Neopets Battledome TCG Comprehensive Rules

Contents

Game Concepts

1. Deck Construction

1.1   Each player must have a Main Deck of exactly fifty cards made up of Codestones, Equipment, Food, Faeries, Legends, Paint Brushes, Potions, Locations, and/or Map Pieces.

1.2   A player's Main Deck may contain any number of Codestones.

1.3   A player's Main Deck may contain no more than one copy of any one Faerie, one copy of each unique Map Piece, and no more than two copies of any other non-Codestone card.

1.4   Each player must have a Neopet Deck of at least three and no more than five Neopets of different species (all five must have a different name) and a Rainbow Pool of up to ten Rainbow Pool Neopets.

1.5   Additional cards may have unique rules text having them start in your Rainbow Pool. These cards do not count towards the ten Rainbow Pool Neopet limit.

2. Setting Up the Game

To begin setup, each player will shuffle their Main Deck until it is sufficiently randomized. Players must always present their deck to their opponent to cut or shuffle.

Once both players have shuffled and finished cutting or declining to cut each deck, they will place their Main Deck in their respective zone. Each player then places their Neopet Deck and Rainbow Pool in their respective zones.

Next, players randomly determine the starting player (dice, coin flip, rock paper scissors, etc). The starting player may defer taking the first turn to their opponent. When the starting player has been determined, each player will draw a starting hand of 5 cards from their Main Deck. For the remainder of this document and purposed of game

text, we will refer to your hand of cards as your "Inventory." Each player may mulligan by shuffling their Inventory into their deck, offer their opponent to cut, then draw another 5 cards. Players may not mulligan more than one time.

Once mulligans and starting inventories are resolved, each player will choose their starting Neopet. A player chooses their starting Neopet by selecting a Neopet from their Neopet Deck and placing it face down in its respective zone.

When both Neopets are chosen, each player flips them face up. Starting player begins the game by drawing a card and starting their turn.

3. In-Game Rounds & Winning the Game

A single game consists of up to three rounds. A round concludes when one player's Neopet is knocked out by taking damage equal to or greater than their hit points. The player whose Neopet was not knocked out wins that round (See 2.7 for End of Round procedures). When a player has won two rounds, they win the game.

4. Golden Rules

4.1   "Can't Beats Can"

Whenever a card, ability, or effect states that something "can" happen or directs that thing to happen, but another card, ability, or effect states that the same thing "can't" happen, the "can't" effect will take precedence.

4.2   Card Text Always Takes Priority Over Game Rules

Whenever card text contradicts the game's rules, the card text takes precedence.

5. Turn Structure

5.1   Beginning of Turn

5.1.1   Temporary Effects End

All effects that persist until the beginning of the active player's turn will end immediately. This does not use the queue and no player gains priority as an effect ends in this way.

5.1.2   "At the Beginning of Turn" Effects

Any effects that trigger at the beginning of the turn are added to the queue. The controllers of those effects gain priority with any effects controlled by the active player added to the queue first in the order they choose and the nonactive player's effects added to the queue after in the order they choose. These effects must resolve before the active player transitions to the Draw Phase.

5.2   Draw Phase

5.2.1   Starting the Draw Phase & Priority

5.2.1a   The Draw Phase begins as players enter it.This is the first time during the turn that players gain phase-based priority.

5.2.1b   Any effects that trigger at the beginning of the Draw Phase are added to the queue. The controllers of those effects gain priority with any effects controlled by the active player added to the queue first in the order they choose and the nonactive player's effects added to the queue after in the order they choose. These effects must resolve before the active player can draw a card.

5.2.1c   Priority is established and must be passed by both players before the active player draws a card.

5.2.2   Drawing A Card During the Draw Phase

5.2.2a   Drawing a card during the Draw Phase does not signify the start of the Draw Phase.

5.2.2b   Drawing a card is the mandatory action that must be taken during the Draw Phase.

5.2.3 "During the Draw Phase" Effects

Effects that apply during the Draw Phase can be applied before or after the active player draws a card. The controllers of those effects gain priority with any effects controlled by the active player added to the queue first in the order they choose and the nonactive player's effects added to the queue after in the order they choose.

5.2.4 Ending the Draw Phase

5.2.4a   The Draw Phase attempts to end after the active player has drawn a card and the queue is empty but will not until both players have passed priority.

5.2.4b   Ending the Draw Phase also serves as the transition to the Train Phase.

5.3   Train Phase

5.3.1 Starting the Train Phase

5.3.1a   The Train Phase begins as players end the Draw Phase by successfully passing priority.

5.3.1b   Any effects that trigger at the beginning of the Train Phase are added to the queue. The controllers of those effects gain priority with any effects controlled by the active player added to the queue

first in the order they choose and the nonactive player's effects added to the queue after in the order they choose. These effects must resolve before the active player can attach a Codestone.

5.3.1c   Priority is established again after all "beginning of Train Phase" effects have resolved and the queue is empty. Priority must be passed by both players before the active player attaches a Codestone.

5.3.2   Attaching a Codestone

5.3.2a   Attaching a Codestone during the Train Phase does not signify the start of the Train Phase.

5.3.2b   The active player may attach one Codestone from their Inventory to their Neopet. This action can only be taken during the Train Phase.

5.3.2c   For the purpose of other card text, Codestones are considered cards, but they are not "played" and are instead "attached."

5.3.3   "During the Train Phase" Effects

Effects that apply during the Train Phase can be applied before or after the active player attaches a Codestone and can be added to the queue when its controller has priority. The controllers of those effects gain priority with any effects controlled by the active player added to the queue first in the order they choose and the nonactive player's effects added to the queue after in the order they choose.

