

# Comprehensive Rules



*Easy to learn, hard to master*



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X610Z<sup>®</sup>

## ***Comprehensive Rules V1.1***

These rules are effective as of December 1, 2011

### **Prelude**

This document is meant for those who search advanced information about rules of X610Z<sup>®</sup>. Always use the last available comprehensive 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>

In the comprehensive rules, when referred to a player, the male-form is used. These rules apply to every X610Z<sup>®</sup> game with two or more players whether it's a casual game or a competitive game.



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# 1. X610Z<sup>®</sup> Basics

## 100. General

- 100.1a A single player game is a game that begins with 2 players that play 1vs1. Most competitive events take place in a 1vs1 format.
- 100.1b A multi player game is a game that begins with 3 to 6 players that all play individually, also called “free-for-all”. Multi player games are always casual games.
- 100.1c A team player game is a game that 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 either a 3vs3 or a 2vs2.

## 101. Game formats

- 101.1a In constructed play, each player plays with a deck created ahead of time. That deck contains a minimum of 51 cards, including one life base card. In this format a deck may only have as many copies of a specific card as the deck restriction allows.
- 101.1b In limited play, each player gets a quantity of unopened X610Z<sup>®</sup> products and creates an own deck on the spot. That deck contains a minimum of 41 cards, including one life base card. In limited play, the deck restriction isn't applied, which means a deck may consist of as many copies of one specific card as a player gets from the just opened products. 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 (as long as you obey the deck restriction rules of the format you are playing), though players must be able to shuffle their deck independently, within in a reasonable amount of time (20-25 seconds).

- 101.3. In competitive events players must sleeve all the cards in their deck.

## 102. Side deck

- 102.1. Each player is allowed to have a side deck. A side deck 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 when you are modifying your deck with card from 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<sup>®</sup> card deck (including 1 life base card), one set of (6) playing pieces and some small varlistentrys (for example: dice) 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 single play the player other than yourself is an opponent.
- 104.2a In multi play any player other than yourself is an opponent.
- 104.2b In team play all players in your team other than 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 a die roll or a coin flip, for example. The winner of the die roll or the coin flip chooses which player gets the first turn.

105.1b In single play, after the first game, the player that lost the last game gets to determine which player begins the next.

105.1c In team play, after the first game, the team that lost the last game gets to determine which player begins the next.

### 105.2. Positioning the life bases

105.2a The starting player places his life base playing piece on one of the six start dots of the game board and his life base card in front of him on the table. Then clockwise the other players do the same.

105.2b The life base playing pieces are always placed in a way that opponents' life bases oppose each other. In a team player game, players of the same team are not allowed to have their life base playing pieces on adjacent start dots. Players should be seated, matching the set up of the life base playing pieces.

105.2c The start dot a player started with his life base is his summon dot until the end of the game.

### 105.3. Drawing the initial hand

105.3a When the life base playing pieces are placed on the game board and the life base cards are on the table, all players draw seven cards from the top of their deck.

### 105.4. Murphy's law

105.4.a 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, shuffles his hand back into his deck and draws a hand of 7 new cards. A player can keep doing this, but after the first time, he draws a hand of one fewer card each time.

## 106. Winning and losing

106.1. In casual play players can decide in advance whether the game ends when a player or a team wins, or if 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 or team having won the game yet.

106.1b A game in a sanctioned tournament ends when a player wins or loses. In team play, when one player of a team meets any of the win conditions, his team wins the game. The same applies for losing. A team that doesn't win the game, loses the game. A team that doesn't lose the game, wins the game.

106.2. There are several ways to win the game:

- Your life base reaches one of the end dots.
- Your opponent meets any of the losing conditions.

106.3. There are several ways to lose the game:

- Your life base leaves play. (By destruction for example.)
- You must draw a card from your deck, when there are no cards left in your deck.
- You give up.

## 107. The X610Z<sup>®</sup> golden rules

### 107.1. Precedence of rules

107.1a Whenever an effect contradicts the game rules, the effect takes precedence. Sometimes an effect overrides only a specific part of the game rules. In that case the part that is not overruled by the effect will be followed by the words: 'according to the game rules'.

107.1b Whenever an effect or ability has the word "can't" in its text, then that effect is absolute and cannot be overridden by other effects.

