

Argent Saga Comprehensive Rules

Version 2.0 (Last Edited 10/9/2020)

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1) General Rules

1.1) **Golden Rules**

- 1.1.1) A card may have an ability that goes against the rules of the game. If that is the case, the card text should be applied over the comprehensive rules.
- 1.1.2) If an effect prevents something from happening, and another effect attempts to do the thing being prevented, the preventing effect takes precedence.
- 1.1.3) Spells and abilities that resolve should complete as much as is possible. If part of an ability would be impossible or does not apply, you would still apply whatever other parts of the ability are possible.

1.2) **Players**

- 1.2.1) A game of Argent Saga is played with exactly two players.
- 1.2.2) The owner of a card is the player who brought the card to the game.
- 1.2.3) The controller of a card is the player whose field zone that card is in.
- 1.2.4) If a card is in the queue, the controller of that card is the player whose zone that card entered the queue from.
- 1.2.5) The controller of an effect is the controller of the card that produced the effect when that effect was produced. If the card that produced the effect has no controller, then the controller of the effect is the owner of the card.
- 1.2.6) In card text, “you” are the controller of a card or effect. An “opponent” is the player that is not the controller of an effect.

2) Card Types

2.1) **Champion**

- 2.1.1) Each deck must contain one champion. Champions are powerful beings that lead the battle for Argos, and have abilities that help influence every game of Argent Saga.
- 2.1.2) Champions begin the game on the field face up, in the champion zone.
- 2.1.3) **Whenever a champion is flipped face-down, recover it.**

2.2) **Spirit**

- 2.2.1) Each deck must contain one spirit. Spirits help their champion during battles, and have unique abilities and effects that can impact the game. Spirits also may have a powerful ability with Soulburst (See 11.12 Soulburst).
- 2.2.2) Spirits have an affinity number in the top left corner, determining how many cards of that element a player can play in their main deck (See 5.1 Constructing a deck).
 - 2.2.2.1) If the element of the champion and spirit are the same, ignore the spirit’s affinity. The player may play as many cards of that element in their deck.
 - 2.2.2.2) Argent spirits do not have an affinity, and can be used with any amount of argent cards in the main deck.
- 2.2.3) Spirits begin the game on the field face up, in the spirit zone.
- 2.2.4) **Whenever a spirit is flipped face-down, recover it.**

2.3) Shard

- 2.3.1) Shards produce shardlight, the main resource of Argent Saga.
- 2.3.2) Shards begin the game in the shard deck. On the field, they go into the shard zone.
- 2.3.3) Shards cannot be put into the hand. If a shard would be moved to the hand, it does not move.
- 2.3.4) Shards cannot be put into the Main Deck. If a shard would be put into the Main Deck, it is instead put into to the Shard Deck.
 - 2.3.4.1) If a shard would move to a specific orientation of the Main Deck, it matches that orientation when moving to the Shard Deck. (For example, attempting to put a shard on the top of the Main deck will instead put that card on the top of the Shard Deck.)

2.4) Tower

- 2.4.1) Towers harness the power of shardlight in the world of Argos. Destroying your opponent's towers is key to winning. Each player begins the game with one tower of each element, not including argent.
- 2.4.2) Towers have a defense at the top of the card, indicating how much damage they can take before they are destroyed.
- 2.4.3) When a tower has taken enough damage to be destroyed, rotate it 180 degrees to show it is destroyed.
 - 2.4.3.1) Destroyed towers remain face up on the field. Destroyed towers cannot be targeted or affected by effects unless those effects specifically indicate that they would apply to a destroyed tower.
- 2.4.4) Effects from towers do not use the queue, do not target, and apply immediately after the tower is destroyed by a resolving effect or game mechanic.
- 2.4.5) Towers begin the game randomly placed face down in the tower zones (See 5.2 Beginning a game)

2.5) Unit

- 2.5.1) Units are powerful allies that will fight on the field of Argos for your champion.
- 2.5.2) Units begin the game in the main deck. On the field, they go in the unit zones.
- 2.5.3) A unit has a power at the top of the card indicating the amount of damage it deals when attacking and how much damage that unit can be dealt until it is destroyed. When a unit is destroyed, it will be placed in the discard.
 - 2.5.3.1) A unit can take any amount of damage
 - 2.5.3.2) A unit's power cannot be reduced to less than 0. If a unit's power would be reduced to less than 0, it is reduced to 0 instead.
- 2.5.4) Once played, units remain on the field until they are destroyed, sacrificed, or otherwise removed.
- 2.5.5) Any unit that originally has no abilities is considered to be a Basic unit.

2.5.5.1) A unit that loses all abilities it originally had is not considered a Basic unit.

2.5.5.2) A token unit can be considered a basic unit if it originally does not have any abilities.

2.6) Ω Unit

2.6.1) Ω units are incredibly powerful units that fight along your side in the battle for Argos.

2.6.2) All Ω units are also considered units (See 2.5 Units).

2.6.3) Ω units are placed on units that are already on the field. Some Ω units require specific unit types or subtypes to be played on. If you do not have a valid unit to place an Ω unit on, you cannot play it.

2.6.4) When playing an Ω unit, the player will place the Ω unit on top of the unit(s) in the same orientation. Ω units do not enter the queue, and are placed immediately on the unit(s) after being played. Any cards equipped to those units are now equipped to the Ω unit.

2.6.4.1) If you are playing an Ω unit on more than one unit, those units must be in the same orientation. The player may choose which unit to place the Ω unit on, and any other unit will be placed underneath the Ω unit.

2.6.4.2) Whenever an Ω unit is placed on a token unit, the Ω unit is placed on the token then the token stops existing.

2.6.4.3) Cards underneath Ω units are not considered to be on the field, do not have functional abilities, and are not considered to have left the field while underneath an Ω unit.

2.6.5) Whenever an Ω unit leaves the field, all cards underneath the Ω unit will go to the same zone as the Ω unit. If an Ω unit is moved to an ordered zone, the controller of the Ω unit will choose the order when placed in the zone.

2.6.6) Ω units cannot be put into play with another card effect. They must be played by paying their cost.

2.6.7) An Ω unit is able to attack and use any exhaust ability the turn they are played.

2.7) Spell

2.7.1) Spells can be cast to help aid your units and champions in battle.

2.7.2) Spells begin the game in the main deck.

2.7.3) After being played and resolving, spells go to the discard zone.