5.3.4   Ending the Train Phase

5.3.4a   The Train Phase attempts to end after the active player attaches a Codestone or chose not to attach a Codestone and the queue is

empty but will not until both players have passed priority.

5.3.4b   Ending the Train Phase also serves as the transition to the Preparation Phase.

5.4   Preparation Phase

5.4.1   Starting the Preparation Phase

5.4.1a   The Preparation Phase begins as players end the Train Phase by successfully passing priority.

5.4.1b   Any effects that trigger at the beginning of the Preparation Phase are added to the queue. The controllers of those effects gain priority with any effects controlled by the active player added to the queue first in the order they choose and the nonactive player's effects added to the queue after in the order they choose. These effects must resolve before active player can play their one card allotted during the Preparation Phase.

5.4.1c   Priority is established again after all "beginning of Preparation Phase" effects have resolved and the queue is empty. Priority must be passed by both players before the active player plays a card.

5.4.2   Playing a Card During the Preparation Phase

5.4.2a   The active player may play only one non-Codestone, non-Food card from their Inventory during the Preparation Phase. Playing a card in this manner uses the queue as normal.

5.4.2b   The active player may satisfy their one card by playing a Faerie, Paint Brush, Legend, Equipment, Potion, or Location.

5.4.3   "During the Preparation Phase" Effects

Effects that apply during the Preparation Phase can be applied before or after the active player plays a card and can be added to the queue when its controller has priority. The controllers of those effects gain priority with any effects controlled by the active player added to the queue first in the order they choose and the nonactive player's effects added to the queue after in the order they choose.

5.4.4   Ending the Preparation Phase

5.4.4a   The Preparation Phase attempts to end after the active player has played a card and the queue is empty but will not until both players have passed priority.

5.4.4b   Ending the Preparation Phase also serves as entering the Battle Phase.

5.5   Battle Phase

5.5.1   First player skips the Battle Phase of their first turn of the game. Players whose turn it is at the start of round two or three do not skip the Battle Phase.

5.5.2   Beginning the Battle Phase

Any effects that trigger at the beginning of the Battle Phase are added to the queue. The controllers of those effects gain priority with any effects controlled by the active player added to the queue first in the order they choose and the nonactive player's effects added to the queue after in the order they choose. These effects must resolve before the active player can transition to the attack step.

5.5.3 "During the Battle Phase" Effects

Effects that apply during the Battle Phase can be applied at any step of battle whenever the controller of the effect has priority. The controllers of those effects gain priority with any effects controlled by the active player added to the queue first in the order they choose and the nonactive player's effects added to the queue after in the order they choose.

5.5.4 Attack Step

5.5.4a   The attack step of the Battle Phase begins when both players have passed priority and the queue is empty.

5.5.4b   The active player begins this step by selecting a number of dice equal to the attack stat value of their Neopet. This action does not use the queue and players do not gain priority.

5.5.4c   After the attack dice have been selected, the active player will roll them. This action does not use the queue and players do not gain priority.

5.5.4d   After the active player has rolled the dice and there are visible results, then the active player will gain priority.

5.5.4e   After results are confirmed and both players have passed priority, the Battle Phase continues to the defence step.

5.5.5 Defence Step

5.5.5a   The defence step of the Battle Phase begins when both players have passed priority and the queue is empty.

5.5.5b   The nonactive player begins this step by selecting a number of dice equal to the defence stat value of their Neopet. This action

does not use the queue and players do not gain priority.

5.5.5c   After the defence dice have been selected, the nonactive player will roll them. This action does not use the queue and players do not gain priority.

5.5.5d   After the nonactive player has rolled the dice and there are visible results, then the nonactive player will gain priority.

5.5.5e   After results are confirmed and both players have passed priority, the Battle Phase continues to the agility step.

5.5.6   Agility Step

5.5.6a   The agility step of the Battle Phase begins when both players have passed priority and the queue is empty.

5.5.6b   This step begins by both players comparing the agility stat values of their Neopets. This action does not use the queue and players do not gain priority. The player whose Neopet has a higher agility stat value gains the option to reroll any number of dice up to the difference in agility stat values.

5.5.6c   If a player has chosen to reroll dice during the agility step, that player selects any number of their dice up to the difference in agility stat values. This action does not use the queue and players do not gain priority.

5.5.6d   After the agility dice are selected, that player will reroll them. This action does not use the queue and players do not gain priority.

5.5.6e   After that player has rerolled the dice and there are visible results, then that player will gain priority.

5.5.6f   After results are confirmed and both players have passed priority, the Battle Phase continues to the damage step.

5.5.7   Damage Step

5.5.7a   The damage step begins by the two players addressing their successful results and failed results. A successful result, for either hit or block, is constituted by a 4, 5, or 6 on the die. A failed result, for either hit or block, is constituted by a 1, 2, or 3 on the die. This action does not use the queue and players do not gain priority.

5.5.7b

Once both players have their dice results addressed, they will compare them to determine the damage to be dealt to the defending Neopet. Each successful hit result of 4 or 5 on an attacking die is considered blocked by each successful block result of 4, 5, or 6 on a defending die.

Each successful hit result of 4 or 5 on an attacking die that does not have an opposing successful block result on a defending die will be considered unblocked and will deal one damage to the defending Neopet during the last action of the damage step. For every successful hit result of 6 on an attacking die, that hit is considered a "critical" and cannot be blocked, regardless of any successful block results opposing it (even a result of 6) on a defending die.

This action of comparing final dice results uses the queue and the active player gains priority. When both players have passed priority, the damage step continues to its final action: damage calculation.

