



V:2.0.1

Table of Contents:

Section 1: General Rules (page 2)

- 1.1. Deck Construction
- 1.2. Winning and Losing
- 1.3. Game Preparation
- 1.4. Competitive Match Structure

Section 2: Game Zones (page 5)

- 2.1. General Board Layout
- 2.2. Leader Zone
- 2.3. Unit Zones
- 2.4. Skill Zones
- 2.5. Rally Zone
- 2.6. Focus Zone
- 2.7. Deck, Drop, and Oblivion Zones

Section 3: Card Types (page 7)

- 3.1. Leaders

- 3.2. Units
- 3.3. Skills
- 3.4. Rally

Section 4: Game Mechanics (page 10)

- 4.1. Costs and Focus
- 4.2. Dealing Damage and Health Points (HP)
- 4.3. Universal Systems
- 4.4. Keywords

Section 5: Turn Phases (page 14)

- 5.1. Gather Phase
- 5.2. Focus Phase
- 5.3. Main Phase
- 5.4. Return Phase

Focus Comprehensive Rules

Section 1. General Rules

1.1. Deck Construction

- **1.1.1.** A player's deck must contain exactly 36 cards.
- **1.1.2.** A deck may only contain cards that match the chosen Leader's Element and Sub-Elements.
- **1.1.3.** A deck may contain a maximum

of 1 Leader card.

- **1.1.4.** A deck may contain up to 4 copies of named Units.
- **1.1.5.** A deck may contain up to 3 copies of named Skills.
- **1.1.6.** A deck may contain up to 3 Rallies with different sub-types.
- **1.1.7.** In competitive Best-of-3 Match play, players must register a lineup of two decks.
- **1.1.8.** The maximum copy limit for any specific named card applies to the entire two-deck lineup combined, not per individual deck.

1.2. Winning and Losing

- **1.2.1.** If your Leader's HP hits zero, you lose the game.

1.3. Game Preparation

- **1.3.1.** Before determining who goes first, each player's Leader card is placed in their Leader Zone face up.
- **1.3.2.** The first player is determined randomly by a method both players agree on, such as a dice roll or rock-paper-scissors.
- **1.3.3.** At the beginning of the game, if a player does not have a Unit in their opening hand, they may reveal their hand, then place it on the bottom of their deck to redraw 5 cards, then shuffle the deck. This mulligan can only be performed once per game.

1.4. Competitive Match Structure

- **1.4.1.** Competitive matches are

played in a Best-of-3.

- **1.4.2.** Each player must bring a lineup of two valid decks that adhere to the shared lineup restrictions outlined in Section 1.1.8.
- **1.4.3.** Both players must reveal their two deck choices (Leader and Element) to their opponent before the first game begins, then secretly decide what deck they are starting the match with.
- **1.4.4.** To win the match, a player must achieve one victory with each of their two registered decks.
- **1.4.5.** When a player wins a game, the deck they used to achieve that victory cannot be played for the

remainder of the match.

- **1.4.6.** The loser of game 1 can choose to switch decks before starting game 2.
- **1.4.6.** The first player to secure 2 wins takes the match.

Section 2. Game Zones

2.1. General Board Layout

- **2.1.1.** Both players have 1 Leader Zone, 3 Unit Zones, 3 Skill Zones, 1 Rally Zone, 1 Deck Zone, 1 Drop Zone, 1 Oblivion Zone, and 1 Focus Zone.

2.2. Leader Zone

- **2.2.1.** Only Leader cards can be placed in this zone.

2.3. Unit Zones

- **2.3.1.** The 3 Unit Zones represent distinct lanes. Cards in Unit Zones must always be face up.

2.4. Skill Zones

- **2.4.1.** There is one Skill Zone located under each Unit lane.
- **2.4.2.** A Skill Zone holds at most one

Skill card at a time.

- **2.4.3.** Cards in Skill Zones may be face up or face down. Only the owner of a face-down card may look at it.
- **2.4.4.** A Skill Zone's interaction with the Unit Zone above it depends on whether the Skill is face up or face down.
 - **2.4.4a.** If a Unit is removed from its Unit Zone and there is no longer a Unit in that column, any face-down Skill in the corresponding Skill Zone is immediately sent to the Drop Zone as a Rule Mechanic.
 - **2.4.4b.** Face-up Skills remain in the spot where they were placed even if the unit is removed.