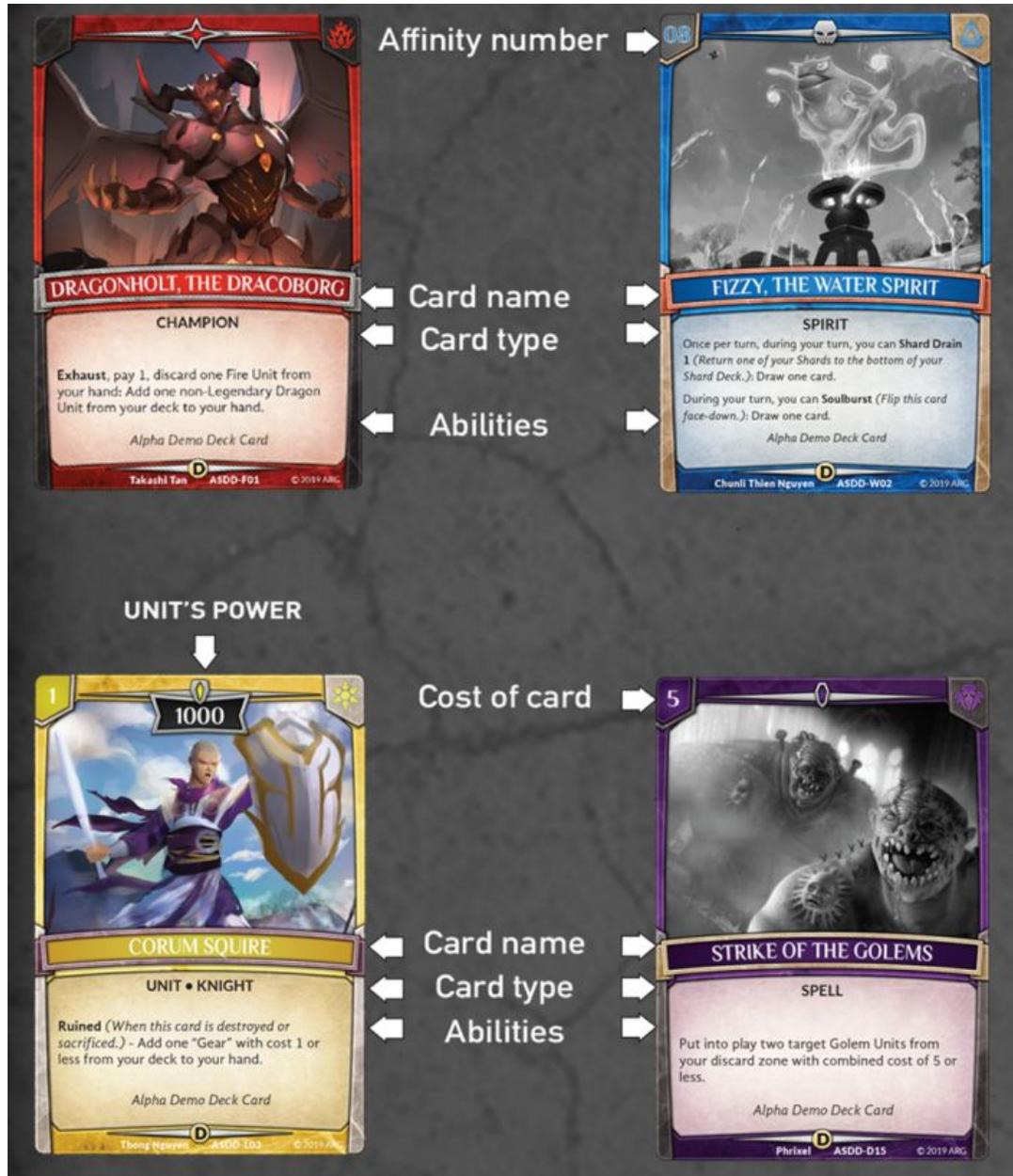
2.8) Augment

2.8.1) Augments symbolize weapons, equipment, or locations in Argos.

2.8.2) Augments begin the game in the main deck. On the field, they go in the augment zone. There is no limit to the number of augments a player can control.

- 2.8.2.1) Some augments may indicate that they equip to a card (See 10.4 Equip). Those augments go into the zone with that card, instead of the augment zone.

3) **Parts of a Card**



3.1) **Name**

- 3.1.1) Each different Argent Saga card has a unique name. The name is generally located in the middle of the card above the text box.
- 3.1.2) If an effect references a card name or part of a card name, that text will be in quotations.

3.2) **Card Type**

- 3.2.1) The card's type is on the first line of the text box. Some cards may additionally have a subtype.
- 3.2.2) Subtype
 - 3.2.2.1) Some cards have a subtype. A subtype follows after the type of card indicated by an interpoint in the format Type * Subtype. (For example, a dragon unit would be Unit * Dragon.) Certain cards have effects dealing with a specific subtype.
 - 3.2.2.2) Cards with the Legendary subtype have additional restrictions on them. A player cannot include more than one card of the same name with the Legendary subtype in their deck or shard deck.
 - 3.2.2.3) Cards may have multiple subtypes. A card is simultaneously both subtypes. (For example, a Legendary dragon unit would be Unit * Legendary Dragon. It is considered both a Legendary and a Dragon.)

3.3) Shardlight Cost

- 3.3.1) A card's shardlight cost is the amount of shards you must exhaust to play it. This number is located in the top left corner of spells, augments, and units.
- 3.3.2) When a card refers to the cost of a card, it is referring specifically to the printed cost of the card. Not to the reduced cost or the cost to play the card.
- 3.3.3) If a card has a shardlight cost of X, X is the cost to play while the card is on the queue. When that card is not on the queue, consider its cost to be (0).

3.4) Affinity Number

- 3.4.1) A spirit's affinity number is located in the top left corner. The affinity tells you the exact number of cards of that spirit's element you may choose to play, if your spirit is a different element than your champion.

3.5) Element

- 3.5.1) The element icon is in the top right corner of the card. This icon tells you which element the card belongs to.



3.6) Instacast

- 3.6.1) This icon notes that a Spell card has Instacast. The icon is a lightning bolt and is towards the top left of the card next to the cost.



3.7) Illustration

3.7.1) This has no effect on gameplay. They are scenes and characters from the world of Argos.

3.8) Abilities

3.8.1) These are located in the text box of the card, underneath of any card types and subtypes. They tell you what the card does in gameplay.

3.9) Flavor Text

3.9.1) This is located at the bottom of the text box underneath all rules text. It has no effect on gameplay. It tells a story about the card in the world of Argos.

