

Prelude

This document is meant for those who search advanced information about rules of X610Z. If you just want to learn the game, please go to <http://www.x610z.com/spelregels>. We know that some game situations need a direct answer, if you can't find it here, you can ask your question at our forums at <http://www.x610z.com/forums>. Always use the last available Comprehensive Rules. These Comprehensive Rules are effective as of the 1st of March, 2010. In the Comprehensive Rules, when referred to a player, the male-form is used. These rules apply to every X610Z® game with two or more players whether it's a casual game or a competitive game. For more information and rules about Organized Play go to: www.x610z.com/spelregels and click on Organized Play. In the last section of the document you can see what has been updated/changed.

Contents

1. X610Z® Basics	5
100. General	5
101. Game formats	5
102. Sideboard	5
103. Requisites	5
104. Definition of Players	6
105. Starting the Game	6
105.1. Determining the Starting Player	6
105.2. Positioning the Life Bases	6
105.3. Drawing the Initial Hand	6
105.4. Murphy's Law	6
106. Winning and Losing	7
107. The X610Z® Golden Rules	7
107.1. Precedence of Rules	7
107.2. Announcing Actions	8
107.3. Omission of Target	8
2. Game Aspects	8
200. Actions	8
201. Stacking and Resolving	9
202. Movement and Attack	10
203. Energy	10
204. Costs	11
204.1. General	11
204.2. Casting Cost	11
204.3. Activation Cost	11
204.4. Additional Effect Cost	12
204.5. Movement Energy Cost	12
205. Cards	12
206. Permanent and Non Permanent	12
206.1. Permanent	12
206.2. Non Permanent	13
207. Effects	13
208. Targets	14
209. Markers	15
209.1. General	15
209.2. Counters	15
209.3. Damage indicators	15
210. Damage	15
211. Shuffling	15
212. Drawing and Searching Cards	16
213. Showing and presenting	16

214. Owner and controller	16
3. Parts of the Card	16
300. General	16
301. Card Name	16
302. Casting Cost	16
303. Illustration	16
304. Specifications	17
304.1. General	17
304.2. Type of Card	17
304.3. Deck Restriction	17
304.4. Permanent/non Permanent	17
305. Action Panel	17
306. Flavor Text	17
307. Collectors Information	18
308. Logo and Legal Text	18
4. Card Types	18
400. General	18
401. (All) Effect Cards	18
401.1. Effect Cards	18
401.2. Summon Effect Cards	18
401.3. Class Specific Effect Cards	18
401.4. Energy Crystal Effect Cards	18
402. Summon Cards	19
403. Energy Crystal Cards	20
5. Game Zones	20
500. General	20
501. Deck	20
502. Hand	20
503. Stack	21
504. Play	21
505. Discard Pile	21
506. Removed From Game	21
6. Board	22
600. General	22
601. Starting Dots	22
602. Red Inner Orbit Dots	22
603. Ending Dots	23
604. No Attack Zone	23
605. Warp Zones	23

7. Turns	23
700. General	23
701. Reactivation Phase	24
702. Draw Phase	24
703. Action Phase	24
704. End Phase	24
8. Glossary	25
9. Monthly Updates	34
Updated for February	34
Added/changed rules	34
Changed Terms	35
Updated for March	35
Added/changed rules	35
Changed Terms	35
Adds/changes in the Glossary	35

1. X610Z® Basics

100. General

- 100.1a Single Player Game is a game that begins with 2 players that play 1 vs.1.
- 100.1b A Multi Player Game is a game that begins with 3 to 6 players that all play individually.
- 100.1c A Team Player Game begins with 2 or 3 teams. In case of a game played by 3 teams, it's a 2vs2vs2. In case of a game played by 2 teams, it's a 3vs3 or a 2vs2.

101. Game formats

- 101.1a In Constructed Play, every player plays with a deck created ahead of time. That deck contains a minimum of 51 cards, including 1 Life Base Card. A Constructed Deck may only have as many copies of one specific card, as the deck restriction allows.
- 101.1b In Limited Play, each player gets a quantity of unopened X610Z® products and creates his own deck on the spot. That deck contains a minimum of 36 cards, including 1 Life Base Card. In Limited play a deck can consist of as many copies of one specific card as a player gets from the just opened products, which means the deck restriction can be ignored. Trading cards with other players is not allowed during limited play.
- 101.2. In both formats there is no maximum deck size, this means there is no restriction on the maximum number of cards a deck may contain, though players must be able to shuffle their deck independently.

