



## Exodus TCG Advanced Rules Document

Intended Use: To be used for Level 2 & 3 tournaments

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### **Turn Order & Card/Player Priority**

#### **1. Draw Phase**

- 1.1. The mandatory action of drawing 3 cards each from both the Main Deck and the Energy Deck is uninterruptible and can be performed in any order.
- 1.2. After completing the action of drawing cards from both decks, the Phase immediately ends.
- 1.3. The opposing player has the priority window to respond to the end of phase.

#### **2. Energy Phase**

- 2.1. Turn player has priority to play energy.
- 2.2. Energy from hand can only be used to start new pile(s) or add on to existing pile(s) to have a maximum total of 3 energy per pile.
- 2.3. Each individual energy is played one at a time.
  - 2.3.1. After an energy is placed, priority is passed to the opponent, who is then given an opportunity to respond to the energy placement.
  - 2.3.2. Energy played during this action is to be considered "in play" as soon as the priority window opens to the opponent.
  - 2.3.3. The opposing player has the priority window to respond to the end of phase.

#### **3. Creature Phase**

- 3.1. Turn player has priority to play creatures onto blank energy piles.
- 3.2. Each individual creature is played from hand one at a time.
  - 3.2.1. If a creature has a "When this creature is summoned", "When this creature is put into play" or "When this creature enters play" Ability, the effect triggers upon placement.
    - 3.2.1.1. These effects automatically have the first priority slot and are the last effects to resolve in a stack.
  - 3.2.2. After a creature is placed, priority is passed to the opponent, who is then given an opportunity to respond to the creature placement and/or Ability triggered.

3.2.3. Creatures played during this action are to be considered “in play” as soon as the priority window opens to the opponent.

3.3. The opposing player has the priority window to respond to the end of phase.

#### 4. Attack Phase

4.1. Turn player has priority to declare an attack and an attack target with a creature they control.

4.2. Once turn player has chosen an attack target, opponent has priority to respond with a symmetry or effect.

4.2.1. When resolving the stack, the turn player has final Playback to do one of the following, if the attacking creature is still on the field:

4.2.1.1. Continue with the attack (if both of the original creatures are on the field)

4.2.1.2. Choose another attack target (if there is another legal attack target)

4.2.1.3. Cancel the attack.

4.2.1.3.1. Creatures that cancelled their attack due to Playback are considered not to have used up their attack for the turn and may still attack, if possible.

4.3. The opposing player has the priority window to respond to the end of phase.

#### 5. End Phase

5.1. Turn player has the priority window to choose the order of resolution of any of their own cards that unfreeze.

5.1.1. After an unfrozen card activates, priority is passed to the opponent, who is then given an opportunity to respond to the effect triggered.

5.2. The opposing player has the priority window to respond to the end of phase.

### Card Targeting + Timing

Card effects (both symmetry and creature) that have the key words: Pay, Select, or Freeze, require a legal target to be present on the field or hand in order to be played.

#### Key Word: **Pay (+ Timing of Costs Paid)**

The key word **Pay** refers to paying a cost before resolving the effect of a symmetry or creature Ability. The phrasing of **Pay** costs will be in form of “**Pay** X Energy” where “Energy” refers to energy cards that the activating player controls on their field or has in their hand. “X” refers to the amount of energy required for the cost. In order to activate the symmetry effect or creature Ability, the required number of energy must be present on the field or hand. Once a player activates an effect or Ability that requires energy as payment, the player must declare which energy is to be used (either from hand or field).

The requirements for **Pay** effects are discarded when the symmetry effect or creature Ability is being resolved. If the original payment target is no longer on the field upon resolution, the player must select another legal target to fulfill the required payment. If there are no legal targets to fulfill the Pay cost, then the symmetry effect or creature Ability does not resolve. (If a symmetry fails to resolve, the symmetry is placed in the graveyard.)

Cost(s) are not paid unless the card will definitely resolve; the cost is paid only after each player’s priority window to respond has fully passed.

Key Word: **Select**

The key word **Select** refers to choosing a specific card before resolving the effect of a symmetry or creature Ability. The phrasing of **Select** will be in form of “**Select** one (creature/energy/card) on the (field/hand)”, where “Creature/Energy/Card” refers to the card type or, in the case of "Card", any card given. "Field/Hand" refers to the location of the **Selected** card. Once a player activates a symmetry effect or creature Ability that requires a card to be **Selected**, the player must select a legal target from the given location.

If the original payment target is no longer on the field upon resolution, the player must choose another legal target to fulfill the required **Selection**. If there are no legal targets to fulfill **Selection**, then the symmetry effect or creature Ability does not resolve. (If a symmetry fails to resolve, the symmetry is placed in the graveyard.)

**Select/Choose/Target** are interchangeable terms and each definition is treated identically.

## **Playback Rule**

The **Playback Rule** is a unique rule that triggers due to the game state being altered, allowing an action or effect/Ability to re-select or change targets following the resolution of a stack or response chain.

When a symmetry effect or creature Ability is played in response to your own action or symmetry effect or creature Ability involving targets, the card played most recently (on top of the stack) happens first. Then, any remaining cards that must resolve experience **Playback** and may change targets if the owner chooses.

**Playback** also occurs when a creature is attacking and another card effect interrupts or causes a target to change (or the state of the game to change). In this instance, **Playback** takes place and the attacking creature may change targets or stop attacking all together.

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