3.10) Power / Defense

3.10.1) Power is located in the upper center of unit cards. Power represents how much damage a unit deals in battle, and how much damage it can take before being destroyed.

3.10.2) Defense is located in the upper center of tower cards. Defense represents how much damage a tower can take before being destroyed.

3.11) Rarity

3.11.1) The following symbols denote the card's rarity. This has no effect on gameplay.

Symbol	Rarity
	Demo Deck Card
	Intro Deck Card
	Common Card
	Rare Card
	Super Rare Card
	Argent Rare Card
	Secret Rare Card

3.12) Collector Number / Set Code

3.12.1) These are for cataloging purposes and have no effect on gameplay. They are to tell you what set the card is from and what card number the card is. These numbers are located on the bottom of the card.

3.13) Artist Credit

3.13.1) This is who illustrated the card. This has no effect on gameplay.

3.14) Legal Text

3.14.1) This has no effect on gameplay.

4) **Card Zones**

4.1) **General**

- 4.1.1) The two types of zones are public zones and hidden zones. Both players are able to look at the contents of a public zone. The contents of hidden zones are only available to one or zero players.
- 4.1.2) Players may count the number of cards in any zone, whether it is public or hidden.
- 4.1.3) If a card is moved from one zone to another, it is treated as a new card, and loses any and all effects applied to it, unless otherwise stated by the effect. If a card moves within the same kind of zone, i.e. from one unit zone to another unit zone, any effects will persist.
- 4.1.4) If a card would move to a zone, it will move to the card's owner's zone unless otherwise specified.

4.2) **Card Orientation**

- 4.2.1) Champions, Spirits, Units, Shards, and Augments in the field may be either active (vertical) or exhausted (horizontal).
- 4.2.2) Cards in the field may be either face-up or face-down.
 - 4.2.2.1) If a card in a public zone would be flipped face-down, it may still be looked at by both players.
 - 4.2.2.2) If a card would enter a public zone face-down, it may not be looked at by either player until it is revealed.
- 4.2.3) Towers may be active or destroyed. Destroyed towers are rotated 180 degrees (upside-down).
- 4.2.4) Cards that enter the field do so active and face-up.

4.3) **Champion Zone**

- 4.3.1) The champion zone is not ordered, and is public.
- 4.3.2) The champion zone is part of the field.

4.4) **Spirit Zone**

- 4.4.1) The spirit zone is not ordered, and is public.
- 4.4.2) The spirit zone is part of the field.

4.5) **Tower Zone**

- 4.5.1) The tower zone is broken into 5 individual zones. They are ordered, and public.
- 4.5.2) The tower zone is part of the field.
- 4.5.3) Towers cannot move between tower zones. If an effect would cause them to do so, any effects applying to the towers persist as if they were not changing zones.
- 4.5.4) Tower zones are public, but towers begin the game face-down. This is considered entering a public zone face-down. Towers may not be looked at by either player until revealed by battle or an effect.
- 4.5.5) Towers should be randomly placed in the tower zones prior to beginning a game.

4.6) **Shard Deck**

4.6.1) The shard deck is an ordered, hidden zone. No player may look at the contents of any shard deck.

4.6.2) The shard deck should be randomized prior to beginning a game.

4.7) Main Deck

4.7.1) The main deck is an ordered, hidden zone. No player may look at the contents of any main deck.

4.7.2) If a card or effect refers to the “deck,” it refers to the main deck.

4.7.3) If an effect indicates that a player should draw a card, that player takes the top card of the main deck and adds it to their hand.

4.7.4) The main deck should be randomized prior to beginning a game.

4.8) Unit Zone

4.8.1) The unit zone is broken into 5 individual zones. They are ordered and public.

4.8.2) The unit zone is part of the field.

4.8.3) If a unit would enter the field, it is placed into a unit zone. The specific unit zone is not selected until the card enters the field.

4.8.4) If an augment that equips would enter the field, it would be placed in the same unit zone as that unit. If the unit would move to another unit zone, the equipped augment will move with it to the same unit zone.

4.8.5) Units cannot move between unit zones once in play. If an effect would cause them to do so, any effects applying to the units persist as if they were not changing zones.

4.9) Augment Zone

4.9.1) The augment zone is not ordered, and is public.

4.9.2) The augment zone is part of the field.

4.9.3) A player may control any number of augments in the augment zone.

4.9.4) If an augment that does not equip would enter the field, it enters the augment zone.

4.10) Shard Zone

4.10.1) The shard zone is not ordered, and is public.

4.10.2) The shard zone is part of the field.

4.10.3) If a shard would enter the field, it enters the shard zone.

4.11) Discard Zone

4.11.1) The discard zone is not ordered, and is public.

4.11.2) If a card on the field is destroyed or sacrificed, it is put into the discard zone.

4.11.3) If a card in a hand is discarded, put it into its owner’s discard zone.

4.12) Hand

4.12.1) The hand is not ordered, and is hidden. A player may look at the contents of their own hand.

4.12.2) At the end of the player’s turn, they must have seven or less cards in their hand (See 7.5.3.4).

4.13) The Queue

- 4.13.1) The queue is an ordered, public zone. It may contain cards owned by either player. There is only one queue, shared by both players.
- 4.13.2) As cards are played, they enter the queue. A card that resolves from the queue enters the field in the appropriate zone. Spells that resolve from the queue go to the discard zone.
- 4.13.3) Abilities also enter the queue when triggered or activated. The card producing the ability does not leave its zone, and does not enter the queue itself.

4.14) Expel

- 4.14.1) The expel zone is not ordered, and it is public.
- 4.14.2) Cards in an expel zone are considered “expelled.”
- 4.14.3) If an effect would expel a card, the card is put into the expel zone.

5) Setting up a Game

5.1) Constructing a Deck

- 5.1.1) Each player must bring a Champion, Spirit, Main Deck, Shard Deck, and one Tower of each element.
- 5.1.2) Your champion will determine what element cards you may play in your main deck. You may play any number of cards that match your champion’s element.
- 5.1.3) Your spirit will determine a secondary element of cards you may play in your main deck. Your spirit’s affinity number will determine how many cards of that spirit’s element you can play in your main deck. You must play a number of cards of that element exactly equal to the affinity, or exactly 0.
 - 5.1.3.1) If your champion and spirit share an element, you may play any number of cards of that element.
- 5.1.4) You may play any number of Argent cards in your main deck, regardless of the element of your champion or spirit.
- 5.1.5) Each player must bring one tower of each element (not including Argent).
 - 5.1.5.1) To use a tower means to include it in your 5 towers at the start of a game. If a tower has conditions to be used, those must be met prior to the start of the game.
 - 5.1.5.2) To use a tower effect, the conditions must be met at the time the tower effect would be applied.
- 5.1.6) Your main deck may only consist of units, augments, or spells. A main deck must contain at least 40 and at most 60 cards.
- 5.1.7) Your shard deck may only contain shards. It must be exactly 10 cards.
- 5.1.8) You may only run 3 copies of a card with the same name in your main deck and shard deck.
 - 5.1.8.1) If a card has the Legendary subtype, you may only play 1 copy of the same card in your main deck or shard deck.
 - 5.1.8.2) You may play any number of “Argent Shard” in your shard deck, up to the shard deck maximum.