### 107.2. Declaring actions

107.2a All actions must be declared clearly in a way that every player has a fair opportunity to respond.

107.2b Actions can be declared only one at a time. If a player declares more than one action, only the first declared action counts.

## 2. Game aspects

### 200. Actions

200.1. There are 2 categories of actions: stackable actions and non-stackable actions.

200.1a There are several stackable actions: casting a card, activating an activated effect, moving a summon, attacking with a summon, using a summon's activated/paid ability, triggered effects and triggered abilities.

- Casting: playing a (non-energy crystal) card from your hand into play. Casting a card is a process, which starts with declaring and ends when it is successfully resolved or countered.
- Activating an activated effect: using an activated effect. Activating an activated effect is a process, which starts with declaring and ends when it is successfully resolved or countered. You can only activate activated effects in your control.
- Moving a summon. You can only move summons you control.
- Attacking with a summon. You can only attack with summons you control.
- Using a summon's activated/paid ability. You can only use summon abilities of summons you control.
- Triggered effects and triggered abilities. You can't declare triggered effects and triggered abilities. They trigger when an event or game state matches the trigger condition written on the permanent.

200.1b There are several non-stackable actions: placing energy crystals, activating energy crystals and using energy to pay costs. Non-stackable actions do not use the stack but take place immediately, which means players can't respond to a stackable action.

- Placing an energy crystal: placing an energy crystal from hand into play under your control.
- Activating an energy crystal to produce energy: producing energy which is stored in your energy pool. You can only activate energy crystals you control.
- Using energy: using energy from your energy pool to pay an energy cost.

200.2. **How to declare the stackable actions?**

200.2a Casting a card:

1. Declare which card you are going to cast, take the card from your hand and show it to the other player(s).
2. If the card has a target, you choose a target. Decide if you want to use any additional effect it may have.
3. Activate the energy crystals you need in order to pay the cost.
4. Your cast card is now on the stack.

200.2b Activating an activated effect:

1. Declare which permanent with an activated effect you are going to activate and activate it.
2. If the card has a target, you choose a target. Decide if you want to use any additional effect it may have.
3. Activate the energy crystals you need in order to pay the cost.
4. Your activated effect is now on the stack.

200.2c Moving a summon:

1. Declare which of your summons is going to move.
2. Pay the movement cost and activate the corresponding summon card.
3. Declare to which dot you want to move it.
4. The movement is now on the stack.

200.2d Attacking with a summon:

1. Declare which of your summons is going to attack.
2. Declare the target of the attack.
3. The attack is now on the stack.

200.2e Using a summon's activated ability:

1. Declare which summon's activated ability you are going to activate.
2. Pay the cost and activate the summon.
3. Some abilities require a target. If no target is required, it affects the summon itself.
4. The activated ability is now on the stack.

200.2f Using a summon's paid ability:

1. Declare which summon's paid ability you are going to use.
2. Pay the cost.
3. Some abilities require a target. If no target is required, it affects the summon itself.
4. The paid ability is now on the stack.



- 200.2g Triggered effect and triggered abilities:
1. You can't declare triggered effects and triggered abilities. The effect or ability triggers.
  2. Some triggered effects or triggered abilities require a target. If no target is required, it affects the controller of the card.
  3. The triggered effect or triggered ability is now on the stack.
- 200.3. If an action would be successfully performed but would result in an illegal situation, the action fails and nothing happens.
- 200.4. After a player declared an action, he must pay the required energy to get the action on the stack. The player may activate energy crystals at this time. If it turns out that the player cannot meet the required cost of the action, the action fails and all energy crystals activated for this action are turned back into a reactivated state. 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.
- 200.5. If the cost of an action is raised after the action has been declared and been paid for, the player that declared the action decides whether he does or doesn't pay the extra cost when it's top action and about to resolve. If he doesn't pay the extra cost the action fails and all energy that's been already paid for the action, is lost. When the action was the casting of a card, the card moves to the discard pile.
- 200.6. If the source of an action is no longer in play, when the action resolves, the action is canceled and nothing happens.