2.5. Rally Zone

- **2.5.1.** This single global slot holds Rally cards, which may only be used by Leaders.
- **2.5.2.** Cards in this zone may be face up or face down.

2.6. Focus Zone

- **2.6.1.** The Focus Zone can contain any number of cards.

2.7. Deck, Drop, and Oblivion Zones

- **2.7.1.** The Drop Zone is always face up, and players may check both players' Drop Zones at any time.
- **2.7.2.** The Oblivion Zone functions as a zone for cards removed from play.

Section 3. Card Types

3.1. Leaders

- **3.1.1.** A Leader dictates a deck's Element.
- **3.1.2.** A Leader's printed ability is built directly into the Leader itself and is always available during the Main Phase.

3.2. Units

- **3.2.1.** Units are played from the hand to a Unit Zone by paying their cost.
- **3.2.2.** You may play a Unit over an existing Unit. The previous Unit is sent to the Drop Zone as a Rule Mechanic.
- **3.2.3.** Replacing a Unit does not trigger "when destroyed" abilities; only HP-loss-based death triggers those abilities. Replacing a unit does trigger the new unit's "when placed" abilities.

3.3. Skills

- **3.3.1.** A Skill can only be cast by a Unit sharing its exact Element, by a Dual Element Unit casting its Dual Element skill or a mono-element Skill that makes up its duality, and by an Advanced Element Unit casting its Advanced Element skill or a mono-element Skill that makes up its Advance.
- **3.3.2.** Skills are placed into the Skill Zone face-up under the casting Unit. Once started, a Skill must proceed through a three-step sequence: the Playing Step, the Casting Step, and the Resolve Step.
- **3.3.3.** The Playing Step: The Skill is put into play. Players have a chance to respond with abilities or face-down Standby Skills to the Skill being played.

- **3.3.4.** The Casting Step: If neither player responds, or after responses resolve, the Skill moves to the Casting Step, where its cost is paid. The Skill is now considered "Cast" and will resolve even if the Skill or the Unit is removed from play for any reason. Players again have a chance to respond.
- **3.3.5.** The Resolve Step: The Skill performs its abilities, choosing targets at this time. After the Skill's effects happen, players have a final chance to respond to the Skill's resolution.
- **3.3.6.** Response Order: Whenever a response window opens during any of the three steps, players may respond in the following strict order:
 1. The opposing player's face-down Skills.
 2. The turn player's Leader, Rally, Units, and face-up Skills.
 3. The opposing player's Leader, Rally, Units, and face-up Skills.
 4. The turn player's face-down Skills.
- **3.3.7.** Resolving Responses: If an ability is used during a window, it resolves, and then the response window restarts from the beginning of the order. If a face-down Skill is Unveiled, it starts an entirely new "Playing Step" for that specific Skill.
- **3.3.8.** If neither player responds during a window, the original Skill proceeds to its next step. Once the Resolve Step window is fully finished, the turn resumes in the Main Phase.
- **3.3.9.** Attack Skills typically deal damage or destroy targets. Support Skills provide various effects that usually

do not involve dealing damage. Standby Skills are played face down and offer reactive abilities that can be played during their specified response windows by turning them face up.

- **3.3.10.** Any Skill may be played face-down regardless of whether you meet the conditions to play it. Face-down cards cannot be turned face up the turn they are set. They have no effects while face-down.
- **3.3.11.** Standby Skills can only be played face-down and offer reactive abilities. When a trigger condition is met, the owner is prompted to unveil it; declining leaves it face-down.

3.4. Rally

- **3.4.1.** Rally cards are a distinct card type separate from Skills.

- **3.4.2.** Rally cards may only be played by Leaders and are placed exclusively in the Rally Zone.
- **3.4.3.** A Rally card follows the same three-step sequence (Playing Step, Casting Step, Resolve Step) and response window timing as a regular Skill.
- **3.4.4.** Because a Rally is not a "Skill," abilities or Standby cards that specifically state they trigger when a "Skill" is played, cast, or resolved do not trigger for Rally cards.
- **3.4.5.** Like face-up Skills, a resolved face-up Rally card remains in the Rally Zone until the Return Phase, at which point it is sent to the Drop Zone.
- **3.4.6.** A Rally card may also be set face-down in the Rally Zone.