102. Sideboard

- 102.1. Each player is allowed to have a sideboard, which is a group of cards that the player is allowed to use to modify his deck between games of a match.
- 102.1a In Constructed Play, a sideboard must contain exactly 10 cards. The deck restriction applies to the combined deck and sideboard.
- 102.1b In Limited Play, all cards that a player gets out of his opened products, but don't include in his deck, will be his sideboard.

103. Requisites

- 103.1. Every player needs his own X610Z® card deck (including 1 Life Base Card), one set of 4 pawns and some small items (for example: dices) to represent counters and damage.

104. Definition of Players

- 104.1. A player is one of the people in the game. The player who has the turn, is the active player. The other players are reactive players.
- 104.2. In a Single Player Game, the player other than yourself is an opponent.
- 104.2a In a Multi Player Game, any player other than yourself is an opponent.
- 104.2b In a Team Player Game all players in your team except yourself are teammates. All other players are opponents.

105. Starting the Game

105.1. Determining the Starting Player

- 105.1a First determine which player begins. If it's the first game of a match, it can be randomized by rolling dice, for example. The winner of the dice roll chooses which player will get the first turn.
- 105.1b After the first game, the player that lost the last game will get to determine which player begins the next.

105.2. Positioning the Life Bases

- 105.2a After deciding which player begins, all players place their Life Base Pawn on one of the 6 Starting Dots in the middle of the game board and place their Life Base Card in front of them on the table in (the in) play (zone).
- 105.2b The Life Base pawns are always placed in such a way that opponents' Life Bases oppose each other. In a Team Player Game team players are not allowed to have their Life Bases in adjacent starting positions. The order at which players are seated at the table mimics the order at which their Life Bases are placed on the starting positions.
- 105.2c The Starting Dot where a player started with his Life Base is his Summon Dot until the end of the game/match.

105.3. Drawing the Initial Hand

- 105.3a When the Life Bases are on the table all players draw seven cards from the top of their deck.

105.4. Murphy's Law

- 105.4. Before the starting player begins his turn, all players are allowed to take the Murphy's Law option. A player that does so may shuffle his hand back into his deck and draw new cards. The number of new cards the player draws

is less than the number of cards previously in his hand. The Murphy's Law option may also be used immediately following the use of the Murphy's Law option provided the player using it has at least one card in his hand.

106. Winning and Losing

106.1. In casual play players can decide in advance whether the game ends with 1 winner and the rest losers, when a player wins, or it continues to determine a 2nd and any 3rd, 4th, 5th, 6th place.

106.1a There can only be a draw when a game is played with a time-limit, and the time-limit exceeds without a player/team having won the game yet.

106.1b In Organized Play the game ends when a player/team wins. In a Team Player Game when a player wins his teammates also win. The same goes for losing, if a player loses his teammates also lose. All players/teams that didn't win the game lost the game.

106.2. There are several ways for a player/team to win the game.

- A player wins when his Life Base reaches one of the outer red dots of the game board.
- A player wins when all of that player's opponents have left the game by any of the ways of losing.

106.3. There are several ways for a player/team to lose the game.

- A player's Life Base leaves play.
- If a player is required to draw more cards than are left in his deck. (He immediately loses).
- A player gives up. In Organized Play this is not allowed until after 15 rounds.

107. The X610Z® Golden Rules

107.1. Precedence of Rules

107.1a Whenever an effect contradicts the game rules, the effect gets precedence, unless it states: "according to the game rules". The effect of the card overrides only the rule that applies to that specific situation.

107.1b Whenever an effect says you can do something, and another effect says you can't, the "can't" effect takes precedence.

107.2. Announcing Actions

- 107.2a All actions must be announced clearly, so all players will have an equal chance to react at any possible time in any possible way in accordance with the game rules. (clockwise)
- 107.2b Actions must be announced one at a time. If a player announces more than one action at a time other players can react at any of the announced actions.

107.3. Omission of Target

- 107.3a When “you”, “your” or no target is mentioned on the card, it always refers to the caster of the card.