## 201. The stack and priority

- 201.1. Stack and priority is a system that makes sure only one player at a time can take an action and it makes clear in what order actions are declared and resolved.
- 201.2. The stack: an imaginary pile of declared actions, triggered effects and triggered abilities from all players which is used to determine the order in which the actions resolve. There can be only one stack at a time.
- 201.2a Each successfully declared action, triggered effect or triggered ability moves on top of the stack.
- 201.3 Priority: determines which player has the opportunity to declare a stackable action. A player that has priority can either declare an action or pass (do nothing).
- 201.3a. Priority is first received by the active player during the draw phase (for triggers only) and the action phase.

- 201.3b. Priority is first received by the reactive player that has the next turn, during the end phase.
- 201.4. Players receive priority clockwise.
- 201.5. A player with priority can either declare one action or pass.
- 201.6. When all players pass (do nothing) in a row, with the active player being the last player that passed, the stack starts to resolve using the lifo-system (last in first out). This means the last stacked action is resolved first.
- 201.7. Every time an action has been resolved, priority is awarded again according to 201.3a or 201.3b depending which phase you are in.
- 201.7.a Table 2.1, "Phases" shows which actions can be declared in which phase for both active and reactive players and who gets priority when.

**Table 2.1. Phases**

Phases	Reactivation		Draw		Action		End	
	A	R	A	R	A	R	A	R
<b>Players</b>								
<b>Priority</b>								
Who gets priority first			•		•			•
<b>Stackable actions</b>								
Attack with summons					•			
Move summons					•			
Cast permanents					•			
Cast non-permanents					•	•	•	•
Activate effects					•	•	•	•
Activate abilities					•	•	•	•
Use paid abilities					•	•	•	•
Triggered effects			•	•	•	•	•	•
Triggered abilities			•	•	•	•	•	•
<b>Non-stackable actions</b>								
Place one energy crystal					•			
Activate energy crystals to produce energy			•	•	•	•	•	•
Use energy to pay costs			•	•	•	•	•	•

## 202. Movement and attack

- 202.1. Attacking with or moving a summon are actions that can only be done by the active player.
- 202.2. When a player wants to move a summon he first pays the “movement energy cost”, activates (90 degrees rotation) the corresponding summon card and declares to which dot he want to move it.
- 202.3. When a player wants to attack with a summon, he declares the target of its attack. Friendly summons can't be targeted. An attack with a summon can only be declared if there is an target in range. Cards or effects that allow or cause a summon to deal damage do not count as an attack.
- 202.3a Attacking with a summon doesn't require energy nor the activation of the summon card.
- 202.3b The active player can attack once with each of his summons in his turn. A summon can only attack more than once if an effect explicitly states it can attack another (or one more) time.
- 202.4. When a summon is deactivated as the result of an effect, it can't attack or move until after reactivation. Also any ability it has cannot be used again until after reactivation.
- 202.5. For moving and attacking with summons, each summon has basic stats: attack power, defense, speed, range. Some have abilities, these are printed as text between brackets [...].
- 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 in a single movement. 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 several ways for stats to be changed, altered or switched:
- Effects or abilities that say: “Basic stats change into...”
  - Effects or abilities that say: “Switch X and X stats.” (Here X stands for any of the 4 basic stats.)
  - Effects or abilities that increase or decrease stats.
- 202.6a Whenever an action resolves in which the basic stats of a summon are involved, you look at the effective stats of that summon, unless an effect explicitly states “basic stats”.
- To determine the effective stats of a summon you first look at the basic stats of the summon. Then you look if there is any effect or ability that increases or decreases stats. After that you look if there is any effect or ability that switches stats.
- So:
1. Basic stats (or top focused catalyst that changed basic stats)
  2. Effects/abilities that increase or decrease stats
  3. Effects/abilities that switch stats
- 
- = Effective stats
- 202.6b Stats can go below 0 while calculating the effective stat(s) of a summon. However, when the effective stats of a summon have been determined and any of the stats is below 0, consider that stat to be 0.
- 202.7a Whenever an effect states “target summon gets speed +X or -X”, X is added to or subtracted from the maximum amount of dots that summon is allowed to move.
- 202.7b Whenever an effect states “target summon gets range +X or -X”, X is added to or subtracted from the maximum distance in dots that summon can attack over.
- 202.8. A summon you move has to keep moving in the same direction via the connected dots during that single movement. Sharp turns aren't allowed, if you want to move the summon in another direction you'll have to wait until your next turn.
- 202.9. Your summons can move and attack “past” other summons, provided they have enough speed/range. A dot that is occupied by another summon still is a dot you need to count when attacking or moving with a summon.



