

:: K.3.22 was a duplicate rule and has been removed.

:: B.6.6.2 has been reworked. Infinity is now equivalent to having all twelve resource symbols. It no longer requires resource symbols to be chosen or tracked.

- This change is about simplifying aspects of UFS. Rather than force players to juggle what symbols an infinity card has in all zones it's revealed in because simplifying aspects of UFS that are unnecessarily tedious. This chan

:: K.3.4.3 added to control the functionality of cards like M3C Devastator Plasma Cannon

:: K.1.3.1 added to clarify the functionality of cards like Rekki-Maru & Mekki-Maru

-For the interaction between Taki and Rekki-Maru & Mekki-Maru. Now more clear that, clearing both card pools is still only one event for Rekki-Maru & Mekki-Maru to respond to.

:: H.4.2.1 added to clarify the functionality of cards like Malfestation

-If you commit Malfestation to pass the check cost for an ability such as Lilith's E(5+), will trigger Malfestation

:: G.2.1.3.2.2.1 has been replaced by K.3.24. NOTE: There is no functionality change associated with this, it is merely intended to make the rule in question more clear.

:: E.2 amended to clarify the interaction between pause conditions and responses / fired effects

:: A new line (E.1.6) was added to the start of game procedures to allow for before-game effects to occur before hands are drawn

-Updated the LGR to allow for Tournelouse and Edward and Ein and future characters to function more intuitively.

:: B.6.1.1.1.1 added to allow certain effects referencing character names to function

-Seventh Cross has lots of new cards that reference specific characters and their specific character versions.

:: I.3.7 added to support the new Gauge keyword

:: K.4.5 added to support freeze

:: D.2.2.3.4 modified to cover unflipping characters

-Now, if you unflip a character that can be attached, it will be. Yay!

:: E.4 modified to clarify that checks are only needed for action cards if playing an ability on them from the hand

-Previously, rules as written would have required you to make a check for each ability on an action card. For example, say Prepare to Fight if you were attempting to respond with Breaker, and both Card Pool responses, the previous rules would have required you to make a check for each of those abilities. However, in practice this doesn't happen. The LGR has been updated to match the current play behaviours.

:: K.4.2 and K.4.2.1 modified to support Drained by a Kiss and similar effects.

-Now you can flip cards in card pools, officially.

:: D.1.3 added to formalize long-standing accepted behavior

-The card pool is a public zone by default. If facedown cards enter this zone, they stay unknown.

:: H.5.4 added to clarify the function of effects that instruct players to play abilities

:: D.1.4 added to prevent cards from entering zones other than their owners'

:: I.2.3.3 and I.2.4.2 added to clarify effects that copy keyword abilities

:: I.2.5 was corrected

:: J.1.2 added to handle situations where an instruction is numerically impossible to do precisely

:: I.3.3.2 updated to clarify that if a card has multiple combo keywords with different requirements, only one set of requirements must be satisfied to play its combo-restricted abilities

:: J.4.5 added to cover references to costs that were not paid

Clarifications

+Celinka2

Celinka will be receiving a functional errata to work as intended.

Functional Errata - Celinka2 counts as 2 characters in your staging area for effects.

Zsolt

Clarification - If Zsolt is sealed, the damage of his attacks will now be able to be modified and his multiple copies will count towards progressive difficulty.

Werelight

Clarification - If your opponent is unable to play, the enhance ability that is chosen, your opponent passes and has fulfilled the effect of Werelight. Playing the chosen ability or passing.

Eugenia -Maddening Corner Cases

Controlling an opponent's card - D.1.4 If a card would enter a zone of the player that does not own that card, add it to its owner's removed from game zone instead.

If your opponent had a Bounce and Roll or Ether's Influence, as Eugenia you could take control of your opponent's card.

Keywords - I.2.3.3 and I.2.4.2 added to clarify effects that copy keyword abilities

Linked to their ratings so that if you copy the the keyword enhance ability, you still get the rating.

Multiple - Fails to execute

J.4.5 If an instruction references a value derived from the cost of the ability that produced it, but that ability was played without paying costs due to some effect, that instruction fails.