- 5.1.8.3) Only a card's printed card name counts towards the number of copies of that card when building your deck. Card names granted from abilities are ignored.

5.2) Beginning a Game

- 5.2.1) Each player puts their champion face-up in their champion zone, and their spirit face-up in their spirit zone.
- 5.2.2) Each player reveals their towers to their opponent. Then, each player randomizes their towers and places them into their own tower zones, hidden.
- 5.2.3) Randomize both main decks and shard decks, and place them into their respective zones.
- 5.2.4) Randomly determine which player will choose who goes first.
- 5.2.5) Each player will draw 5 cards from their main deck.
 - 5.2.5.1) The player going first may select any number of cards from their hand, place them on the bottom of their deck, and then draw that number of cards. Then the player going second may do the same. This is called the Mulligan.
- 5.2.6) After all mulligans are completed, play begins with the player going first.

5.3) How to Win/Lose

- 5.3.1) If a player's towers would take damage in battle while each of their towers is already destroyed, that player loses the game.
- 5.3.2) If a player has no cards in their Main Deck and would draw a card for any reason, that player loses the game.
- 5.3.3) If both players lose the game at the same time, the game ends in a draw.
- 5.3.4) A card or effect may state that a player wins the game. When that card or ability resolves and conditions are met, that player will win the game.
- 5.3.5) If only one player loses the game, the other player wins the game.

6) Priority

6.1) General

- 6.1.1) Priority is the ability to play cards or add abilities to the queue.
- 6.1.2) Only one player may have priority at a time.
- 6.1.3) When a player gains priority, that player performs a priority sequence.

6.2) Priority Sequence

- 6.2.1) A priority sequence is a series of steps that should be followed when a player gains priority, in the order listed below.
 - 6.2.1.1) Check and apply any game mechanics. Repeat this step until there are no game mechanics left to apply.
 - 6.2.1.2) Add triggered abilities to the queue (See 9.2.2 Triggered abilities).
 - 6.2.1.3) Perform any action that the player chooses to do.
 - 6.2.1.4) End the priority sequence.

6.3) Available Actions

- 6.3.1) A player with priority may do any of the following actions.
 - 6.3.1.1) Play a card with Instacast from their hand into the queue.

6.3.1.2) Activate an ability and add it to the queue.

6.3.1.3) Pass priority to their opponent.

6.4) End of Priority Sequence

6.4.1) Perform the following steps based on which available action was performed by the player with priority.

6.4.1.1) If the player did not pass priority to their opponent, that player retains priority.

6.4.1.2) If the player passes priority to their opponent, and priority was not passed by both players consecutively, their opponent gains priority and performs a priority sequence.

6.4.1.3) If priority was passed by both players consecutively, and the queue is empty, end the priority sequence.

6.4.1.4) If the turn player was attempting to enter the battle step, enter it now. Otherwise, proceed to the next step or phase of the game (See section 7).

6.4.1.5) If priority was passed by both players consecutively, and the queue is not empty, resolve the last card or ability put into the queue. Then, the turn player gains priority.

7) Turn Sequence

7.1) General

7.1.1) Argent Saga is played in alternating turns. Turns are played out in the order of phases detailed below.

7.1.2) If this is the first turn of the game, “at the start of the game” abilities apply now.

7.2) Draw Phase

7.2.1) If this is the first draw phase of the turn, “at the start of the turn” triggers apply now.

7.2.2) “At the start of the draw phase” triggers apply now.

7.2.3) The turn player gains priority and performs a priority sequence.

7.2.4) The turn player draws a card from their main deck. This is referred to as “drawing for turn.”

7.2.5) The turn player gains priority and performs a priority sequence.

7.2.6) If it is the first turn of the game, that player skips the entire draw phase.

7.3) Charge Phase

7.3.1) The turn player switches all exhausted cards they control to active.

7.3.2) The turn player puts the top card of their shard deck into their shard zone.

7.4) Main Phase

7.4.1) “At the start of the main phase” triggers apply now.

7.4.2) During a player’s Main Phase they may do any of the following as long as the queue is empty and they are not in a priority sequence:

7.4.2.1) Play a card from their hand into the queue.

7.4.2.1.1) Champions, spirits, towers, and shards may not be played.

7.4.2.2) Activate an ability and add it to the queue.

7.4.2.3) Attempt to enter the **combat phase**.

7.4.2.4) Move to end step.

7.5) End Phase

7.5.1) “At the end of the turn” triggers apply now.

7.5.2) The turn player gains priority and **performs a priority sequence**.

7.5.3) Transition step

7.5.3.1) After the final priority sequence is completed, move into the transition step and perform the following actions in sequence.

7.5.3.2) Remove all damage from all units and towers.

7.5.3.3) Any static effects that apply “until the end of the turn” or “this turn” cease to apply.

7.5.3.4) If the turn player has a higher number of cards in their hand than their maximum hand size, they discard cards until their hand size is equal to their maximum hand size. The maximum hand size is seven.

7.5.3.5) If any game mechanics applied, or any abilities were triggered, the turn player gains priority and performs a priority sequence. Otherwise, the transition step ends. A priority sequence will only happen if necessary during the transition step.

7.5.4) The turn player’s turn ends, the non-turn player becomes the turn player and begins their turn from the draw phase.

8) Combat Phase

8.1) General

8.1.1) To enter the Combat phase, a player must meet the following conditions.

8.1.1.1) The player must be in their main phase

8.1.1.2) The queue must be empty, and the player must not be in a priority sequence.

8.1.1.3) The player must be able to declare an attack.

8.1.2) A player that meets the above conditions may declare that they are attempting to enter the combat phase, and pass priority to their opponent.

8.1.2.1) If their opponent passes priority back, begin the battle step with the attack step.