202.9b Whenever a summon has block rate X, the dot it occupies counts as X more dots for other summons that move or attack past that summon with block rate.

202.10. If the movement of a summon is declared and the dot it would move to gets occupied before the movement resolves, it moves as far as possible to the occupied dot.

202.11. You 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.

202.12. You can warp your summons during a movement from your start dot to one of the warp dots, and vice versa. Each time a summon warps counts as one step.

## 203. Energy

203.1. Energy is the primary resource in the game. Most actions like casting, activating effects or abilities and moving summons, have a cost. These costs are paid by using energy.

203.2. There are 2 energy types: specific energy (boost, mystic, robiumm, halos) and colorless energy.

203.2a Energy can be produced by energy crystals and effects. The type is always mentioned on the card.

203.2b Colorless energy can only be used to pay a colorless energy cost. Any kind of energy can be used to pay colorless energy costs.

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. When a turn ends and is passed to the next player, all players' energy pools are emptied.

203.5. When you use energy to pay a cost, it immediately leaves your energy pool.

203.6. Energy can only be used for own purposes. This means, you can't pay costs for any other player 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 in order to cast that card.

204.2b A casting cost is indicated by casting cost symbols:

- The boost energy symbol (Bx), which is green.
- The mystic energy symbol (Mx) which is blue.
- The robiumm energy symbol (Rx) which is red.
- The halos energy symbol (Hx) which is purple.
- The colorless energy symbol (Cx) which is grey.


For example the blue symbol (Mx) indicates that mystic energy is required; x stands for the amount required.

204.2c Some cards have no casting cost. Such cards don't show any casting cost symbols. A card that has no casting cost can be cast without paying any energy for it.

### 204.3. Activation cost

204.3a An activation cost indicates how much and which type of energy a player must pay in order to activate that effect.



204.3b An activation cost is indicated by an activation symbol followed by the required energy type(s) and amount of energy needed: “ energy cost”.

204.3c Some effects have no activation cost. An effect that has no activation cost be activated without paying 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. Additional effects are usually optional, unless stated otherwise.

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

#### 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 “ energy cost”.

#### 204.6. Ability cost

204.6a Some activated abilities and all paid abilities of summons 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<sup>®</sup> card with an X610Z<sup>®</sup> card front and an X610Z<sup>®</sup> card back.

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

## 206. Permanent and non-permanent

### 206.1. Permanent

206.1a Permanent cards can only be cast by the active player during the action phase.

206.1b When a cast permanent successfully resolves, it moves into play.

206.1c. When a text refers to a permanent, it refers to a summon, catalyst or energy crystal 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 until after reactivation.

### 206.2. Non-permanent

206.2a A non-permanent card can be cast by both active and reactive players during the action phase or the 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. Fluxes, catalysts and even some energy crystals have effects. Effects cause something or multiple things to happen in the game. Some cards contain two different effects. In case a line with the word “or” separates the two effects (for example 7 Shooter), the controller can only choose one of these effects to take place and has to declare his choice at the moment of casting/activating.

207.2. Some cards include an additional effect. In order to activate this additional effect an additional effect cost must be paid. Effects that include an additional effect will mention who may pay the additional effect cost. (Examples of cards with an additional effect: “Bullseye”, “Heal”, “Annihilation”.)

Additional effects don’t show an activation symbol and can’t be used independently of the main effect.



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 been done successfully. This means, if the requirement (1st step) isn’t done successfully, the effect doesn’t take place.

207.4. Catalysts can have 3 different type of effects: activated, triggered and continuous.

207.4a An activated effect can be used at any time during any player’s action or end phase. They are written as “☉ cost: effect.”

(For example: Precision failure)

207.4b A triggered effect always begins with “at”, “when”, “whenever”, “during” or “In [target’s] X phase”. This is called the trigger condition.

Triggered effects are written as “trigger condition, effect”.

Triggered effects look for the event or game state that matches the trigger condition. When the trigger event occurs the effect triggers.

(For example: Waste)

If two effects trigger at the same time, then the active player decides the order.

207.4c Continuous effects have effect all the time as long as they are in play.

