

MEGACORP TRADING CARD GAME

BUSINESS. IS WAR



Megacorp Trading Card Game
Classic Ruleset
Comprehensive Rulebook V1.7

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0 Changes to last version

0.1 Significant changes to last version of this ruleset are marked in **red**.

1 Overview

1.1 Number of Players

1.1.1 The game is played by two (2) players by default.

1.1.2 Multiplayer mode allows for up to nine (9) players.

1.2 Basic Concepts

1.2.1 The Golden Rule: If the comprehensive rules in this document and the printed text of any card conflict, the card takes precedence, **with the exception of errata**.

1.2.2 **Information: Some parts of the game are open information, some are hidden information:**

1.2.2.1 **Open information means that all players are allowed to get the specific information at any point of the game.**

1.2.2.2 **Hidden information means that only the controlling player is allowed to have this information. He is not allowed to show this information to other players.**

1.2.3 **Player:** The person who is playing the game is referred to as the player. On each turn, the player who is performing the turn is referred to as the **active** player.

1.2.4 **Owner:** The owner of a card is the player who brought the card at the start of the game.

1.2.5 **Card Control:** During the game, cards and effects are controlled by a player. If any card or effect refers to 'you', it refers to the current controller. If no controller amending effects are in play, the controller is deemed as following:

1.2.5.1 The controller of a card is the owner of it.

1.2.5.2 The controller of an ability is the controller of the card with the **specific** ability.

1.2.5.3 The controller of an effect is the controller of the ability which produces the **specific** effect.

1.2.6 **Money:** Money is a basic resource of the game. Money is notated by the format {Number} M, where {Number} is the current amount of money a player has. Players begin the game with ten (10) M by default, unless they bid to start. **The amount of money a player currently has is called money pool.**

1.2.6.1 Players can not have negative money. If a player would lose more money

than he or she currently has, his or her money is reduced to zero (0).

1.2.6.2 Players are not allowed to spend more money than they have.

1.2.6.3 The amount of money a player currently has is open information.

1.2.7 Cashflow: A card ability named 'cashflow' generates money each turn according to the amount specified by the ability each Accounting Phase, unless the specific card is engaged.

1.2.7.1 Cashflow is denoted in money (M). If there is any fraction less than 1 M, it is rounded up to 1 M.

1.2.7.2 If a player receives cashflow, he adds the specified amount of money (M) generated by all disengaged cards with the cashflow ability he or she controls to his or her money pool.

1.2.8 Priority: If a player has priority, he is allowed to play cards from his hand or buy cards in play or from any open market. Priority may shift to an opponent during the active players turn, allowing an opponent to react to the playing of a card or to any card effect or to play cards during the active players turn.

1.2.8.1 The only cards that may be played during an opponents turn are non-permanent events and/or cards with the ABRUPT keyword.

1.2.8.2 In a multiplayer game, priority shifts clockwise (from left to right) with the player to the left of the active player being the first to receive priority.

1.2.8.3 Priority shifts are denoted as 'priority window' in this ruleset.

1.2.9 Bid: To resolve conflicts the rules sometimes call for a bid. Every bid is performed the following way:

1.2.9.1 First: All players secretly note down an amount of money they want to place in the bid.

1.2.9.1.1 The notation may be performed by noting down a number on a piece of paper or by turning a dice.

1.2.9.1.2 If the players bid for a card, the minimum amount of a bid is the money valuation of the specific card.

1.2.9.1.3 Players are not allowed to bid more money than they currently have.

1.2.9.1.4 Any player is allowed to concede the bid by placing an amount of zero (0).

1.2.9.2 Second: After all players have placed their bids, the values are revealed at the same time.

1.2.9.3 Third: All players, who conceded the bid (1.2.9.1.4) immediately leave

the bid. All players, except for the highest bidder(s) immediately leave the bid.

1.2.9.4 Fourth: If there is only one bidder left, he wins the bid. If there is more than one highest bidder left, the bid process ends in a tie.

1.2.9.5 Fifth: If the first bid process ended in a tie, the remaining bidders perform a second bid, following the steps above. If there is still a tie after the second bid, a third bid is performed. If the third bid ends in a tie, the whole bid process ends in a tie and there is no winner.

1.2.9.5.1 Players in the second and third bid have to concede the bid by placing zero (0) or to place at least the same amount they placed in the foregoing bid.

1.2.10 Winning and losing the game: The game is won or lost under the following conditions:

1.2.10.1 At the end of any turn, if any player has zero money (0 M), he or she **immediately** loses the game.

1.2.10.2 At any point of the game, if any player loses his or her business card, he or she **immediately** loses the game.