8.1.2.2) If their opponent responds with anything except passing priority, once the queue resolves the turn player will return to the main phase.

8.1.3) The combat phase is a sequence of substeps that are played in the following order.

8.2) Attack Step

8.2.1) The player selects an active unit that is able to attack, and exhausts it.

8.2.1.1) A unit is able to attack if it has been on the field continuously since the beginning of the turn, or they have an ability or effect that allows them to attack that turn.

- 8.2.1.2) If a unit has a condition to attack, perform that condition before exhausting the unit.
- 8.2.2) That unit is now considered the attacking unit.
- 8.2.3) The player selects a valid attack target.
 - 8.2.3.1) Valid attack targets are the opponent's towers, an opponent's exhausted unit, or specific targets from abilities or effects.
 - 8.2.3.2) When a player attacks the opponent's towers, they do not select which tower to attack until the Damage Step.
- 8.2.4) "When this card attacks" triggers apply now.
- 8.2.5) "When this card is attacked" triggers apply now.
- 8.2.6) The turn player gains priority and **performs a priority sequence**.
- 8.2.7) If there are no attacking units at this point, or if the attacking unit is under the control of the non-turn player, proceed to the end of battle. Otherwise, proceed to the guardian step.

8.3) Guardian Step

- 8.3.1) The non-turn player may block the attack using any unit with the Guardian ability. That player selects exactly one unit with Guardian and exhausts the unit. That unit is now considered blocking.
 - 8.3.1.1) The Guardian Step will still occur even if the non-turn player chooses to not block the attack.
- 8.3.2) "When this card uses Guardian" triggers apply now.
- 8.3.3) After the non-turn player chooses whether or not to block the attack, the turn player gains priority and **performs a priority sequence**.
- 8.3.4) If there are no attacking units at this point, or if the attacking unit is under the control of the non-turn player, proceed to the end of battle. Otherwise, proceed to the damage step.

8.4) Damage Step

- 8.4.1) If there are no blocking units on the field during this step, perform the following. This applies if no unit with Guardian blocked, or if a blocking unit was removed from the field before this step.
 - 8.4.1.1) If the attack was declared at towers, the attacking player selects which of their opponent's non-destroyed towers they are attacking at this time. If the tower is face-down, flip it face-up.
 - 8.4.1.2) The attacking unit deals battle damage equal to its power to the original attack target.
 - 8.4.1.3) If the original attack target was a unit, and that unit is still on the field, that unit deals battle damage equal to its power to the attacking unit.
- 8.4.2) If there is a blocking unit during this step, perform the following.
 - 8.4.2.1) The attacking unit deals battle damage equal to its power to the blocking unit.
 - 8.4.2.2) The blocking unit deals battle damage equal to its power to the attacking unit.

8.4.3) Any unit or tower who has taken enough damage to be destroyed is destroyed now. If a unit or tower would be destroyed by game mechanics as a result of the battle damage from this step, it is considered destroyed in battle.

8.4.4) The turn player gains priority and performs a priority sequence.

8.5) End of Combat

8.5.1) “At the end of the combat phase” triggers apply now.

8.5.2) The turn player gains priority and performs a priority sequence.

8.5.3) All static effects that apply during battle, or until the end of battle, end now.

8.5.4) All units are no longer considered attacking, blocking, or in battle.

8.5.5) Return to the main phase.

9) Cards, Abilities, and Effects

9.1) Functional Ability

9.1.1) An ability is functional if the card that produces it is in the field.

9.1.1.1) Some abilities are still functional when the card that produces it is not on the field. If an ability indicates that it should apply while the card is in a specific zone, that ability is functional in that zone.

9.1.2) Activated and triggered abilities can only be added to the queue while they are functional.

9.1.2.1) If an activated or triggered ability becomes non-functional after it has already been put on the queue, it will resolve as normal.

9.1.3) Continuous abilities only apply their effects while they are functional.

9.1.4) A card’s abilities are no longer functional if it is no longer its printed card type.

9.2) Types of Abilities

9.2.1) There are 3 different types of abilities. Activated abilities, Triggered abilities, and Static abilities.

9.2.2) Activated Abilities

9.2.2.1) Activated abilities can be added to the queue anytime the controller (or if there is no controller, the owner) of the card with the ability has priority, as long as the ability is functional.

9.2.2.2) Activated abilities are written “Cost: effect.”

9.2.2.3) If an ability would be activated from a hidden zone, reveal the card and put the ability on the queue. That card should remain revealed until the ability resolves.

9.2.2.4) If a unit has an activated ability that requires exhausting the unit as part of the cost, that ability cannot be played unless the unit has been in the field continuously since the start of the turn.

9.2.3) Triggered abilities

9.2.3.1) Triggered abilities is a type of ability that triggers whenever a condition is met

9.2.3.2) These abilities are not optional, and must be added to the queue at the next available priority sequence, regardless of which player has priority.

9.2.3.2.1) If multiple triggered abilities would be added to the queue in the same priority sequence, the turn player first selects one of their triggered abilities, and adds it to the queue. Then, restart the priority sequence. Once the turn player has no more triggered abilities to add to the queue, the non-turn player performs this process for each triggered ability they control.

9.2.3.2.2) A player does not gain priority when adding triggered abilities to the queue.

9.2.3.3) Triggered abilities are usually written “trigger - cost: effect.”

9.2.3.3.1) If a triggered ability has a cost, that cost must be paid when the ability is added to the queue.

9.2.3.3.2) Some triggered abilities have no additional costs. They are written “trigger - effect.”

9.2.3.4) A triggered ability that is functional in a public zone must be added to the queue in the next available priority sequence after its trigger is met. Some triggered abilities may indicate that the effect is optional - the player may choose whether or not to apply the effect on the resolution of the ability.

9.2.3.5) A triggered ability may be functional in a hidden zone. In this case, the owner of that card may choose to trigger that ability when its triggering condition is met. Putting a triggered ability into the queue from a card in a hidden zone is never mandatory, even if the information in that hidden zone is revealed to all players.

9.2.3.6) If a triggered ability triggers as the card with the ability moves zones, the ability will still trigger if the ability was functional in either zone. The controller of the ability is the controller (or if there is none, the owner) of the card while it was in a functional zone.

9.2.4) Static abilities

9.2.4.1) Static abilities apply as long as the card is on the field.

9.2.4.2) Static abilities are written with only an “effect.”

9.2.4.3) Static abilities apply their effects continuously as long as the ability is functional.

9.3) Effects

9.3.1) An effect is the result described by a spell, ability, or tower.