(For example: Rogue Sky Captain)

## 208. Targets

208.1. Some effects and abilities require their controller to choose one or more targets for them. The targets are players or permanents. These targets are declared as part of the process of putting the action on the stack. The targets can’t be changed except by another effect or ability that explicitly says it can do so.

You can only choose targets that meet the target requirements. If you can’t choose a legal target, you can’t declare the action.

208.2. A catalyst with the word “focus” in its specification box can only be in play if focused on (attached to) other permanents. This focus also tells you what kind of targets a cast catalyst can be attached to.

For example, “Focus: Summon”, means you can target any summon in play. Place the focused catalyst so that it is touching the card it is focused on.

A catalyst that is focused on another permanent card is destroyed (put into the discard pile) if the card it is focused on leaves play.

208.2a Whenever a card is focused on another player’s permanent it is placed in that player’s play zone. That player gains control of that card.

208.3. Whenever a part of an effect mentions “you” or “your” it refers to the controller 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, the card Discount states “Draw 2 cards”. It doesn’t mention “target”, so it refers to the caster and he draws the cards.

208.5. Whenever an 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 “type” it refers to a summon/summons of that specific type.

208.7. Whenever an effect states “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. Counters

209.a Every time a permanent with an activation counter is activated, 1 counter is removed. (Not when deactivated.)

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.b In your reactivation phase you remove 1 time counter from each of your permanents with time counters on it.

When a time counter reaches 0, the permanent it was placed on moves to the discard pile.

209.c Charge counters have different workings. A card's effect defines the function of the charge counter.

### 209.1. Damage counters

209.1a A Damage counter 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 effects and by abilities.

210.2. Whenever a summon has been dealt damage, the controller of the damaged summon places a damage indicator on it.

210.3. The source of damage is the summon, catalyst, flux or energy crystal 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 immediately 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 summon that is destroyed leaves play. The summon card moves into its owner's discard pile and the corresponding playing piece is removed from the game board.

210.8. When a life base is destroyed, it leaves play and its owner loses the game.

## 211. Shuffling

211.1. Every time a player shuffles his deck, any opponent is allowed to reshuffle the deck afterwards.

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. A player doesn't have to find a card.

## 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 to all players.

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 in his deck. This can never change. At the end of a game all cards are returned to their owners.

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 focused cards on it change controller with it aswell.



214.3a When a summon changes of controller, the corresponding playing piece stays on the dot it is already placed on.

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 has a focus, the new controller chooses the target. The target must be legal. If that player doesn't have a legal target for that permanent, it moves into the discard pile.

214.5. If a permanent of which the effect is on the stack changes controller, the effect doesn't take place. The same goes for movement or attack of a summon.

## 3. Parts of the cards

### 300. General

300.1. The X610Z<sup>®</sup> logo on a card is printed on the upper left corner.

300.2. Every X610Z<sup>®</sup> 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, flux, catalyst and summon.

304.2b A summon has one of the six summon types: life base, dragon, vessel, beast, army or berserker. Non life base summons may also have one or more of the five elements: air, water, fire, electricity or earth.

304.2c Some Catalysts have a 'crew'-subtype.

### 304.3. Deck restriction

304.3a In constructed format, 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. If the latter, no deck restriction is imposed.

### 304.4. Focus

304.4a When a card has a focus, it requires a target to get focused on (attached to). The focus also tells which targets are legal.

## 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.



### 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. Legal text

- 308.1. Logo: X610Z<sup>®</sup> and Existenz<sup>®</sup> are registered trademarks.
- 308.2. The legal text lists the trademark and copyright information and is printed on the lower left corner of every X610Z<sup>®</sup> card.

## 4. Cards types

### 400. General

- 400.1. The card types in X610Z<sup>®</sup> are: catalyst, flux, summon and energy crystal.

### 401. Catalysts

- 401.1. Catalysts are permanent cards with effect of longer duration. When successfully resolved, they come into play and stay there until destroyed, sacrificed or are forced to leave play by any other reason.
- 401.2. Catalysts can have 3 different effects: activated, triggered or continuous. (see 207.4)

### 402. Fluxes

- 402.1. Fluxes are non-permanent cards that normally have effects of shorter duration. When successfully resolved, they have their effect and are then moved to the discard pile.