1.2.10.2.1 The business card counts as lost, if it is destroyed.

1.2.10.2.2 The business card counts as lost, if it is bought by another player.

1.2.10.3 If a player concedes the game, he immediately loses the game.

1.2.10.4 At any point of the game, if a player is unable to draw a card from his main deck when the game or a card effect forces him to do so, he or she loses the game.

1.2.10.5 At the end of any turn, if the active player's business is orphaned, he or she loses the game.

1.2.10.6 At any point of the game, if a card effect causes a player to win the game, **all other players immediately lose the game.**

1.2.10.7 If there is only one player left, who did not lose the game, he wins the game.

1.2.10.8 If all **remaining** players lose the game at the same time, the game ends in a tie.

2 Characteristics of Cards

2.1 Type: The type of a card refers to the category the card belongs to.

2.1.1 Card categories are: character, event, equipment, vehicle and location.

2.1.2 All permanent cards are called assets. Cards are permanent if they are not

non-permanent events.

2.2 Subtype: The subtype(s) of a card refer to the sub-categories the card belongs to.

2.2.1 Subtypes are denoted by hashtag {subtype} (i.e #mutation).

2.3 Name: Refers to the name of a specific card.

2.3.1 The name is referred to, when a deck is built.

2.3.2 If an effect refers to the name of a card, this is noted by '...', where [...] is the name of the specific card or a part of that name.

2.4 Cost: The cost of a card is referred to as total valuation.

2.4.1 The cost of a card is split into money (M) and trait valuation.

2.4.2 The cost notes the requirement for a card to be played.

2.4.3 The total valuation of card is the numerical sum of its money valuation plus the trait valuation. (i.e if a card has a cost of 5M + 1 IQ + 1 BQ, its total valuation is 7).

2.5 Traits: There are four (4) traits by default.

2.5.1 Intelligence Quotient (IQ) is noted in blue colour.

2.5.2 Emotional Quotient (EQ) is noted in red colour.

2.5.3 Moral Quotient (MQ) is noted in white colour.

2.5.4 Body Quotient (BQ) is noted in green colour.

2.5.5 All cards have one or more traits with a score of zero (0) or higher.

2.5.5.1 Cards, which do not have a specific trait, have the specific trait noted by a null (-) sign. Cards which have a null trait cannot receive damage of that specific trait, cannot attack or be attacked with that specific trait and cannot block in challenges with that specific trait.

2.6 Symbol: The symbol of a card refers to the faction the card belongs to.

2.7 Card text: The card text refers to the abilities of the specific card.

2.7.1 If the card text is separated into different paragraphs, each paragraph is a separate ability.

2.7.2 If the font of the text is different from the font of the noted abilities, the text is called flavour text and has no rules purpose. Flavour text is noted in cursive by default.

3 Zones

3.1 General: A zone is a specific area, where cards and abilities are placed in preparation and during the game.

3.1.1 Each player has his or her own zones.

- 3.1.2 If a card is moved to a zone and it is not specified which player the zone belongs to, the card is moved to a zone belonging to the owner of the card.
- 3.2 Card orientation: In certain zones, a specific card has a specific orientation. These orientations are called disengaged and engaged.
- 3.2.1 Card orientation is always relative to the controlling player of the network the card is placed in.
- 3.2.1.1 A card is called disengaged, when it is placed in portrait orientation, the right side up, with the card text visible and not obscured.
- 3.2.1.2 If a card becomes disengaged, it is turned to disengaged orientation.
- 3.2.1.3 A card is called engaged, when it is placed 180 degrees upside down, with the card text visible and not obscured.
- 3.2.1.4 If a card becomes engaged, it is turned in engaged orientation.
- 3.2.1.5 Engaged cards can be bought by an opponent of the controlling player by paying their valuation (money valuation and trait valuation). The money valuation is credited to the controller of the card.
- 3.2.1.6 Engaged cards cannot block.
- 3.2.1.7 Engaged cards cannot deal retaliation damage.
- 3.2.1.8 Engaged cards cannot be sold.
- 3.2.1.9 Engaged cards lose a continuous abilities.
- 3.3 Resource zone: The resource zone refers to the zone where a player places his or her resource deck.
- 3.3.1 The resource zone is classified as a deck for any triggered effects (i.e. searching).
- 3.3.2 Each player has his or her own resource deck zone. The content of the resource deck is hidden information. The order of the resource deck is managed.
- 3.4 Main deck zone: The main deck zone refers to the zone where a player places his or her main deck.
- 3.4.1 The main deck zone is classified as a deck for any triggered effects (i.e. searching).
- 3.4.2 Each player has his or her own main deck zone. The content of the main deck is hidden information. The order of the main deck is managed.
- 3.5 Open market zone: The open market zone refers to the zone where a player's sold, destroyed or otherwise removed cards are placed, **except for annihilated cards.**
- 3.5.1 Each player has his or her own open market zone. The order of the cards in the

open market is managed. The content of any open market is open information.