5.5.7c   Damage Calculation

After both players have seen the final dice results and have passed priority, the player that is attacking calculates each unblocked successful hit result. The defending Neopet is dealt one damage for each of these unblocked successful hit results. This damage is

dealt simultaneously and all at once.

5.5.7d   Neopets maintain the damage they have been dealt between turns and this damage must be represented clearly for both players to keep track of.

5.5.7e   If a Neopet has taken damage equal to or greater than its hit points stat value, it is knocked out and the round immediately ends (See 2.7.1 for End of Round procedure).

5.5.7f   Effects that Trigger when a Neopet is Dealt Damage

Any effects that trigger when a Neopet is dealt damage are added to the queue. The controllers of those effects gain priority with any effects controlled by the active player added to the queue first in the order they choose and the nonactive player's effects added to the queue after in the order they choose.

If an effect would trigger when a Neopet is dealt damage, but that damage would knock out the Neopet, the effect is removed from the queue instead and will not proceed to resolve.

5.5.8   End of Turn

5.5.8a   End of Turn Effects

Effects that apply during the end of the turn will be added to the queue. The controllers of those effects gain priority with any effects controlled by the active player added to the queue first in the order they choose and the nonactive player's effects added to the queue after in the order they choose.

5.5.8b   After all "end of turn" triggered abilities have resolved, the queue is empty, and all players have passed priority, any temporary effects that take place "until end of turn" will cease and be removed from any objects being affected.

5.5.9 End of Round & End of Game

5.5.9a   When a round ends, first check if there is a winner. A player wins the game when they have won two of the three rounds in the game.

5.5.9b   A player wins the round when they have knocked out their opponent's Neopet.

5.5.9c   When a Neopet is knocked out, all effects in the queue are removed and will not proceed to resolve. Skip all "End of Turn" abilities and effects and proceed directly to End of Round cleanup.

5.5.10 End of Round Cleanup

When a round ends and there is not a definitive game winner, the following End of Round Cleanup procedures are executed.

Each player puts their active Neopet into the Round Results zone, the winner's Neopet face-up, the knocked out Neopet face-down. Then, each player puts all Codestones, Equipment, and Legends on their side of the Battledome into their owner's Discards and all Faeries on their side of the Battledome into their owner's Voids. Players do not put Map Pieces or Locations into their Discards, those persist between rounds. When both players have successfully executed these steps, any "End of Round" delayed effects will now resolve.

5.5.11 End of Round Effects

5.5.11a   After End of Round Cleanup procedures are completed, all delayed triggers that were delayed until "End of Round" will now resolve.

5.5.11b   End of Round delayed triggers do not use the queue and players do not gain priority.

5.5.11c   If there are multiple End of Round delayed triggers controlled by the same player, that player may resolve them in any order.

5.5.11d   If there are multiple End of Round delayed triggers controlled by different players, they resolve in order starting with the effects of the player who won the round that is currently ending resolving first and then the opposing player's delayed triggers resolving after.

5.5.12 Starting a New Round

After both players have finished End of Round Cleanup procedures and resolving relevant End of Round effects, they do the following in order.

The player who won the previous round will choose a new active Neopet from their Neopet Deck and place it in their Neopet slot face up (as opposed to face down at the start of the game). The opposing player, whose Neopet was knocked out, will then choose a new active Neopet from their Neopet Deck and play it in their Neopet slot face up. The player whose Neopet was knocked out is now the active player and the game continues as normal.

The active player does not skip their Battle Phase during the first turn of a new round. Players do not draw any additional cards or mulligans and the game continues with all players' zone remaining in the same state as they were at the end of the previous round (except for one less Neopet in their Neopet Deck).

6.   Parts of a Card

6.1   Name

6.1.1   The name of the card appears in the top center of the card.

6.1.2   The name of a card is always its English name, regardless of printed language.

6.2   Neopet Stats

6.2.1   The base stats of any Neopet appear in the three boxes on the bottom of the card and the one box in the top right of the card. The Attack stat appears in the bottom left box next to a symbol of a red sword. The Defence stat appears in the bottom center box next to a symbol of a blue shield. The Agility stat appears in the bottom right box next to a symbol of a pair of yellow boots. The Hit Point stat appears in the top right box next to a symbol of a green heart.

6.2.2   The value of a Neopet's base stats is determined by the printed value on the Neopet and all attached Codestones.

6.2.3   The total value of any singular stat value is equal to its base value plus any modifiers from other effects. Any effect that refers to a specific stat value refers to the total stat value, not only its base value.

6.2.4   A Neopet's Attack, Defence, or Agility stat cannot exceed a total value of 10.

6.3   Neopet Stats Icons

6.3.1   Each Neopet stat is represented by an associated icon. Any instance of these icons in card text are considered to also be the printed name of that stat.

6.3.2   The icons for Attack, Defence, Agility, and Hit Points are a sword, shield, pair of boots, and heart respectively. The color of the icons have no mechanical significance, only the icon itself.

6.4   Level Requirement

6.4.1   A card's level requirement appears in the top left box.

6.4.2   A card's level requirement is exactly equal to its printed value. If a card does not have a printed level requirement, it's considered to have no value and no level requirement, not a level requirement of zero.

6.4.3   A card's level requirement cannot be changed. Any effects that reduce the level requirement required to play a card do not change the printed value.

6.4.4   If a card effect would have you target or choose a card or cards with a total sum of level requirement values, cards without a level requirement cannot be included.

6.5   Card Type

6.5.1   A card's type appears under its name in the top center.

6.5.2   Text Box or "Card Text"

A card's text box refers to the card's effects and abilities shown on the bottom half of the card. Anything in this section is considered the card's effect. This section may be referred to as either text box or card text.