### 403. Summons

- 403.1. A summon is represented on the game board by a playing piece.
- 403.2. There are 6 different summon types, each with its own unique corresponding playing piece.
- 403.3. All summons that are not a life base summon are referred to as non-life base summons (abbreviated as NLB summons).
- 403.4. A NLB summon can have one or more elements, which is a sub-type of a summon.
- 403.5. Life bases don't have, nor can they ever get an element.
- 403.6. When a summon is successfully cast, its caster places the corresponding playing piece on either his own start dot or on one of the warp dots of the game board.
- 403.7. All types have a play restriction of 1. This means, you can't cast a summon of a type of which you already control one. If a summon of a type of which you already control one moves into your control as the result of an effect or ability, the summon that moved in your control last is immediately destroyed.
- 403.8. If a summon changes of controller, the corresponding playing piece is replaced by the corresponding playing piece of the new controller. The location of the summon stays the same, unless stated otherwise.



403.9. Each summon has the following basic stats: attack power, defense, speed, range. Summons can have one or more abilities, they are part of their basic stats and are printed in lower part of the action panel between bracket marks [...].

403.9a Attack Power: The amount of damage the summon deals when it attacks. 1 Attack power equals 1 damage.

403.9b Defense: The amount of damage a summon can take before it is destroyed. 1 Defense equals 1 damage.

403.9c Speed: The maximum number of steps a summon can move when it moves. 1 Speed equals 1 dot.

403.9d Range: The maximum range of dots in which the summon can declare an attack. 1 Range equals 1 dot.

403.9e There are 4 kinds of abilities: activated, paid, continuous and triggered. Activated, paid and triggered abilities have effect until end of turn, unless stated otherwise. Continuous abilities have effect all the time.

403.9f Activated abilities are written as [☉ cost: ability] or [☉: ability] if there is no cost.

An activated ability always require the activation of the summon. This means you can either activate a summon to move it, or to use its ability.

403.9g Paid abilities are written as [Cost: Ability].

Paid abilities can be used during any player's action phase or end phase, but only once until your next turn.

403.9h Triggered abilities are written as [Trigger condition: ability].

Triggered abilities look for the event or game state that matches the trigger condition. When the trigger event occurs the ability triggers and is put on the stack.

## 404. Energy crystals

404.1. A player can only place 1 energy crystal per turn.

404.2. Energy crystals can only be placed in play by the active player.

404.3. A player can only place an energy crystal under his own control.

404.4. Energy crystals can also non-energy producing effects. If it's activated to release its energy it's non-stackable, if it's activated to release its effect it's stackable.

404.5. Only the owner (not controller) of an energy crystal can sacrifice it.

## 5. Game zones

### 500. General

500.1. The 6 game zones: deck, hand, stack, play, discard pile, removed-from-game.

### 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 his deck.

501.4. Players must honestly respond to queries of other players about how many cards they have (left) in their deck. Counting is allowed, as long as the order doesn't change.



## 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 many 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.
- 502.6. Players may shuffle or rearrange the cards in their hand at any given time.

## 503. Stack

- 503.1. When an action is declared, it goes on the stack. Here the actions wait until they resolve.
- 503.2. The stack is public knowledge. If a stack is getting complicated it is advised to stack the cards involved with the actions on top of each other to help indicate the order they were declared in.

## 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.

# 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 dots: start dots, no-attack dots, end dot, warp 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. Start dots

- 601.1. Start dots are red with a white ball in the middle.
- 601.2. These dots are the start dots for the life base summons.
- 601.3. The start dots are also summon dots where players can place their successfully cast summons.
- 601.4. The start 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 start dot that isn't the start dot of its controller it immediately is destroyed and moves to the discard pile.
- 601.6. These dots are also warp dots.
- 601.7. ending dots  
These dots are also no-attack dots.

## 602. End dots

- 602.1. End dots are white with a red ball in the middle.
- 602.2. When a life base summon successfully reaches one of these dots, its owner immediately wins the game.
- 602.3. The end dots are wiped clean directly after each player's turn. In other words, all non-life base summons that are placed on the end dots are destroyed and move to the discard pile.

## 603. No-attack dots

- 603.1. No-attack dots are red. Also red dots with a ball in it are no-attack dots.
- 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. Warp dots are black. Start dots are also warp dots.
- 604.2. Players can warp their non-life base summons from the warp dots to their start dot, and from their start dot to one of the warp dots.
- 604.3. Warping a summon counts as 1 step.
- 604.4. Summons can't attack through warp dots.
- 604.5. Warp dots are also summon dots. This means you can place your successfully cast summons here.