3.5.2 Any player may only buy the top revealed card of the open market zone of any player.

3.5.3 If more than one player wants to buy the same card from any open market, the conflict is resolved by performing a bid.

3.5.3.1 The winner of the bid is allowed to buy the card for the amount he placed in the bid.

3.5.3.2 If the bid ends in a tie no player is allowed to buy the specific card until the start of the next turn.

3.6 Hand: The hand refers to the zone where players put the cards they draw.

3.6.1 Each player has his or her own hand. The cards in each players hand are hidden information.

3.6.2 There is no maximum hand size.

3.6.3 A player is only allowed to put a card in his hand, if he or she owns the specific card.

3.6.3.1 If an effect would put a card owned by another player into a players hand, the card is put on top of its owners open market instead.

3.7 Network: The network is the zone, where players put the cards they play.

3.7.1 When a card is put into any network, it needs to be legally docked with at least one other card in the same network.

3.7.1.1 If a card is no longer legally docked, it is called orphaned.

3.7.1.2 A card is called legally docked, if it has at least one adjacent card in the same network and if it has a connection to the business card in this specific network. A card has a connection to the business card if it is adjacent to the business of if it is adjacent to a card which is adjacent to the business card (if there is a chain of legally docked cards between the specific card and the business card).

3.7.2 Row: A row refers to any series of cards in a network horizontally parallel to the business card. This includes the row the business card itself is in.

3.7.3 Column: A column refers to any series of cards in a network vertically parallel to the business card. This includes the column the business card itself is in.

3.7.4 All cards in any network are open information.

3.8 Annihilated zone: The annihilated zone refers to the zone where a player places cards that are permanently removed (annihilated) from the game.

- 3.8.1 Each player has his or her own annihilated zone. The cards in the zone are open information.
- 3.8.2 Cards in any annihilated zone are unavailable for any form of interaction. **They are not considered part of the game anymore.**
- 3.9 Stack zone: The stack zone refers to a zone used by the stack mechanic.
- 3.9.1 **There is only one stack zone.**
- 3.9.2 If a card is played from a player's hand, it leaves a hand zone and goes to the stack zone. This is called the deployment effect of the specific card.
- 3.9.2.1 **The specific card is deployed, when its specific deployment effect is resolved.**
- 3.9.3 If a card triggers an effect, the specific effect goes to the stack, before being resolved.
- 3.9.4 Effects are added to the stack one after the other. If multiple effects are added to the stack at the same time, the controller of the effects determines the order of the specific effects on the stack.
- 3.9.5 Once no more effects are added to the stack, the effects are resolved in order from the last effect added to the first effect added.
- 3.10 Bonded Cards: A card is called bonded to another card, when it is placed underneath the other card. A stack of cards like this is referred to as pile.
- 3.10.1 The bond effect is usually used to denote a permanent bestowment of an ability, equipping of a piece of equipment or effect on the card with the bond ability to cards it is bonded to.
- 3.10.2 A bonded card cannot use any abilities, attack, block, or be engaged to produce traits or other resources.
- 3.10.3 If the card above the bonded card becomes destroyed, the bonded card is also destroyed.
- 3.10.4 If the card above the bonded card becomes annihilated, the bonded card is also annihilated.
- 3.10.5 If the card above the bonded card is returned to a player's hand, the bonded card is also returned to the same player's hand.
- 3.10.6 If the card above the bonded card is moved, the bonded card is moved with the card it is bonded to.
- 3.10.7 If the card above the bonded card is sold, the bonded card becomes destroyed.

3.10.8 If the card above the bonded card is bought by another player, the bonded card is purchased by the other player too. The player has to pay the full valuation of the topmost cards and of all cards bonded to it.

3.10.9 If the card above the bonded card leaves play for any other reason, the bonded card becomes destroyed.

3.10.10 Bonded cards are engaged and disengaged at the same time as the card they are bonded to. All cards in the pile have to be in the same orientation at every point of the game.

3.10.11 Bonded cards may not be the target of an attack of any ability or effect, unless the targeting card has the PENETRATOR ability.

4 Game preparation

4.1 Deck construction: By default, each player prepares a main deck, a resource deck, a business card and a founder card.

4.1.1 The main deck is a stack of cards with blue backs. The main deck must consist of a minimum of 40 cards.

4.1.1.1 The main deck may contain a maximum of four (4) copies of a specific card with the same name.

4.1.2 The resource deck is a stack of cards with green backs. The resource deck must consist of a minimum of 20 cards.

4.1.2.1 The resource deck may contain any number of copies of a specific card.

4.2 Game setup: To prepare a game, all players perform the following steps of game preparation:

4.2.1 Before the game each player has to shuffle his or her main deck and resource deck and place them face down into their respective zones.