6.6   Team Icon

6.6.1   A card's team icon appears in the top right, next to the card name.

6.6.2   Any instance of team icons on a card or in card text are considered to also be the printed name of that team icon.

6.6.3   There are no deckbuilding restrictions regarding a card's team icon. A player may construct their deck with any number of differing team icons.

6.6.4   A team icon gives a card the characteristic of that specified team. Any card effect that would reference a team name includes any relevant cards with

that team icon.

6.7   Set Code

6.7.1   A card's set code appears in the card border on the right side of the card.

6.7.2   For the purpose of card quantity limits, if a card has multiple printings, each printing is the same card regardless of the set code or art.

6.8   Rainbow Pool Icon

6.8.1   A card's Rainbow Pool icon appears in the top left, next to the card name.

6.8.2   This icon refers to either the Paint Brush associated with that Rainbow Pool Neopet or the Lab Ray Location.

7.   Card Types

7.1   Neopet

7.1.1   Neopets include the red, blue, yellow, or green versions of a species.

7.1.2   For accessibility, the color of a Neopet serves no mechanical purpose besides reflecting associated stat increases.

7.1.3   A Neopet Deck may contain no fewer than three and no more than five unique Neopet cards. It cannot contain more than one copy of a unique Neopet species.

7.2   Rainbow Pool Neopet

7.2.1   Rainbow Pool cards include any painted or Lab Ray Location version of a species.

7.2.2   Rainbow Pool Neopet cards are indicated by a Paint Brush icon in the top left and the corresponding Paint Brush name under the species name in the top center.

7.2.3   A Rainbow Pool may contain no more than ten unique Rainbow Pool Neopet cards.

7.2.4   A player may have any Rainbow Pool Neopet cards in their Rainbow Pool, regardless of the Neopets or Paint Brushes included in their Main Deck.

7.3   Faerie, Hero, and Villain

7.3.1   A Faerie, Hero, or Villain card is indicated by the card type "Faerie," "Hero," or "Villain" found under the card name in the top center of the card.

7.3.2   A deck may contain no more than one copy of a unique Faerie, Hero, or Villain card.

7.3.3   The active player may play a Faerie, Hero, or Villain card only during their Preparation Phase when the queue is empty.

7.3.4   The controller may use any relevant effects and abilities of a Faerie, Hero, or Villain card on the same turn it is played.

7.3.5   When a Faerie, Hero, or Villain card leaves the Battledome, it is put into its owner's Void. This is not a replacement effect.

7.3.6   If a Faerie, Hero, or Villain does not have a printed level requirement, it does not have a level requirement. A Faerie card may be played with no Codestones in play, but it is not considered to have a level requirement of 0.

7.3.7 A player may control no more than one Faerie, Hero, or Villain card in the Battledome at a time.

7.3.8 Hero and Villain cards have a team icon in the top right, where the team icon appears normally.

7.4 Paint Brush

7.4.1 A Paint Brush card is indicated by the card type "Paint Brush" found under the card name in the top center.

7.4.2 A deck may contain no more than two copies of a unique Paint Brush card.

7.4.3 The active player may play a Paint Brush card only during their Preparation Phase when the queue is empty.

7.4.4 When a Paint Brush resolves, a player must put their active Neopet into their Rainbow Pool and put the matching Rainbow Pool Neopet from their Rainbow Pool into their Active Neopet Slot as their Active Neopet. Then that player puts the Paint Brush card in its owner's Discard.

7.4.5 When a Neopet is transformed into a Rainbow Pool Neopet, it maintains all damage and status effects it had before it transformed.

7.4.6 A player can paint their active Neopet any number of times so long as they have the corresponding Rainbow Pool Neopet in their Rainbow Pool.

7.4.7 A player cannot play a Paint Brush if they do not have the corresponding Rainbow Pool Neopet in their Rainbow Pool.

7.4.8 A player cannot play a Paint Brush if their active Neopet is already painted with that same Paint Brush since they do not have the corresponding Rainbow Pool Neopet in their Rainbow Pool.

7.4.9 If a Paint Brush does not have a printed level requirement, it does not have a level requirement. A Paint Brush card may be played with no Codestones in

play, but it is not considered to have a level requirement of 0.

7.5   Legend

7.5.1   A Legend card is indicated by the card type "Legend" found under the card name in the top center.

7.5.2   A deck may contain no more than two copies of a unique Legend card.

7.5.3   The active player may play a Legend card only during their Preparation Phase when the queue is empty.

7.5.4   When a Legend card resolves, its controller resolves all relevant effects on the card and then places it in its owner's Discard.

7.6   Equipment

7.6.1   An Equipment card is indicated by the card type "Equipment" found under the card name in the top center.

7.6.2   A deck may contain no more than two copies of a unique Equipment card.

7.6.3   The active player may play an Equipment card only during their Preparation Phase when the queue is empty.

7.6.4   When an Equipment card resolves, it is placed in one of the three Equipment slots in its owner's side of the Battledome. The controller may use any relevant effects and abilities of the Equipment card on the same turn it is played.

7.6.5   A player may control no more than three Equipment cards at a time.

7.6.6   If each Equipment slot already has an Equipment in it, the controller of the new Equipment may send one of those slot's current Equipment to its

owner's Discard in order to play a different Equipment in the same slot.

7.6.7   When an Equipment card leaves the Battledome, it is put into its owner's Discard.

7.7   Potion

7.7.1   A Potion card is indicated by the card type "Potion" found under the card name in the top center.

7.7.2   A deck may contain no more than two copies of a unique Potion card.

7.7.3   The active player may play a Potion card only during their Preparation Phase when the queue is empty.

7.7.4   Potions that require one or more dice be rolled as part of the effect are additional costs such that those dice are rolled as the card is added to the queue and not while the card resolves. The results of these dice are known before the card is fully added to the queue. This additional cost uses the queue and priority rules are applied as normal.