9.3.2) Effects from towers do not use the queue, do not target, and apply immediately after the tower is destroyed by a resolving effect or game mechanic.

9.3.3) One-shot effects

- 9.3.3.1) A one-shot effect is an effect that performs an action, and ceases to apply afterwards.
- 9.3.4) Static effects
 - 9.3.4.1) A static effect is an action that applies continuously for as long as the ability causing it is functional, or for as long as the duration specified by the card or ability.
 - 9.3.4.2) Some static effects may have durations that apply “until” another event, or “as long as” the condition applies.
 - 9.3.4.2.1) If the “as long as” condition would cease to apply before the effect is applied, the effect would not happen at all. It is not treated as happening and immediately ending.
 - 9.3.4.3) If multiple static effects would affect a numerical value on a card, apply any increasing effects before applying any decreasing effects.
 - 9.3.4.4) Dependent effects
 - 9.3.4.4.1) If applying effect A before effect B would cause a different result or outcome of effect B than if effect A was applied after effect B, then effect B is considered dependent on effect A.
 - 9.3.4.4.2) If both effects would change how they apply in both possible orderings of the effects, then the effects are considered dependent on each other.
 - 9.3.4.4.3) If only one effect is dependent on another effect, the dependent effect is always applied second.
 - 9.3.4.4.4) If the effects are both dependent on each other, apply them in chronological order based on the point in the game that they originated. If the original timing was simultaneous, the turn player at that time decides which effect applies first.
 - 9.3.4.5) Cloud effects
 - 9.3.4.5.1) If a static effect applies to any cards that meet specific conditions, that are not targets or specific cards, it will apply to any cards that meets those conditions regardless of when the condition began being met. If a card ceases meeting those conditions, the static effect will cease to apply. The conditions are considered part of the static effect.
- 9.3.5) Replacement effect
 - 9.3.5.1) A replacement effect is an effect that would be applied to an action, causing it to not be performed, and another action to occur instead.
 - 9.3.5.2) If multiple replacement effects would apply to a player, card or game object, the controller (or owner, if there is no controller) or

player chooses one and applies it. If there are still more that would apply, continue choosing and applying them one at a time, until there are no replacement effects.

9.3.5.2.1) If multiple replacement effects would apply simultaneously, the turn player would choose and apply any replacement effects applicable to them as outlined above, followed by the non-turn player.

9.4) Play Cards and Abilities

- 9.4.1) Cards and abilities that are played are added to the queue. Apply the following steps when playing cards and abilities.
- 9.4.2) If the card or ability has any optional additional costs to play, determine now if you will or will not be paying them. You do not pay those costs at this time.
- 9.4.3) If a card or ability indicates that you must “choose” some number of options, select those now. You may not select the same option more than once, regardless of the number of options that may be chosen. Any options not selected do not apply.
- 9.4.4) If there are any costs to play the card or ability with undetermined values (X or Y), determine them now. If no rules or card text determines those values, the player chooses the value.
 - 9.4.4.1) If a card with an undetermined cost is put into play, or played with a determined cost set by another effect, the undetermined value will be 0.
- 9.4.5) If the card or ability requires targets, select valid targets now. If there are less valid targets available than are required, the card or ability may not be played. At this time, the number of targets is fixed and cannot be changed.
 - 9.4.5.1) If a card or ability has an optional effect that requires targets, you may choose to not select targets at this time for that effect.
- 9.4.6) If a card or ability with multiple targets has unequal values or effects applied across its targets, select which targets will receive which effects now.
- 9.4.7) If multiple effects would modify the cost of a card or ability, or requires an additional action to be taken to play the card, apply them in the following order. If a card is being played, its shardlight cost is considered its cost to play and may be modified.
 - 9.4.7.1) Add any new costs or actions that must be paid to play the card or ability.
 - 9.4.7.2) If any part of the cost would be increased, do so now.
 - 9.4.7.3) If any part of the cost would be decreased, do so now.
 - 9.4.7.4) If any part of the cost would be removed, do so now.

- 9.4.8) Pay any costs required to play the card or ability, in the following order. If a cost would be replaced by a replacement effect, it is still considered paid.
 - 9.4.8.1) If you are playing a card, exhaust a number of active shards equal to its cost to play.
 - 9.4.8.1.1) Exhausting a shard to produce shardlight for the cost to play a card or ability is not an activated ability.
 - 9.4.8.2) If you are playing an ability, and the ability has a shardlight cost component, exhaust a number of active shards equal to its shardlight cost.
 - 9.4.8.3) Pay any additional costs to play the card or ability.
 - 9.4.8.4) If you cannot pay any cost required for a card or ability, you cannot play it.

9.4.9) Add the card or ability to the queue.

9.4.9.1) You cannot add a unit to the queue if you do not have an available unit zone.

9.4.9.2) Some cards may prevent cards or abilities from entering the queue.

9.4.9.2.1) Triggered abilities will still trigger, but will miss their opportunity to be added to the queue.

- 9.4.10) Once consecutive priority sequences have ended with each player passing, you resolve the next card or ability on the queue.
 - 9.4.10.1) If a card in the queue resolves, put it into its appropriate zone. If it was a unit, select which unit zone to put it into.
 - 9.4.10.1.1) If there are no available unit zones, the card returns to the zone from which it was played. All costs paid to play the card may not be refunded or taken back.
 - 9.4.10.2) If any undetermined value (X or Y) required the resolution of the card or ability to determine its value, determine it now.
 - 9.4.10.3) If any target selected by a card or ability becomes invalid prior to the resolution of the effect, the effect will not apply to that target. If there are any other effects not relating to an invalid target, those will still apply.

9.5) Last Known Information

- 9.5.1) If a card or ability refers to information on a card in a zone, and that card has moved zones, use the information of the card as it was in the intended referenced zone.

10) Game Mechanics

10.1) Control Only One

- 10.1.1) Some cards have the text “you may only control one” of a card. If, you would control more than one of a card restricted in such a way, select and destroy one according to game mechanics.

10.2) Counters

10.2.1) General

- 10.2.1.1) Some card effects may put counters on cards. These should be represented by any small objects that can clearly show a quantity.
- 10.2.1.2) If a card with any counters on it is in a non-field zone, remove all counters from that card.
- 10.2.1.3) If a tower is destroyed, remove all counters from that tower.
- 10.2.1.4) If a card is flipped face-down, remove all counters from that card.
- 10.2.1.5) Counters may have a name or type. This will be described by the effect producing the counters.
- 10.2.1.6) If a card would have multiple different types of counters, they should be displayed with clearly distinct individual representation.
- 10.2.1.7) Some types of counters have effects. These effects will apply regardless if the card or ability that created them remains on the field or not.