4.2.1.1 To shuffle means to achieve a completely random order of the cards in the deck. Players are not allowed to manage the order of the cards in their decks in any way.

4.2.2 Each player begins the game with ten money (10 M) by default.

4.2.3 Players may choose to bid to determine the starting player.

4.2.3.1 If a player wins the bid, he has to pay the amount of money he placed last in the bidding process and becomes the starting player.

4.2.3.2 If the bid ends in a tie or the players choose not to bid, the random determination method is used instead to determine the starting player.

4.2.4 Players may choose to determine the starting player by the random

determination method.

4.2.4.1 To perform the random determination method, one player is chosen randomly (i.e by rolling dice).

4.2.4.2 In a two player game, the randomly chosen player can choose to go first, in which case he becomes the starting player. If he does not choose to go first, his opponent becomes the starting player instead.

4.2.4.3 In a multiplayer game, the player is not allowed to choose. He automatically becomes the starting player.

4.2.5 After the starting player is determined, each player draws five (5) cards from his or her main deck.

4.2.5.1 After all players have drawn, each player may choose to mulligan. A player who chooses to mulligan shuffles his or her hand back into the main deck and draws one (1) card less. Players are allowed to repeat this process, until the draw zero (0) cards.

4.2.6 After drawing cards, each player places his or her business card in his network zone.

4.2.7 After placing the business cards, each player places his founder card legally docked to his business in his or her network zone.

4.2.8 After the game preparation is done, the game starts with the starting player performing the first turn.

5 Turn sequence

5.1 Turn sequence overview: Any player's turn is separated into five (5) phases. The active player resolves each phase step by step.

5.1.1 The phases are, in order: Accounting Phase (A), Buy Phase (B), Challenge Phase (C), Divest Phase (D), End Phase (E).

5.1.2 The phases of any turn are performed in this specific order (A-B-C-D-E).

5.2 Accounting Phase (A-Phase): The Accounting Phase is divided into the following steps:

5.2.1 First: The active player receives cashflow.

5.2.2 Second: The active player disengages all cards he or she controls.

5.2.3 Third: Empty all trait pools.

5.2.4 Fourth: The active player pays all upkeep costs of cards he or she controls.

5.2.4.1 A player may choose not to pay the upkeep cost of a specific card. If he does, the card is destroyed.

- 5.2.5 Fifth: Priority window.
- 5.2.6 Sixth: The active player reveals the top card of his or her resource deck. The player may choose to buy the revealed card during his or her Buy Phase. If the player chooses not to do so, the card is placed at the bottom of the players resource deck at the end of the Buy Phase.
- 5.2.7 Seventh: The active player draws one (1) card from the top of his main deck.
- 5.2.7.1 In a two player game, the starting player does not draw during his or her first turn.
- 5.2.8 Eight: Priority window.
- 5.2.9 Ninth: After resolving this steps, the active player proceeds to the Buy Phase.
- 5.3 Buy Phase (B-Phase)
- 5.3.1 The active player may buy cards from his hand, from any open market and/or any engaged cards controlled by an opponent. He may also buy the revealed resource.
- 5.3.1.1 No player is allowed to buy any card an opponent controls until the end of the specific opponents second turn.
- 5.3.1.2 In addition, an engaged card may not be bought by any player of the specific card came into play during its controllers last turn.
- 5.3.2 If the active player declares, he does not want to buy cards any more, there is a priority window before the end of the phase.
- 5.3.3 If no player wants to buy cards anymore, proceed to the challenge phase.
- 5.3.4 If the Buy Phase ends and the active player has not bought the revealed resource, the revealed resource card is placed at the bottom of the active players resource deck.
- 5.4 Challenge Phase (C-Phase)
- 5.4.1 During the Challenge Phase the active player may choose to declare a challenge. To do so, the active player performs the following steps:
- 5.4.1.1 First: The active player declares which card will attack in the challenge and which space is the target of the challenge.
- 5.4.1.1.1 Only character cards may be used to declare an attack.
- 5.4.1.1.2 Attacks are declared against a specific space in a network, normally occupied by a card.
- 5.4.1.1.3 Attacks can be declared against any kind of card occupying the chosen space. The card occupying the attacked space is referred to as the