7.7.5   When a Potion card resolves, its controller resolves all relevant effects on the card and then places it in its owner's Discard.

7.8   Food

7.8.1   A Food card is indicated by the card type "Food" found under the card name in the top center.

7.8.2   A deck may contain no more than two copies of a unique Food card.

7.8.3   A Food card can be played by a player any time they have priority. This includes during any phase and on any turn they would receive priority.

7.8.4   If a Food card has a timing or event restriction such that it can only be played during a certain time or when a certain event occurs, that Food's controller must play it the next time they have priority after the timing or event occurs.

    7.8.4a   A player holding priority does not disrupt another player waiting for the appropriate priority window to play a Food due to a previous timing or event restriction.

7.8.5   Playing a Food card does not count towards the one card a player may play during their Preparation Phase.

7.8.6   When a Food card resolves, its controller resolves all relevant effects on the card and then places it in its owner's Void. This is not a replacement effect.

7.9   Location

7.9.1   A Location card is indicated by the card type "Location" found under the card name.

7.9.2   A deck may contain no more than two copies of a unique Location card.

7.9.3   The active player may play a Location card only during their Preparation Phase when the queue is empty.

7.9.4   A Location card might state "This card begins the game in your Rainbow Pool." This card does not contribute to the Rainbow Pool's limit of ten Rainbow Pool Neopets.

7.9.5   When a Location card resolves, its controller places it in their Play Area. That player may use any relevant effects and abilities of the Location on the same turn it is played.

7.9.6   Location cards are treated as in play, but not treated as in the Battledome.

7.9.7   A player may control no more than one Location card at a time. If a player would like to put a different Location card into play, they must first send their

active Location to the Discard.

7.9.8   When a round ends, Locations in play are not sent to the Discard. Locations persist in play between each round.

7.10   Map Piece

7.10.1   A Map Piece card is indicated by its card text stating it can be collected as a Map Piece.

7.10.2   A deck may contain no more than one copy of each unique Map Piece needed to play a Location.

7.10.3   To collect a Map Piece, put that card into the Play Area.

7.10.4   Map Piece cards are treated as in play, but not treated as in the Battledome.

7.10.5   The active player may collect a Map Piece during their Preparation Phase when the queue is empty.

7.10.6   The active player may collect any number of Map Pieces during their Preparation Phase.

7.10.7   Effects that allow a player to play a card outside of its normal restrictions may be used to instead collect a Map Piece.

7.10.8   Collecting a Map Piece does not use the queue and priority is not passed.

7.10.9   When a round ends, Map Pieces in play are not sent to the Discard. Map Pieces persist in play between each round until their Location condition is met.

7.11   Codestones

7.11.1 A Codestone card is indicated by the card type "Codestone" found under the card name in the top center.

7.11.2 A deck may contain any number of Codestones, regardless of their name or printed stat boost.

7.11.3 A Codestone is "attached" and not "played." To attach a Codestone, the card is placed from the player's Inventory underneath their active Neopet.

7.11.4 The active player may attach a Codestone only during their Train Phase when the queue is empty. No more than one Codestone may be attached this way.

7.11.5 A player may attach no more than five Codestone cards to their active Neopet.

7.11.6 Attaching a Codestone does not use the queue and priority is not passed.

7.11.7 All printed stat boosts on Codestones attached to each active Neopet must be visible at all times.

7.11.8 Attached Codestones are part of a player's Neopet and are not considered to be in the Battledome.

8. Gameplay Zones

8.1 Neopet Deck

8.1.1 A player's Neopet Deck contains no less than 3 and no more than 5 base Neopet cards.

8.1.2 During a game, each player must keep their Neopet Deck separate and distinguishable from their Main Deck and Rainbow Pool.

8.1.3 The content of the cards in a player's Neopet Deck is private information.

8.1.4   The quantity of cards in a player's Neopet Deck is public information.

8.2   Rainbow Pool

8.2.1   A player's Rainbow Pool contains no more than ten Rainbow Pool Neopet cards. It may contain any number of non-Rainbow Pool Neopet cards that specify "This card begins the game in your Rainbow Pool."

8.2.2   During a game, each player must keep their Rainbow Pool separate and distinguishable from their Main Deck and Neopet Deck.

8.2.3   The content of the cards in a player's Rainbow Pool is private information.

8.2.4   The quantity of cards in a player's Rainbow Pool is public information.

8.3   Main Deck

8.3.1   A player's Main Deck contains exactly fifty cards, no more, no less.

8.3.2   During a game, each player must keep their Main Deck separate and distinguishable from their Neopet Deck and Rainbow Pool.

8.3.3   The content of the cards in a player's Main Deck is private information.

8.3.4   The quantity of cards in a player's Main Deck is public information.

8.4   Active Neopet Slot

8.4.1   A player's Active Neopet Slot contains their Active Neopet.

8.4.2   A player's Active Neopet Slot is not considered to be in the Battledome.

8.5   Codestone Slots

   8.5.1   A player's Codestones Slots contain all attached Codestones.

   8.5.2   A player's Codestones Slots are not considered to be in the Battledome.

8.6   Battledome

   8.6.1   The Battledome includes the following for each player: one Faerie slot and three Equipment slots.

   8.6.2   Each slot has a specific designation in the Battledome. The Faerie slot top left of the active Neopet slot, one Equipment slot under the Faerie slot, and the remaining two Equipment slots to the right of the active Neopet slot, one above the other.