10.2.2) Ice Wall Counters

- 10.2.2.1) Towers with any number of Ice Wall get +500 defense. This does not stack; a tower with any non-zero number of Ice Wall counters will only have +500 defense.
- 10.2.2.2) When a tower is destroyed, remove all Ice Wall counters from that card.
- 10.2.2.3) Destroyed towers can not have Ice Wall counters. If an Ice Wall counter would be put on a destroyed Tower, it is not.

10.2.3) Protection Counters

- 10.2.3.1) If a unit or tower with a Protection counter on it would be destroyed, instead remove one Protection counter and all damage from that card. This is a replacement effect.
- 10.2.3.2) A card may have multiple Protection counters on it. You only need to remove one Protection counter each time it would be destroyed.

10.3) Destroyed

- 10.3.1) If a unit or tower has an amount of damage on it equal to or greater than its power or defense, that unit or tower is destroyed according to game mechanics.
- 10.3.2) If a unit on the field has 0 power, destroy it according to game mechanics.

10.4) Equip

- 10.4.1) Some augments indicate that they equip to a target unit. Equip is a static ability.
- 10.4.2) After a card that equips successfully resolves, that unit is considered equipped. If a card is equipped to a unit, it should be placed in the same unit zone as that unit.
- 10.4.3) The process of equipping to a unit targets. Being equipped to a unit does not perpetually target.
 - 10.4.3.1) If a card cannot be targeted by abilities, it cannot become equipped by any new cards.

- 10.4.4) If the equipped unit would be moved to a non-field zone, or cease to be a unit, sacrifice that augment according to game mechanics.
 - 10.4.4.1) If this would occur while the augment was on the queue, send it to the discard zone instead of the field when it resolves. It is never treated as having entered or been on the field.
- 10.4.5) If an augment that equips would be on the field for any reason without being equipped to a unit, sacrifice it according to game mechanics.

11) **Keywords**

11.1) **Animate**

- 11.1.1) Animate is a static ability.
- 11.1.2) Animate X should be read “You must pay (X) to attack or block with this card.”
- 11.1.3) Animate is a cost that must be paid in order to attack or block with that card.

11.2) **Arrive**

- 11.2.1) Arrive is a triggered ability.
- 11.2.2) Arrive should be read “When this card enters the field zone”.
- 11.2.3) Arrive abilities trigger when a card enters the field from a non-field zone.

11.3) **Brawler**

- 11.3.1) Brawler is a static ability.
- 11.3.2) Brawler should be read “This card can attack active and exhausted units the turn it comes into play.”
- 11.3.3) If a unit loses Brawler after declaring an attack, that attack will still continue.
- 11.3.4) Brawler does not target.
- 11.3.5) Brawler only gives the ability to attack active units during the turn that the unit with Brawler entered play.

11.4) **Destroyer**

- 11.4.1) Destroyer is a static ability.
- 11.4.2) Destroyer should be read “When this card attacks a tower, it attacks two towers instead.”
- 11.4.3) When a unit with Destroyer would deal damage in battle to towers, and there are at least two towers remaining, you select two towers to deal damage two instead of one. You may not choose to select less than two.
 - 11.4.3.1) If there are less than two towers remaining, treat the attack as though the unit did not have Destroyer.
- 11.4.4) A unit with destroyer will deal damage to each tower equal to the power of the unit.

11.5) **Exhaust**

- 11.5.1) Exhaust is a cost, usually for an activated ability. “Exhaust abilities” are activated abilities.
- 11.5.2) Exhaust should be read “Exhaust this card”.

11.5.3) Exhaust abilities are activated abilities that require the card to be exhausted as a cost to perform the effect.

11.5.3.1) Units must be active in order to be exhausted as a cost.

11.5.4) A unit cannot use exhaust abilities unless it has been in the field continuously since the start of the turn.

11.6) Guardian

11.6.1) Guardian is a static ability.

11.6.2) Guardian is a keyword that gives a unit the ability to block during the guardian step.

11.6.3) Exhausting a unit with Guardian is not a cost, and may be done even if the unit has not been continuously in the field since the start of the turn.

11.6.4) Blocking with Guardian does not use the queue.

11.7) Immortal

11.7.1) Immortal is a static ability

11.7.2) A card with Immortal cannot be destroyed by damage or effects. This includes a unit receiving more damage than its power, and cards that destroy a card.

11.7.2.1) Immortal does not prevent a unit from being removed from the field or destroyed if the unit's power is reduced to 0.

11.8) Instacast

11.8.1) Instacast is a static ability.

11.8.2) Instacast should be read "You can play this card anytime you have priority."

11.8.3) Cards with instacast can be played from your hand whenever you have priority, on either player's turn.

11.9) Offering

11.9.1) Offering is a cost for cards or abilities.

11.9.2) Offering X should be read "Expel X units from your discard zone." X can be any integer of 0 or greater.

11.10) Overrun

11.10.1) Overrun is a static ability

11.10.2) Overrun should be read "When this attacking card deals damage to a unit, you may deal any excess damage to an opponent's tower".

11.10.3) When a unit with both Overrun and Destroyer deal excess damage to a unit, that unit will only deal damage to a single tower.

11.10.4) Damage from overrun can be dealt to a face-up or face-down tower. A player can win the game with damage from overrun.

11.10.5) The unit will deal damage to the unit and tower at the same time.

11.11) Quickness

11.11.1) Quickness is a static ability.

11.11.2) Quickness should be read "This unit can attack or activate exhaust abilities the turn it is played."

- 11.11.3) Quickness applies to units that enter the field even if they were not played.
- 11.11.4) If a unit loses Quickness after declaring an attack, that attack will still continue.
- 11.11.5) If a unit loses Quickness after activating an Exhaust ability, that ability will still resolve.

11.12) Ruined

- 11.12.1) Ruined is a triggered ability.
- 11.12.2) Ruined should be read “When this card is destroyed or sacrificed.”
- 11.12.3) Ruined abilities are controlled by the player who controlled the unit when it was on the field. (See 9.2.2 Triggered abilities)
- 11.12.4) If an effect would send a destroyed or sacrificed unit to a zone other than the discard zone, it’s Ruined ability would still trigger.