- defending card.
- 5.4.1.1.4 Cards may not attack themselves.
 - 5.4.1.1.5 With the declaration of the attack, the active player has to declare a trait, with which the declared attacker is attacking. The attacking card has to have a positive value in the specific trait.
 - 5.4.1.1.6 If the attacked space is occupied by a card, the attacker may only choose a trait the defending card has numerical value in. The attacker cannot choose a trait the defending card has a null value in.
 - 5.4.1.1.7 If a space has all four sides covered by adjacent cards, it is referred to as *surrunden*. Surrounded spaces and cards cannot be the target of an attack.
- 5.4.1.2 Second: The attacking card becomes engaged.
- 5.4.1.3 Third: Priority window. **If the attacking card is not legally docked at the end of this step, the attack sequence ends.**
- 5.4.1.4 Fourth: The player controlling the defending card may choose any disengaged cards adjacent to the target space to be declared as a blocker.
- 5.4.1.4.1 The card occupying the attacked space may not be declared as a blocker.
 - 5.4.1.4.2 A card cannot be declared as a blocker, if it has a null value in the attacking trait.
 - 5.4.1.4.3 The defending player is allowed to choose more than one blocker.
- 5.4.1.5 Fifth: Priority window.**
- 5.4.1.5.1 If any blocking cards are not legally docked, engaged or have left the zone or the game at the end of this step, they cease being blockers.
- 5.4.1.6 Sixth: If at least one blocker is chosen, the defending card may choose to leave the challenge. If it does not so, it becomes a defender.
- 5.4.1.7 Seventh: All blocking cards become defenders.
- 5.4.1.8 Eighth: Resolve combat.
- 5.4.1.8.1 To resolve combat, the attacking card deals trait damage to the defenders. The controlling players of the defenders may choose to deal trait damage to the attacking card.
 - 5.4.1.8.1.1 Only characters deal damage in a challenge.**
 - 5.4.1.8.1.2 All damage is dealt simultaneously.
 - 5.4.1.8.1.3 Damage dealt by defenders is referred to as retaliation damage.

5.4.1.8.1.4 Any card may only deal retaliation damage once per turn.

5.4.1.8.1.5 All damage is dealt in the chosen trait.

5.4.1.8.2 If any card in a challenge receives trait damage in one trait that reduces the trait to zero (0) or below, the card becomes destroyed.

5.4.1.8.2.1 Cards which have a trait score of zero (0), deal zero (0) damage in that trait. They are destroyed, if they receive at least one (1) damage in the specific trait.

5.4.1.8.3 If more than one defender is part of the challenge, the attacker distributes the damage done by the attacker to the defenders.

5.4.1.8.4 After all damage is dealt, but before any destroyed card leaves play, there is a priority window.

5.4.1.9 Ninth: End the challenge sequence.

5.4.2 The active player may declare one challenge per character card he controls and wants to attack with.

5.4.3 Each character may only attack once per turn.

5.4.4 If the defending card is the topmost card of a pile, the attack may only target the topmost card of the pile.

5.4.5 If the active player does not want to declare challenges anymore, proceed to the Divest Phase.

5.5 Divest Phase (D-Phase)

5.5.1 The active player may choose to sell any single disengaged card he or she controls.

5.5.2 The active player is only allowed to sell one single card in this phase.

5.5.3 If the active player chooses to sell a pile of cards, only the topmost card is sold, the others are destroyed.

5.5.4 A player is not allowed to sell his or her business card.

5.5.5 A player is not allowed to sell a card, if the specific card came into play this turn.

5.5.6 To sell a card, the active player proceeds through the following steps:

5.5.6.1 First: The active player declares the card he or she wants to sell.

5.5.6.2 Second: The active player adds the money valuation of the chosen card to his or her money pool.

5.5.6.3 Third: The player puts the sold card into his or her open market. If the card was the topmost card of a pile, the other cards become destroyed.

- 5.5.7 If the active player resolved selling a card or does not want to sell a card, proceed to the End Phase.
- 5.6 End Phase (E-Phase): The End Phase is divided into the following steps:
- 5.6.1 First: If the active player's business is orphaned, he or she loses the game.
- 5.6.2 Second: If any player has no money in his money pool, he or she loses the game.
- 5.6.3 Third: Discard any orphaned cards in any network to their controller's open market, except for the business card.
- 5.6.4 Fourth: Discard all non-permanent event cards to their controller's open market.
- 5.6.5 Fifth: Priority window.
- 5.6.6 Sixth: Heal all trait damage, except for permanent damage.
- 5.6.7 Seventh: Empty all trait pools.
- 5.7 Once all these steps are resolved, the turn ends. The next player becomes the active player and starts his or her turn.
- 5.7.1 In a multiplayer game, the next player is the player to the left of the active player.