   8.6.3   The Battledome does not include any player's Neopet Deck, Rainbow Pool, Main Deck, Void, Discard, Active Neopets Slot, Codestone slots, or Play Area.

   8.6.4   During a game, each card in the Battledome must be in its designated slot, distinguishable from other slots, and visible at all times.

8.7   Inventory

   8.7.1   A player's "Inventory" refers to the cards in their hand.

   8.7.2   A player may have a maximum of fifty cards in their Inventory.

   8.7.3   The content of the cards in a player's Inventory is private information.

   8.7.4   The quantity of cards in a player's Inventory is public information.

8.8   Discard

    8.8.1   A player's Discard includes all cards sent there due to card resolution, game effect, or End of Round cleanup.

    8.8.2   The contents of the cards in a player's Discard are public information. A player may request to look at another player's Discard at any time, to which the player receiving the request is obligated to present it and the contents within.

    8.8.3   During a game, each player must keep their Discard separate and distinguishable from their Void, Play Area, and Battledome and visible at all times.

    8.8.4   The quantity of cards in a player's Discard is public information.

8.9   Void

    8.9.1   A player's Void includes all cards sent there due to card resolution, game effect, or End of Round cleanup.

    8.9.2   The contents of the cards in a player's Void (except face-down cards) are public information. A player may request to look at another player's Void at any time, to which the player receiving the request is obligated to present it and the contents within.

    8.9.3   During a game, each player must keep their Void separate and distinguishable from their Discard, Play Area, and Battledome and visible at all times.

    8.9.4   The quantity of cards in a player's Void is public information.

8.10   Play Area

8.10.1 A player's Play Area includes all cards in the queue pending resolution, Map Pieces, Locations, and any other card designated to "stay in play."

8.10.2 The Play Area is positioned below each other slot that makes up the Battledome.

8.10.3 Cards put into the queue by players are not required to be put positionally into the Play Area but should be understood by both players to represent the queue.

8.10.4 Any card designated to "stay in play" without a corresponding slot in the Battledome must remain in the Play Area and be visible at all times.

8.10.5 During End of Round cleanup, all cards in the Play Area except Locations and Map Pieces are sent to their owner's Discard or Void per normal cleanup rules.

8.10.6 During a game, each player must keep their Play Area separate and distinguishable from their Discard, Void, and Battledome and visible at all times.

8.11 Queue

8.11.1 The queue represents all cards, card effects, activated abilities, and triggered abilities that have been played, activated, or triggered and are pending resolution.

8.11.2 Activated abilities and triggered abilities in the queue are not treated as being in the Battledome.

8.11.3 While cards in the queue are considered to be in the Play Area, the queue can be represented anywhere so long as both players understand its order of contents.

8.12   Cards, Abilities, and Effects

8.12.1 Timing and Priority

Cards, activated abilities, and triggered abilities can be added to the queue at the end of any sentence in an effect when that player has priority. The effects of those cards or abilities will not attempt to resolve until the current effect has finished resolving.

8.12.2 Phase-Based Priority

During any player's turn, priority is passed during every phase regardless of whether or not a game action is taken. This happens as phases end, not as they begin. If a player would like to assume priority during a phase in which another player, namely the active player, does not take a game action, they must signify this before the next phase begins.

8.13   Cards

8.13.1 Any card that is a Faerie, Paint Brush, Legend, Equipment, Potion, Map Piece, Location, Food, or Codestone is considered a "card" for the purpose of game effects.

8.13.2 Neopet and Rainbow Pool Neopet cards are not "cards" for the purpose of game effects. They are not affected by any game effect that would reference "card" or "cards."

8.14   Card Effects

8.14.1 A card's effect is any text in a card's text box. A card's effect does not include its name, level requirement, or type.

8.14.2 Card effects also include any activated or triggered abilities of cards in the Battledome.

8.14.3 If a card would lose its effect due to another effect, it maintains its other aspects (name, level requirement, type).

8.15 Activated Abilities

8.15.1 An activated ability is an effect on a card or Neopet in the Battledome that requires a cost be satisfied to be added to the queue.

8.15.2 An activated ability may be added to the queue whenever its controller has priority and only once that turn unless otherwise stated. The ability's costs and timing restrictions must be satisfied before the effect is added to the queue.

8.15.3 An activated ability's cost will be designated by a semi-colon. All text before the semi-colon is the cost, all text after the semi-colon is the effect that is added to queue if the costs are satisfied.

8.15.4 Activated abilities use standard priority rules and will not resolve until both players have passed priority.

8.16 Triggered Abilities

8.16.1 A triggered ability is an effect that requires a certain event to occur to be added to the queue.

8.16.2 A triggered ability are designated by a comma, with its trigger condition before the comma and the effect after the comma.

8.16.3 A triggered ability is added to the queue as soon as its condition is met and after all effects of the source that caused it to trigger have finished resolving.

8.16.4 Triggered abilities use standard priority rules and will not resolve until both players have passed priority.

8.17   Conditional Effects

8.17.1 A conditional effect is an effect that requires a condition or set of conditions be met to be added to the queue.

8.17.2 A card with a conditional effect must meet all of its required conditions to be added to the queue, including any necessary legal targets.

8.17.3 A card with a conditional effect can be added to the queue when its controller has priority and when all of its conditions are met.

8.17.4 A card with a conditional effect uses standard priority rules and will not resolve until both players have passed priority.

8.18   Passive Abilities

8.18.1 A passive ability is an effect on a card in the Battledome or Active Neopet that is constantly active and requires no additional costs, triggers, conditions, or actions to take effect.