Section 4. Game Mechanics

4.1. Costs and Focus

- **4.1.1.** Focus is fully fungible; any Focus card pays any cost regardless of element.
- **4.1.2.** To pay Focus, turn upright cards in your Focus Zone horizontally.
- **4.1.3.** Costs must be paid before a Skill or Unit can be cast or played.
- **4.1.4.** If a card requires you to "Discard 1 Focus," you must discard any Focus card, regardless of whether it's tapped or not, directly from the Focus Zone to the Drop Zone, independent of standard Focus costs.

4.2. Dealing Damage and Health Points (HP)

- **4.2.1.** All damage originates exclusively from Skills and abilities; there is no

unit-attack or combat-damage step.

- **4.2.2.** "Target unit" effects may target units on either side of the board unless explicitly stated otherwise.
- **4.2.3.** If an effect does not list a target, it deals damage to the opposing Unit Zone in the same column as the caster. If that Zone is empty, the damage is dealt to the opponent's Leader.
- **4.2.4.** For each point of damage a Unit receives, reduce its HP by 1. Once a Unit's HP hits zero, it is destroyed and sent to the Drop Zone.

4.3. Universal Systems

- **4.3.1. Regen:** If a game rule or card effect requires you to physically remove one or more cards from your deck (such as drawing, milling, or placing a card into the Focus Zone) and your deck is

empty, you must "Regen."

- **4.3.1a.** To Regen, shuffle your Drop Zone together to form a new deck, then immediately deal 5 damage to your Leader.
- **4.3.1b.** Game actions that only require you to *look at* or *reveal* cards in the deck do not constitute removing a card, and therefore do not trigger a Regen.
- **4.3.2. Mill:** Moving cards from the top of the deck directly to the Drop Zone without drawing them.
- **4.3.3. Rule Mechanic:** An action that occurs strictly due to the rules of the game. No abilities trigger when a Rule Mechanic resolves.

4.4. Keywords

- **4.4.1. Surge:** An ability clause that switches on only when a Leader's HP

drops to 25 or below. It switches off immediately if the Leader heals back above 25 HP.

- **4.4.2. Skill Link (SL):** A tracker that counts the number of Skills a player has cast during their turn. Playing a Skill face-up does not count; only casting does. A Skill adds 1 to the count before resolving, meaning it counts itself. This resets to 0 at the end of the player's turn.
 - **4.4.3. Unveil:** The act of flipping a face-down Standby Skill face up.
- 4.4.4. Point Limits:** Represented visually by a purple orb containing a number, these icons indicate the strict limit on how many times a specific ability may be activated or resolved per turn. These limits refresh each turn.

4.4.5. Activated vs. Trigger Limits: An **"activated"** limit dictates how many times an ability can be manually fired per turn.

- A **"trigger"** limit indicates that an ability's condition may happen multiple times, but the effect will only resolve the specified number of times.
- **Optional Triggers:** If an optional trigger has a per-turn limit and you choose not to activate it when its condition is met, it does not count against your limit for the turn. You may still choose to activate it if the trigger condition is met again at a later time that same turn.
- **4.4.6. Ice Counters:** A status marker

that can persist through normal state changes but is removed if the unit is removed from the field.

Section 5. Turn Phases

5.1. Gather Phase

- **5.1.1.** All per-turn limits (such as point limits) are reset for both players.
- **5.1.2.** Draw cards from your deck until you reach your default minimum hand size of 5.

5.2. Focus Phase

- **5.2.1.** Put cards from the top of your deck into your Focus Zone, face up, equal to your Leader's Focus stat.

5.3. Main Phase

- **5.3.1.** You may play any number of Units, Skills, and Rally cards. You may activate any number of abilities.

5.4. Return Phase

- **5.4.1.** Put all face-up Skills belonging to *both* players into the Drop Zone.

- **5.4.2.** Put all of the turn player's tapped Focus on the field into the Drop Zone. Untapped Focus remains on the field.
- **5.4.3.** The opposing player is offered two independent optional choices: they may discard all cards from their hand, and/or they may discard any number of face-down Skills they control.
- **5.4.4.** Once these actions are resolved, the turn passes to the opposing player's Gather Phase.