## 605. Quest dots

- 605.1. Quest dots are white with a black ball in the middle.
- 605.2. Quest dots may interact with cards.



## 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 declared during this phase.

701.3. This phase ends when a player has first reactivated all his permanents.

### 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 declared during this phase. Triggered effects and triggered abilities can trigger.

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 trigger.

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 declares 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 trigger.

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 declares an action.



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

## Activated

A state of a permanent in play after it's activated or deactivated. 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.

## Activated effect

An activated effect begins with an activation symbol. The controller can choose whether he does or doesn't activate the activated effect.

## Activation cost

The energy cost a player needs to pay to activate a activated effect.

## Active player

The player whose turn it is.

## Additional effect

Some cards include an additional effect. In order to activate this additional effect an additional effect cost must be paid.

## Additional effect cost

The energy cost that a player must pay in addition to a casting/activation cost to release the additional effect of a card.

## 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 damage a summon deals when it attacks.

## Basic stats

All summons have basic stats. There are 4 basic stats: attack power, defense, speed, range. Summons can have an ability. Abilities are part of the basic stats.

## Beast

One of the types a NLB summon can have.

## Block rate

Whenever a summon has block rate X, the dot it occupies counts as X more dots for other summons that move or attack past that summon with block rate.

## Cancel

To invalidate something.

## Card

The standard component of the game: an X610Z<sup>®</sup> card with an X610Z<sup>®</sup> card front and a an X610Z<sup>®</sup> card back.

## Card type

A characteristic of a card. Each card type has its own rules.

## 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 and which type(s) of energy a player needs to pay to cast a card.

## Casting cost symbols

Symbols used to indicate the casting cost of a card.

## Catalyst

A card type.

## Crew

A characteristic that catalysts can have.

## Collectors information

Information printed on the lower left corner an X610Z<sup>®</sup>-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

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 card 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.

## 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.

## 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

- An effect or ability can cause permanents to be destroyed. A permanent that is destroyed moves to the discard pile.
- 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

Part of an X610Z<sup>®</sup> game board. There are red and white dots.

## Dragon

One of the types 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.

## Element

An element is a sub-type that all non-life base summons have.

## End dot

When a player reaches one of the end dots with his life base that player wins.

## End phase

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

A card type.

## 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.

## 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 main summon that players start 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<sup>®</sup> product and creates his or her own deck on the spot.

## Lose the game

There are several ways to lose the game.

## Marksman

One of the crews a catalyst can have.

## Match

A series of games played in a tournament.

## Move

To move a summon

## Movement

Whenever any summon moves.

## Movement energy cost

Movement energy cost is the energy cost that a player must pay to move a summon.

## 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 a catalyst 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.

## Opponent

Someone a player is playing against.

## Organized play

Official tournaments, with at least 4 competitors, that are approved by X610Z<sup>®</sup>.

## 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 section of a turn.

## Play

- 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 type can be in play at the same time.

## Present

To present a card/cards face down.

## Prevent

To prevent an effect/damage/action from taking place.

## Priority

The player that has priority can declare an action or pass. 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 a declared target.

## Remove from game

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

## Rider

One of the crews an catalyst can have.

## Sacrifice

Effects can tell you to sacrifice a permanent. When you sacrifice a permanent, you put it into the discard pile, after . You can't sacrifice a permanent that is already being sacrificed.

You can only sacrifice energy crystals you own and control.

## 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.

## Sidedeck

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 on the stack.

## Stackable action

An action that is put on the stack before resolving.

## Start 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 card type.

## Summon type

A characteristic of summons.

## Target

A preselected player or permanent.

## Team

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

## 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 rules

Additional rules that apply to games played in a tournament.

## Trainee

One of the crews a catalyst can have.

## Trigger

When a triggered effect or a triggered ability triggers, the effect or ability moves on top of the stack.

## 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

A type of effect a catalyst can have. A triggered effect 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 types a non-life base summon can have.

## Warp

To move a summon from your start dot to a warp dot or from a warp dot to your start dot.

## Warp dots

A black 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.

## Zone

A place where cards can be during a game.