8.18.2 Passive abilities do not use the queue.

8.18.3 A passive ability on a card in the Battledome or Active Neopet is always active regardless of turn phase.

8.18.4 A passive ability of a card in the Battledome or Active Neopet that does not specify "other" of a certain type of card or Neopet will affect itself.

8.18.5 If two or more passive abilities contradict each other, the effect that has been in play for a greater duration takes precedence.

8.19   Delayed Triggers

8.19.1 A delayed trigger is an effect on a card or Neopet that creates an event at a later time and will specify when that event will occur.

8.19.2 An event created by a delayed trigger will occur regardless of the permanence of the object that created it.

8.20   Keyword Actions/Status Effects

8.20.1 Abandon your Neopet

8.20.1a   You automatically lose the round and your Neopet is placed faced down in the round results. All End of Round cleanup procedures take place as normal.

8.20.1b   You may only abandon your Neopet when you resolve an effect that allows you to do so.

8.20.2 Collect

8.20.2a   To collect a card, put it into the Play Area during your Preparation Phase.

8.20.2b   Collecting a card does not count towards the one card a player may play during their Preparation Phase.

8.20.2c   The active player may collect any number of cards during their Preparation Phase.

8.20.2d   The active player may only collect cards that state they can be collected.

8.20.2e   Effects that allow a player to play a card outside of its normal restrictions may be used to instead collect a card.

8.20.3 Discard

8.20.3a   To discard a card, send it from the designated player's Inventory to their Discard.

8.20.3b   When an effect instructs a player to "send a card" to their Discard, this does not count as the action of "discarding" that card for the purpose of other effects that would see a card "discarded."

8.20.4 Freeze/Frozen

8.20.4a   To freeze a Neopet is to give it the "frozen" status effect.

8.20.4b   A frozen Neopet can not perform any attacks during its next Battle Phase. A frozen Neopet can still defend during their opponent's Battle Phase.

8.20.4c   A frozen Neopet may be frozen again. This effect does not stack into subsequent turns, it still only applies to the turn that it was applied.

8.20.5 Immune

8.20.5a   A Neopet that is immune cannot be affected by the designated ability or status effect.

8.20.5b   If a Neopet is already under the effects of an ability or status effect, becoming Immune to that ability or status effect does not remove it. That Neopet's immunity only applies to any abilities or status effects that would affect it after the time it gained immunity.

8.20.6 Negate

8.20.6a   To negate an action, ability, or effect is to stop that action, ability, or effect from being performed or resolving.

8.20.6b   If a Neopet's abilities or effects are negated by a static ability, that Neopet is treated as if that ability or effect does not exist.

8.20.7 Reveal

8.20.7a   To reveal a card, turn face up that card such that it is made known to all players.

8.20.7b   Revealed cards are only public information as they are revealed. When a revealed card reaches its intended destination, it becomes private information (unless that destination is a zone that is public).

8.20.8 Scrap

8.20.8a   To scrap a card, send the top card of the designated player's deck to their Discard.

8.20.8b   This does count as a card being sent from the deck to the Discard for the purpose of effects that would require that condition.

8.20.9 Search

8.20.9a   To search a zone for one or more designated cards, look through that zone for the designated card(s).

8.20.9b   If an effect would require a player search for a specific card type, the controller of that effect must show that card to all other players, proving the exact type required by the effect was acquired.

8.20.9c   A player may only take a search action if they have the necessary quantity of resources required by that action, however that player need not successfully acquire a card.

8.20.9d   A player must always shuffle their deck and offer their opponent to cut it after they search their Main Deck.

8.20.10   Transform

8.20.10a   To transform your Neopet, place your active Neopet into the Rainbow Pool and replace it with a Neopet of the same species that meets the requirements of the effect used to transform it.

8.20.10b   If a Paint Brush does not have a card effect, it has the inherent effect of transforming your Neopet into the color with the same name.

8.20.11   Additional Costs

8.20.11a   Additional costs are conditions that must be met to put certain effects into the queue. These additional costs can be found on cards, abilities, or effects.

8.20.11b   Additional costs are indicated by text preceding a semi-colon. Any text before a semi-colon represents the additional requirements that must be met to put into the queue the effect stated after the semi-colon.

8.20.11c   Additional costs must be met prior to any part of the effect being put into the queue.

8.20.11d   Resources used to meet the requirement of additional costs are spent regardless if the effect they were used for does not resolve.

8.20.12   Alternative Costs

8.20.12a   Alternative costs are optional requirements that may be met instead of the normal costs required for a card, ability, or effect.

8.20.12b   Alternative costs are indicated by text before a semi-colon and will designate whether it replaces the normal requirements or has a varying effect dependent on which cost was met.

8.20.12c   Alternative costs are always optional.

8.20.13   Targeting

8.20.13a   If a card, ability, or effect requires one or more targets, those targets must be selected as it's added to the queue, not after it has resolved.

8.20.13b   If all targets of a card, ability, or effect are made illegal by the time their source would resolve, the effect does not resolve.

8.20.13c   If an object would gain a temporary effect prohibiting it from being targeted while the source of the targeting is still in the queue, that object will be considered an illegal target when the source attempts to resolve.

8.20.14   Effects with Required Resources

8.20.14a   If an effect would instruct a player to take an action that includes a designated quantity of resources, that player completes the action with as many available resources as possible.

8.20.14b   If an effect includes a specific quantity of required resources as an additional cost or "if, then" clause, that effect's controller must have at least the specified quantity of resources in order to put

that effect into the queue or successfully resolve the effect.

8.20.14c If an effect would instruct a player to search their deck for one or more cards of a designated type, that player need not confirm there are cards of the designated type available in their deck and may opt to not choose any cards.