6 Player Actions

- 6.1 Produce trait: Any time a player needs to pay the trait valuation of a card or any time a player has priority, that player is allowed to produce trait.
- 6.1.1 To produce a trait, the player chooses a disengaged card he or she controls, and the specific trait he wants to produce.
- 6.1.1.1 A card can only be chosen to produce a trait, if the card does not have a null value in the specific trait.
- 6.1.2 After choosing the card and the trait, the chosen card becomes engaged and the player adds the chosen trait to its trait pool.
- 6.1.2.1 The amount of traits added to the player's trait pool is equal to the current value of the chosen trait of the engaged card.
- 6.1.3 Traits in a player's trait pool may be used to pay the trait valuation of cards the player wants to buy, the cost of activating abilities or to pay upkeep costs.
- 6.2 Deploy asset: The active player may deploy any non-event asset during his Buy Phase. He may also deploy permanent events during any phase of his turn, if he or she has priority.
- 6.2.1 No player may deploy assets during any other player's turn, unless the

deployed asset has the ABRUPT ability.

6.2.2 To deploy an asset, the player resolves the following steps:

6.2.2.1 First: The player declares which card he wants to deploy.

6.2.2.2 Second: The player pays the trait valuation and money valuation of the card. He may engage cards to produce traits and/or money to do so. The valuation of the card is then subtracted from the referring resource pools.

6.2.2.3 Third: The deployment effect of the specific card is put on the stack.

6.2.2.4 Fourth: Priority window.

6.2.2.5 Fifth: When the deployment effect of the card resolves, the controlling player deploys the card into any network. The deployed card has to be legally docked after deployment.

6.2.2.6 Sixth: Priority window.

6.2.2.7 Seventh: Any effects triggered by the deployment of the specific card are put on the stack.

6.3 Deploy event: Event cards can be deployed at any point of the game, as long as their cost is paid and the deploying player has priority.

6.3.1 Event cards are bought and deployed in the same way as assets.

6.3.2 Event cards are discarded in the End Phase.

6.4 Buying a card from an opponent

6.4.1 If a player buys an engaged card from any opponent, the specific card becomes immediately redeployed.

6.4.2 Buying a card from an opponent follows the same rules as deploying an asset.

6.5 Buying a card from the open market: Players are allowed to buy the topmost card from any open market.

6.5.1 Buying a card from any open market follows the same rule as deploying an asset.

6.6 Priority windows: In addition to the priority windows presented before, there are the following universal priority windows:

6.6.1 After any effect other than a deployment effect is put on the stack, there is a priority window.

6.7 Drawing a card: Whenever an effect requires a player to draw a card, the effect refers to drawing a card from the main deck.

6.7.1 Cards are drawn from the top of any deck by default.

6.8 Searching

- 6.8.1 If an effect allows any player to search a deck, this refers to both his or her main deck and his or her resource deck.
- 6.8.2 If the search asks for a specific type of card or a specific card by name, players are forced to reveal the card before concluding the search.
 - 6.8.2.1 The player may choose to not find a card to conclude the search, even if there are cards in the deck that fulfill the search qualities.
 - 6.8.2.2 If the search does not ask for a specific type of card or specific card by name, the searching player may choose to not find a card and conclude the search.
 - 6.8.2.3 Searching a deck always concludes with the searching player shuffling the specific deck.
 - 6.8.2.3.1 Open market piles are never shuffled.

7 Abilities, effects and special cards

- 7.1 Ability and effect overview: Ability refers to the text printed on any card producing an effect.
 - 7.1.1 Abilities are divided into activated abilities, continuous abilities, automatic abilities and static abilities.
 - 7.1.2 Abilities generate effects, which are separated into one time effects and continuous effects.
- 7.2 Activated ability: An activated ability is any ability, which can be activated by its controller by paying its activation costs.
 - 7.2.1 Activated abilities may be used at any time and any number of times, if the controller of the ability has priority and is able to pay the activation cost, unless otherwise stated.
 - 7.2.2 Activated abilities on a card may be activated, even if the card is engaged.
 - 7.2.3 Activated abilities of a card may not be used, if the card with the specific ability is bonded to another card.
- 7.3 Continuous abilities: A continuous ability is an ability which applies its effect as long as the ability is active.
 - 7.3.1 Continuous abilities are not considered active, if the card with the specific ability is engaged.
 - 7.3.2 Continuous abilities do not cease to function if the card with the ability is bonded to another card.
- 7.4 Automatic abilities: An automatic ability is an ability which requires a special

condition to happen in order to trigger its effect.

7.4.1 If the trigger condition of an automatic ability occurs, the controlling player has to resolve the ability.

7.5 **Static ability: A static ability always applies its effect, as long as the card with the ability is legally docked.**

7.6 One time effect: A one time effect is an effect which automatically ends after resolving.

7.7 Continuous effect: A continuous effect is an effect which is applied over a duration specified by the ability producing the effect, as long as the ability is active.

7.8 Unique cards: If at any moment two or more unique cards with the same name exist under a players control, the newest copy is deemed to be the only copy. All other copies are destroyed.

