# THE CASTER CHRONICLES QUICK RULES GUIDE

## HOW TO WIN

The game begins with each player placing seven cards face down in their orb zone (these cards are referred to as 'orbs'). The first player to corrupt all seven enemy orbs and then attack the enemy player, wins the game!

## CARD DATA

### CASTER

Cards containing the souls of magical girls. By resting (turning sideways) a caster, you can produce aether of the same element as the caster. Caster cards may also have other unique abilities. If an ability's cost has 🌀 in it, you must turn the card sideways to the rested position to use it.

### SERVANT

Minions that the player controls. They attack the opponent and protect friendly casters from the opponent.
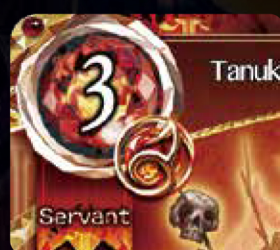
### CONJURE

One time magic that can change the flow of battle. These cards are put in the graveyard after use.

### BARRIER

Magic that remains in play and influences the entire field.

### How To Read Card Costs

To play a card, you must pay an amount of aether equal to the number specified in the card's cost. At least one aether must be of the same element as the card you wish to play.
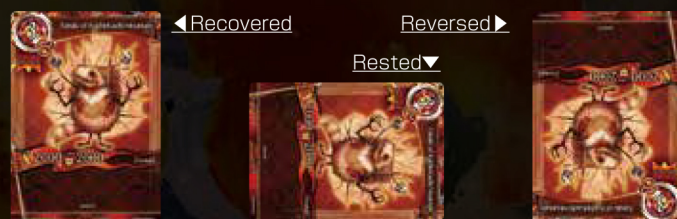
### Card Information

| ① | Card Name | What the card is called. |
|---|---|---|
| ② | Element | The card's attribute. |
| ③ | Level | A caster's level indicates how much aether they produce. |
| ④ | Text | The abilities of the card. |
| ⑤ | Cost | The amount of magic (aether) needed to use this card. |
| ⑥ | Type/Race/Sub-type | The kind of card and sub-groups a card is. |
| ⑦ | ATK（Attack） | A card's attack power. |
| ⑧ | DEF（Defense） | A card's defense power. |

### Card Positions

Servants in the field can be recovered (able to act), rested (already acted), or reversed (defensive position). Casters can be recovered or rested.

◀Recovered    Reversed▶
Rested▼

## TURN FLOW

### ① Recovery Phase

◆ The turn player turns all their rested cards to the recovered position.

### ② Draw Phase

◆ The turn player draws a card and adds it to their hand. If a turn player cannot do this at this time, they lose the game. (The player to go first does not draw a card on their first turn.)

### ③ Call Phase

◆ The turn player may put one caster card into their caster zone.
※ Refer to the right for more information.

### ④ Main Phase

◆ The turn player can perform various actions in any order.
※ Refer to the right for more information.

### ⑤ Battle Phase

◆ The player to go first cannot attack during their battle phase on their first turn.
◆ Recovered servants attack.
◆ Servants must attack if they are able.
※ Refer to the right for more information.

### ⑥ End Phase

◆ "Until end of turn." effects end.
◆ All currently produced unused aether from either player is erased.
◆ The non-turn player changes to the turn player, and a new turn begins.

## ◆ CALL PHASE

During the call phase the turn player can choose to do only one of the following actions and only once per turn.

1: Play a level 1 caster face up in your caster zone. You cannot play a caster with the same name as a caster card already in your field.
2: Put any card from your hand into your caster zone face down as a level one caster card. This card can only be rested to produce aether of no element.
3: Put a caster card from your hand on top of another caster one level lower that is either face down or has the same name. If there is already an allied caster in the field with the same name, you must put the one from your hand on top of it if you choose to play a caster this way . (Referred to as a caster level up.)

## ◆ MAIN PHASE

During the main phase, the turn player may do the following actions in any order as many times as they wish.

1: Pay a servant card's cost and play it from your hand to your field. When playing a servant, choose to play it in either recovered or reverse position.
2: Pay a conjure card's cost and play it from your hand.
3: Pay a barrier card's cost and play it from your hand.
4: Change a recovered position servant to reverse position.
5: Change a reverse position servant to recovered position.
　※ A servant may only perform the actions described in either 4 or 5 once per turn, and may not do them on the turn it was played to the field.

## ◆ BATTLE PHASE

During an allied turn, all allied recovered servants must attack as long as they are able.

1. The turn player chooses a recovered servant to be the attacker. If they cannot do this, the battle phase ends.
2. The attacking servant may choose to attack either an enemy servant or the enemy player. However, if there are any reverse position enemy servants, the attacking servant cannot attack the enemy player.
3. Change the attacking recovered servant to the rested position.
4. Follow these rules;
. 4.1. If the attacked object is a servant, compare the attacking servant's ATK to the attacked servant's relevant stat (ATK or DEF depending, as explained below). If the attacking servant's ATK is higher, the attacked servant is destroyed. If the compared values are equal or if the attacked servant's relevant stat is higher, the attack ends with nothing happening.
　　4.1.i If the attacked servant is not in the reverse position, compare its ATK to the attacking servant's ATK.
　　4.1.ii If the attacked servant is in the reverse position, compare its DEF to the attacking servant's ATK.
4.2 If the servant is attacking the enemy player, choose an enemy orb to corrupt. (When an enemy orb is corrupted, its owner adds that card to their hand.). If there are no enemy orbs when a servant declares an attack on the enemy player, you win the game.
5. Return to step one.
　(※Allied=You Enemy=Opponent)

## WHAT ANY PLAYER CAN DO (CHASE)

Any player may perform the following actions at any time during their opponent's turn or during a battle phase. Additionally, when an opponent performs an action, a player may choose to respond with one of the valid actions listed below before their opponent's action resolves. If they do, their action resolves first and then the opponent's action resolves;

① Play a card with Quickcast from your hand by paying that card's cost.
② Play an activated ability of an allied card by paying that ability's cost.