8.20.15   Resolving Cards, Effects, and Abilities

8.20.15a Each time both players pass priority in succession, the next card, effect, or ability in the queue resolves.

8.20.15b To resolve an effect or ability, the controller of that effect or ability carries out each action instructed in the effect's text.

8.20.15c If the card that resolves is a Faerie or Equipment, it is put into the appropriate zone in the Battledome. If the card that resolves is a Legend, Food, Paint Brush, or Potion, the card remains in the Play Area until the card's controller finishes carrying out each action instructed in the effect, then puts the card in their Discard (Food is put into the Void).

8.20.15d Effects may require a player to take multiple actions. Those actions always resolve in the order they appear in the effect's text.

8.20.15e If an effect resolving would cause a card to be played or another effect or ability to trigger, the card, effect, or ability is added to the queue at the end of the current sentence in the resolving effect's text. Any of the played cards or triggered effects or abilities will not attempt to resolve until the current effect has finished resolving completely.

8.20.16   Replacement Effects

8.20.16a   Replacement effects are continuous or one-time effects that replace a particular event with a different event.

8.20.16b   Replacement effects are indicated by the usage of "instead" and indicate which events are replaced with other events.

8.20.17   "Controlling" Neopets, Cards, Abilities, and Effects

8.20.17a   A player controls Neopets, cards, effects, and abilities they play, put into the queue, or are on their side of the Battledome.

8.20.17b   If an effect would allow a player to play a card or activate an ability controlled by a different player as if it were theirs, that effect gives that player control of that card or ability, but not ownership.

8.20.17c   Cards in any player's Main Deck, Inventory, Discard, Neopet Pool, Rainbow Pool, or Void are not considered to be in or under their control.

9.   Additional Rules

9.1   Cards Played by Effects

9.1.1   If an effect would instruct or allow a player to play a card during their Preparation Phase, the played card does not count towards the one card a player may play during their Preparation Phase.

9.1.2   If an effect would instruct or allow a player to play a card outside of its normal timing restrictions, the played card is added to the queue as normal and its normal timing restrictions are ignored.

9.1.3   Any card played by an effect is treated as being played for any effects that would see a card played.

9.2   "Discarding" vs "Sending to the Discard"

9.2.1   If an effect would instruct a player to "send" a card to the Discard from a designated zone, that effect does not count as "discarding" for any effects that would see a card "discarded."

9.2.2   Regarding effect text, to "discard" a card is to send it to the Discard, but to "send a card to the Discard" is not discarding.

9.3   Exhaustion

9.3.1   A player is exhausted when there are zero cards in their deck. If that player would add cards back to their deck while exhausted, they are no longer exhausted.

9.3.2   At the beginning of a player's Draw Phase, if they are exhausted, their active Neopet is dealt one damage.

9.4   Rolling Alternate Dice

9.4.1   If an effect would instruct a player to roll a d3 (a 3-sided die), that play rolls a d6. Results of 1 or 2 are treated as a 1, 3 or 4 are treated as a 2, and 5 or 6 are treated as a 3.

9.5   Cards that "Stay in Play"

9.5.1   Any effect that would instruct a card to "stay in play" places that card in the Play Area. Unless otherwise stated by game text or rules, these cards adhere to all standard end-of-round cleanup procedures.

9.6   "During" vs "At the Beginning" Phase Triggers

9.6.1 Effects and abilities that instruct a player to take an action "during" a phase allows that player to take that action any time while that is the current phase, including as the phase starts.

9.6.2 Effects and abilities that instruct a player to take an action "at the beginning" of a phase allow that player to take that action only as the phase starts and no other time during that phase.

9.7 Multiple Abilities Triggering at the Same Time

9.7.1 If more than one triggered ability trigger at the same time, the controller(s) of those effects may add them to the queue in any order, starting with the active player adding all of their effects and then nonactive player adding theirs next.

9.8 Cards without Level Requirement

9.8.1 Cards without a printed Level Requirement are treated as having no Level Requirement, they are not treated as having a Level Requirement of 0.

9.9 Cards that Reference Names of Cards

9.9.1 Any card that references a card with a specific name or string of words in its name applies to any card name that contains that name or string of words, regardless of punctuation or plurality. These cards do not apply to cards with that name or string of words in its text box.

Example: A player plays Hubert to search their deck for a card with "Hot Dog" in its name. That player may find the card "Hot Dog" or "Hubert's Special Hot Dog" but cannot find another "Hubert."

9.10 Additional Cards in Battledome

9.10.1 If an effect would instruct or allow a player to put or have cards in the Battledome greater than the normal limit, that player may choose any space

in the Battledome area that is both reasonable and understandable to both players.

9.11   Public and Private Information

9.11.1 Public information includes any face-up game components or information available to all players. This includes the following game components and information: active Neopets, cards face-up in the Battledome or Play Area, face-up cards in players' Discards and Voids, dice, dice results, damage taken, and quantity of cards in players' Inventories, Main Decks, Discards, Voids, Neopet Decks, and Rainbow Pools.

9.11.2 Private information includes any face-down game components or information not available to all players. This includes the following game components and information: Neopet Pools, Rainbow Pools, face-down Neopets at the beginning of rounds, face-down cards in Discards and Voids, subject of cards in players' inventories, the subject of cards in players' decks, and any other cards placed face down or returned to a player's deck.

9.11.3 If an effect would reveal a card, the controller of that card need only reveal it once as instructed. Revealed cards are not considered public information after they are revealed once.

10.   Card Clarifications

10.1   Lab Ray – Sponge Neopets

10.1.1 The total damage is the value being halved and then rounded down, you are not reducing by ½. So if the damage is 3, the damage is halved to 1 ½ and then reduced to 1.

Credits

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