7.8.1 Different players may control unique cards with the same name.

7.9 Tokens: A token is a representation of a game entity, a card by default.

7.9.1 If a token represents a card, it is considered to have a total valuation of zero (0).

7.9.2 **A tokens name and type is determined by the effect, which created it.**

7.9.3 A token is affected by effects that affect a specific card type, as long as the token has the specific type.

7.9.4 A token ceases to exist when it is removed from any network.

7.10 Counters: A counter is a marker placed on a card to represent a specific effect, such as trait modification, or to be used with special rule interactions.

7.10.1 Counters that modify traits are denoted by having a plus (+) or a minus (-) and the trait it modifies.

7.10.1.1 If a trait modification counter is placed on a card, modify the traits of the card according to the value of the counter.

7.10.1.2 If any trait is decreased to zero (0) or below by a trait modification counter, the card is immediately destroyed.

7.10.2 Counters cease to exist if they are removed or if the card which holds the counters leaves play.

7.10.3 Magellan cell tokens are treated as counters.

8 Rules of actions and game effects

8.1 Paying cost: To pay money valuation costs, a player has to reduce his money pool by the specified amount. To pay trait costs, a player has to reduce his trait pool by

the specified traits.

- 8.2 **Redeploy:** If a card becomes redeployed, it is removed from play and its deployment effect is put on the stack.
- 8.3 Destroy/discard a card from play: A destroyed card or a card discarded from play is put on top of its controllers open market zone.
- 8.3.1 If two or more cards become destroyed or discarded from play at the same time, their controller decides the order of the cards in his or her open market zone.
- 8.4 Reveal a card: If a card is revealed from a hidden zone, the information of the card is shown to all players.
- 8.5 Annihilate: If a card is annihilated, it is put into its controllers annihilation zone.
- 8.6 Discard from hand: If a card is discarded from a players hand, the player puts the specific card from his hand on top of his or her open market zone.
- 8.7 Conflict of priority: If two or more players control effects interacting with the same object or attempt to do the same action at the same time, a conflict of priority is created.
- 8.7.1 To resolve a conflict of priority, the conflicting players perform a bid.
- 8.7.2 **If any player wins the bid, he has to pay the amount he won the bid with.**
- 8.7.3 If the bid ends in a tie, no effects are resolved.

9 Keywords

- 9.1 General rules: Keywords are short terms that present a specific rule. A keyword is considered to represent its specific rule. The text of the specific rule is considered to be part of the text of a card with the keyword.
- 9.2 ABRUPT: A card with the ABRUPT keyword can be played at any time an event can be played.
- 9.3 AREA ATTACK: If a card with the AREA ATTACK keyword declares a challenge, the attack is applied to all spaces and occupying cards with the declared trait in a specific area. The attackers chosen trait is applied to each card occupying an attacked space. The keyword specifies the attacked area. Attacks are resolved simultaneously. Cards which are not legal targets for the attack are not subject to the attack, but do not prevent other valid targets from being attacked. Cards attacked by an AREA ATTACK may not block for each other. AREA ATTACK is a static ability.
- 9.4 ASSASSIN: If a card with the ASSASSIN keyword **deals enough damage to destroy another card in a challenge**, the destroyed card is annihilated instead. This is a static ability.

- 9.5 BOND: A card with the BOND keyword will be bonded to another card when the ability is triggered or activated (on deployment by default).
- 9.6 CAMOUFLAGE: If a card with the CAMOUFLAGE ability is adjacent to a card of the listed type **or subtype**, the card with the ability may not be the target of attacks or abilities. This is a **continuous ability**.
- 9.7 Cancel: If a card or ability becomes canceled, it does not apply any effects. A cancelled card is immediately destroyed. A canceled ability is removed from the stack.
- 9.8 CARD RADIUS: The CARD RADIUS keyword refers to the cards surrounding the card with the keyword defined as center. CARD RADIUS includes all cards surrounding the specific card, including the corners. A CARD RADIUS can be more than the cards surrounding the card with the keyword. Cards affected by this ability are not considered to be targets. The square is formed, even if there are no cards in all possible places.
- 9.9 DEAD DROP: If a card with the DEAD DROP ability is deployed from a players hand, the controlling player may search his or her deck for any number of equipment cards with a total money valuation equal to or less than the specified amount and immediately deploy them without paying any cost. DEAD DROP is an automatic ability.
- 9.10 DEMOLISHER: If a card with the DEMOLISHER keyword targets a card of the listed type in a challenge, the targeted card is automatically destroyed, if the DEMOLISHER card deals at least one (1) point of trait damage to the target card. **This is a static ability.**
- 9.11 DEVELOPMENT: The DEVELOPMENT keyword refers to an activated ability, which allows the specific card to get development counters. The DEVELOPMENT keyword is always followed by a specific condition.
- 9.11.1 DEVELOPMENT reads as 'Engage a character with the specified trait: Add {number} development counters to this card, where {number} is the current value of the specified trait of the engaged character' by default.
- 9.12 Disaster Level: If a card with the Disaster Level keyword is deployed by a player, all other players may search their deck or open market for up to the specified number of crisis cards, reveal them and put them into their hands.
- 9.13 DISRUPTOR: If a card with the DISRUPTOR keyword deals damage to any players business, that player loses one money (1 M) per damage dealt. **This is a static ability.**
- 9.14 ELUSIVE: A card with the ELUSIVE keyword can only be attacked once per

