game.

**Play Restriction**

Tells how many summons of a Class can be in play at the same time.

**Present**

To present a card/cards face down.

**Prevent**

To stop an effect/damage/action so it doesn't take place.

**Priority**

The player that has priority can announce actions. In the action phase priority is first given to the active player. In the end phase priority is first given to the reactive player that has the next turn.

**Produce**

A term used to refer to the energy that a Energy Crystal can create.

**Public Zone**

A zone in which all players can be expected to see the cards' faces.

**Range**

This is one of the Basic Stats a summon has. It indicates the maximum amount of dots a summon can attack over.

**Reactivate/Reactivation**

To change the state of a card to a reactivated state so it can be used again.

**Reactivated**

A state of a permanent in play. A permanent in this state can be activated or deactivated. A reactivated permanent (card) is placed horizontally in front of its controller.

**Reactivation Phase**

Part of the turn. This is the 1st phase of the turn.

**Reactive Player**

A player that doesn't have the turn.

**Redirect**

To change an announced target.

**Remove**

To remove a counter.

**Remove from the game**

To remove a card from play and move it into the removed from the game zone.

**Removed From Game**

- A zone.
- All the cards in a player's Removed From Game zone.

**Resolve**

- When a stackable action on top of the stack “resolves,” it takes place.
- When an effect resolves the instructions are followed and it has its effect.

**Rider**

One of the Crews an Effect Card or Summon Effect Card can have.

**Search**

To look in a stated zone at all cards and find a card that matches a given description.

**Sharp Turn**

A term used for the direction of a summon’s movement. A sharp turn isn’t allowed. A sharp turn is a turn of less than 90 degrees.

**Show**

To show a card/cards face up.

**Shuffle**

To randomize the cards in a deck.

**Side Deck**

Extra cards that may be used to modify a deck between games of a match.

**Single Player Game**

A game that starts with 2 players that play 1vs1.

**Skip**

In effects the word “skip” indicates what turns, steps, phases, events will not occur.

**Specifications**

A text box that contains characteristics of a card.

**Speed**

This is one of the Basic Stats a summon has. It indicates the maximum amount of dots a summon can move.

**Stack**

- A zone in which actions wait to be resolved.
- All the actions that are in the stack.

**Stackable Action**

An action that is put on the stack before resolving. The following are stackable actions:

- Casting a (non Energy Crystal) card
- Activating a permanent Effect
- Moving a summon
- Attacking with a summon
- Activation Abilities. (Summon)
- Using Paid Abilities. (Summon)
- Triggered effects/abilities

**Starting Dot**

The dots on which players place their Life Base Summons at the start of the game. These dots are also Summon Dots, Warp Dots and No Attack Dots.

**Subtype**

A characteristic.

**Successfully**

A term used to refer to an action/effect/part of an effect/etc. that has taken place without being prevented or illegal.

**Summon**

A Summon Card in play.

**Summon Card**

A card type. A Summon Card is a card that calls forth a summon.

**Summon Effect**

A Summon Effect Card in play.

**Summon Effect Card**

A card type. A Summon Effect Card is a card that contains an effect that can only target summons.

**Target**

A preselected player, non permanent or permanent an effect will have its effect on.

**Team**

A group of players who share a common victory condition in a team player game.

**Teammate**

A player's teammates are the other players on his team.

**Team Restriction**

A restriction that indicates the total amount of copies of a specific card the decks of 1 team may contain.

**Team Player Game**

A Team Player Game begins with 2 or 3 teams. In case of a game played by 3 teams, it's a 2vs2vs2. In case of a game played by 2 teams, it's a 3vs3 or a 2vs2.

**Tournament**

An activity in Organized Play where players/teams compete against other players/teams.

**Tournament Rules**

Additional rules that apply to games played in a Tournament.

**Trainee**

One of the Crews an Effect Card or Summon Effect Card can have.

**Trigger**

When an Effect with a triggered effect or a triggered ability triggers, its effect takes place/stacks.

**Trigger Condition**

The trigger condition shows on what event or game state a triggered effect or triggered ability triggers. A trigger condition contains one of the following words: “at”, “when”, “whenever”, “during”, “in” or “for each”, followed by a trigger event.

**Triggered Ability**

Kind of ability a summon can have. A triggered ability triggers when an event or game state matches the trigger condition. The first part of a triggered Ability (text before the colon (:)) shows the trigger condition. The second part (text after the colon) shows the effect that the ability has.

**Triggered Effect**

An Effect with an effect that triggers when an event or game state matches the trigger condition. They are written as “*Trigger condition, effect*”.

**Trigger Event**

An event that matches the trigger condition of a triggered effect. When the trigger event occurs the effect triggers.

**Turn**

The turn of a player existing of 4 phases.

**Use**

To use energy from an Energy Pool to pay any Energy Cost.

**Vessel**

One of the Classes a Non Life Base summon can have.

**Warp**

To move a summon from a Starting Dot to an Ending Dot or from an Ending Dot to a Starting Dot.

**Warp Dots**

A red dot that can be used to warp.

**Win the game**

There are several ways to win a game.

**You/your**

Words that refer to a card’s controller/caster/player

**Zone**

A place where cards can be during a game.