11.13) Shard Drain

- 11.13.1) Shard Drain is a cost for cards or abilities.
- 11.13.2) Shard Drain X should be read “Return X of your shards to the bottom of your shard deck.” X can be any integer greater than 0.
- 11.13.3) If a card refers to a card “with Shard Drain,” it is referring to a card with an ability that has Shard Drain as a cost, or a card that has Shard Drain as an additional cost to play. This is true even if the Shard Drain cost is optional.
- 11.13.4) Using a card or ability with Shard Drain as a cost is considered “using Shard Drain.”

11.14) Soulburst

- 11.14.1) Soulburst is a cost, usually for an activated ability. “Soulburst abilities” are activated abilities.
- 11.14.2) Soulburst should be read “Flip this card face-down.”
- 11.14.3) A face-down card is still public if it is in a public zone.
- 11.14.4) Cards that are flipped face-down by Soulburst remain face-down until the end of the game.
- 11.14.5) Spirits that are flipped face-down do not lose their affinity, and decks do not become illegal if they were legal at the beginning of the game.

11.15) Stun

- 11.15.1) Whenever a card or ability that stuns a card resolves, that card is considered stunned. Stunned is a static effect on that card.
- 11.15.2) A Stunned card cannot attack, block, or use activated abilities, until the end of the next turn.
- 11.15.3) A card that is already stunned cannot be stunned again.
- 11.15.4) If a unit is stunned after it was declared as an attacking unit or a blocking unit, it will still be considered attacking or blocking until the end of the battle step.

11.16) Target Attack

- 11.16.1) Target Attack is a static ability.

- 11.16.2) Units with Target Attack may select active units in the field as attack targets.
- 11.16.3) You may not attack your own units with Target Attack.
- 11.16.4) Target Attack does not target.

11.17) Unblockable

- 11.17.1) Unblockable is a static ability.
- 11.17.2) Whenever a unit with unblockable is attacking, the non-turn player cannot block the attack during the Guardian Step.
 - 11.17.2.1) If a unit gains Unblockable after another unit has been declared as a blocker, the attack will still be blocked. The unit must have Unblockable prior to the guardian set to prevent a unit from blocking the attack.

12) Other Rules

12.1) Additional Turn

- 12.1.1) A card or ability may allow a player to take an additional turn.
 - 12.1.1.1) The additional turn begins after the Transition phase. After the Transition phase, the turn player will take their additional turn.
 - 12.1.1.2) An additional turn is new and separate from the turn before it.
 - 12.1.1.3) Each player may only take 1 additional turn after a turn. Extra additional turns from that turn will not stack.
 - 12.1.1.3.1) If both players are to take an additional turn after a turn, the player whose effect resolved first will begin their extra turn. After that turn, the other player will begin their extra turn.
 - 12.1.1.4) After all additional turns have been taken, turn order resumes as before the additional turns were taken.

12.2) Adjacent / In Front

- 12.2.1) A card is considered “adjacent” to another card if it is in a unit or tower zone directly to the right or left of that card.
- 12.2.2) A unit is considered “in front” of another unit if they are directly across from each other. A unit on the far left unit zone is “in front” of a unit in an opponent’s (from that opponent’s perspective) far-right unit zone.
 - 12.2.2.1) A unit is considered “in front” of a tower if they are in the same vertical row of zones.

12.3) Choose / Search from Hidden Zones

- 12.3.1) Any time a player searches an ordered hidden zone for a card, that player must randomize that zone immediately afterwards, prior to performing any other action. This may sometimes be done in the middle of a resolving effect.
- 12.3.2) If the search parameters had any limiting characteristics, a card being selected must be revealed to both players to verify that the parameters were met. If there were no limiting parameters, and the card is being moved to another hidden zone, the card does not need to be revealed.

- 12.3.3) An effect may require a player to choose or select a card with limiting characteristics from hidden zone and perform an action with that card. A player may choose not to select a card, even if a card with the required characteristics is revealed from the hidden zone. In that case, the player would resolve the effect as much as possible, excluding any part of the effect that would utilize or be dependent on the required card.

12.4) Loops

- 12.4.1) Sometimes a player may choose to repeat a sequence of actions, or a game state may force players to repeat a sequence of actions, in a finite or infinite quantity. This sequence of actions is called a loop.
 - 12.4.1.1) If only one player can stop the loop, they determine how many times they will perform the loop, and perform it that many times.
 - 12.4.1.2) If both players can stop the loop, each player individually determines how many times they want to perform the loop, beginning with the turn player. Perform the loop a number of times equal to the smaller number.
 - 12.4.1.3) If neither player can stop the loop, the loop is considered an infinite loop. End the current game in a draw.

12.5) Recover

- 12.5.1) A card that is recovered will switch from exhausted to active.
- 12.5.2) Whenever a card is recovered, any effects or damage on the card will persist.
- 12.5.3) If a unit is recovered after it was declared as an attacking unit or a blocking unit, it will still be considered attacking or blocking until the end of the battle step.

12.6) Sacrifice

- 12.6.1) If a card or ability indicates to sacrifice a card, it means to send a card with the specified conditions from the field to the discard zone.
- 12.6.2) A sacrificed card is not considered destroyed.
- 12.6.3) Sacrificing a card does not target that card.
- 12.6.4) A card or ability that requires a sacrifice refers to the player controlling the card or ability, unless specified otherwise.

12.7) Source

- 12.7.1) If an effect would deal damage, the source of that damage is the card with the ability that produced the effect, unless otherwise specified by that effect.
- 12.7.2) If a unit would deal damage in battle, that unit is the source of that damage.

12.8) Target

- 12.8.1) If a card or ability targets the same unit more than once, that unit will only be considered to be targeted once by the card or ability.
- 12.8.2) Valid and Invalid Targets

- 12.8.2.1) A valid target of a card or ability is a card on the field that fulfills the conditions and parameters described by the ability. A card that is not a valid target is an invalid target.
- 12.8.2.2) Invalid targets of a card or ability cannot be selected as targets when the card or ability is played. If a target becomes invalid after it has already been selected, that target will not be affected by whatever part of the effect specifically pertains to the targeted unit. Any other parts of the effect will still apply.

12.9) Tokens

- 12.9.1) Some effects may create tokens. Tokens are units and will have characteristics as defined by the effect that creates them.
- 12.9.2) Tokens are owned by the controller of the effect that creates them.
- 12.9.3) Tokens have a cost of 0.
- 12.9.4) If a token would leave the field for a non-field zone, it moves to the new zone and then stops existing.
 - 12.9.4.1) If an effect would move a token to a non-field zone and then back to the field zone, it does not move from the non-field zone, and stops existing in that zone.