- turn. **This is a continuous ability.**
- 9.15 FLYING: A card with the FLYING keyword may only be blocked by other cards with the FLYING keyword. **This is a static ability.**
- 9.16 INDEPENDENT: If a card with the INDEPENDENT keyword becomes orphaned, its controller **may** immediately move it to a legal docking position in any network. **This is an automatic ability.**
- 9.17 INDESTRUCTIBLE: A card with the INDESTRUCTIBLE keyword cannot be destroyed. The card remains in play, even when it is reduced to zero (0) in any of its traits. **This is a static ability.**
- 9.18 INITIATIVE: A card with the INITIATIVE keyword deals damage first in any challenge. If a card with this keyword deals enough damage to reduce its targets trait to zero (0), the target card or cards are destroyed and do not deal damage. If multiple cards in a challenge have this keyword, they deal their damage simultaneously. **This is a static ability.**
- 9.19 LOYAL: A card with the LOYAL keyword cannot be bought by an opponent while the card is deployed. In addition, the card cannot be sold by its controller. **This is a static ability.**
- 9.20 MELEE: A card with the MELEE keyword may only target adjacent cards and spaces in a challenge and may only deal retaliation damage to adjacent cards. This includes the spaces diagonal to it and surrounded cards. **This is a static ability.**
- 9.21 MOVE/move: The MOVE keyword is an activated ability, that allows a card to be moved. If a card is moved by a player (its controlling player by default), that player may put the card to another position in any network. The card has to be legally docked after it was moved. Moving does not count as redeployment and does not count as leaving play or the network.
- 9.22 MUTATION: If a card with the MUTATION keyword is deployed by any player, that player may immediately search his or her deck for exactly one (1) card with the #mutation subtype with a money valuation equal to or less than the specified value, and deploy it bonded to the card with the MUTATION keyword without paying any cost. **This is an automatic ability.**
- 9.23 OVERWATCH: A card with the OVERWATCH keyword does not become engaged when it declares a challenge. **This is a static ability.**
- 9.24 PRECISION: A card with the PRECISION keyword may not be blocked when it attacks. **This is a static ability.**

9.25 REFLEXES: A card with the REFLEXES keyword may deal retaliation damage multiple times in a turn. This is a continuous ability.

9.26 REGENERATION/regenerate: A card with the REGENERATION keyword or any ability, which allows it to regenerate, may avoid being destroyed by damage or by a card effect. This is an activated ability.

9.26.1 If a card with REGENERATION is dealt lethal damage, the controller of the card may activate the regeneration ability by paying the specified cost. If he does so, the destruction of the card is immediately canceled and all of its trait scores are reset to their current value. The card does not leave the zone and does not count as redeployed.

9.26.2 If a card is destroyed, after its regenerate ability was activated, the card will be destroyed, unless its controller activates the ability again.

9.26.3 A player may choose to activate this ability, even when the card is not being destroyed.

9.27 SWAP: The SWAP keyword refers to the exchange of the positions of two cards. If the SWAP ability is activated, the two cards immediately exchange their positions. **If any of the cards has any cards bonded to it, the bonded cards are moved with it.** If one of the cards was the target of a challenge, the challenge is resolved against the new card.

9.28 SUPPRESSOR: A card with the SUPPRESSOR keyword causes its defender to engage, if it attacks in a challenge. **The defender becomes engaged immediately after he became the defender.** If multiple cards are defenders, only one of them becomes engaged, **chosen by the attacker.**

9.29 TERRAIN: The TERRAIN keyword reads as 'As you deploy a card, you may choose to deploy it on the space occupied by this card. If you do, this card bonds to the deployed card. Cards this card bonds to do not gain this **ability.**'

9.29.1 Cards with the TERRAIN keyword may never be engaged, unless they are bonded to another card.

10 Restrictions and Errata

10.1 Errata

10.1.1 Mindfire: Mindfire gets the ABRUPT keyword.

10.1.2 **Passionate Consumers: The trait valuation of Passionate Consumers is 1 EQ.**

10.2 Restrictions: A deck may contain only one (1) copy of any restricted card in competitive format.

10.2.1 There are currently no restricted cards.

10.3 Banlist: Decks may contain no copies of any banned card.

10.3.1 The following cards are banned in competitive format:

10.3.1.1 Tidal Wave

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