2. Game Aspects

200. Actions

- 200.1. There are 2 categories of actions: stackable actions and non stackable actions.
- 200.1a There are 4 stackable actions: casting, activating, moving and attacking.
- Casting is bringing a (non Energy Crystal Card) from hand into play.
 - Activating is releasing the effect of a permanent Effect.
 - Movement is moving a summon.
 - Attack is attacking a summon with a summon in your control.
- 200.1b There are 3 non stackable actions: casting Energy Crystal Cards, activating Energy Crystals and using energy from Energy Pool.
- Casting an Energy Crystal Card is bringing an Energy Crystal Card from hand into play under your control.
 - Activating an Energy Crystal is releasing the energy it produces into your Energy Pool.
 - Using energy is using energy from your Energy Pool to pay any Energy Cost.
- 200.2. Non stackable actions are not placed on the Stack but take place immediately and can't be prevented.
- 200.3. Whenever an action is announced and the action requires a target, the target has to be declared at the moment of announcing the action.
- 200.4. If an action would be successfully performed but would result in an illegal situation the action fails (fizzles).

- 200.5. After an action is announced the player must release the required energy from his pool. He may activate crystals at this time. If he cannot meet the requirement he must release and use as much energy as possible to meet the cost. The specific Energy Types and amount of energy the player can't pay because he doesn't have enough of that specific Energy Types must be paid with energy of any type (to a maximum of the energy required for the announced action). If the action is the casting of a card, the card returns to caster's hand.
- 200.6. If the cost of an action has been raised after the action has been announced the player of that action may pay the extra cost. If he doesn't pay the extra cost the action fails and the paid energy is lost. When the action was the casting of a card, the card moves to the discard pile.

201. Stacking and Resolving

- 201.1. A stack starts with a player announcing an action.
- 201.2. A stack can only be started in any player's action phase or end phase.
- 201.3. A stack can be started by any player (active and reactive) with any stackable action.
- 201.4. There can only be one stack at a time. Any action announced when there is a stack will move on top of the existing stack.
- 201.5. Reacting on actions is always done clockwise. So when a player starts the stack, the first player that gets a chance to react is the player on the left of the player that started the stack.
- 201.6. When nobody announces/stacks another action, the stack starts to resolve by the LiFo- system (Last in, First out). This means the last stacked action is resolved first.
- 201.7. While resolving the stack, players can place "new" actions on the remaining stack. This means at any time you can respond to any action that is still in the stack.
- 201.8. When an existing stack completely has been resolved, any player can start a new stack.
- 201.9. When a cast or an activation is resolved the Effect(/summon) moves from the stack into play.

202. Movement and Attack

- 202.1. Moving and attacking with a summon are actions that can only be done by an active player.
- 202.2. Moving summons requires energy.
- 202.3. Attacking with a summon doesn't require energy.
- 202.4. The Basic Stats of a summon indicate the maximum amount of dots a player can move/attack with that summon. For example: Jelly Fish Vessel has a Speed of 3, which means you can move that summon either 1, 2 or 3 dots. The same goes for Range.
- 202.5. A player can move and/or attack only once with each summon he controls each active turn.
- 202.6. A player can only move a summon in the direction it attacked and vice versa.
- 202.7. You are allowed to move "over"/attack "through" another summon with one of your summons provided it has enough Speed/Range. A dot that is taken by another summon still is a dot you need to count when attacking or moving with a summon.
- 202.8. A summon that you move has to keep moving in the same direction. Your summon may change orbit during the movement as long as you keep moving in the same direction (so it's either clockwise or counter-clockwise, sharp turns aren't allowed) and the dots are connected with each other. This means, if you want to move the summon in another direction you'll have to wait until your next turn.
- 202.9. If the movement of a summon is announced and the landing dot gets occupied as result of another action it moves as far as possible to the occupied landing dot.

203. Energy

- 203.1. Energy is the primary resource in the game. Most actions, like casting/activating and moving summons, have a cost, these costs are paid by using energy.
- 203.2. There are 2 Energy Types: Specific Energy, Colorless Energy.
- 203.2a. Specific Energy can be produced by Energy Crystals and Effects. The specific type (color) is always mentioned on the card.
- 203.2b. Colorless Energy can only be used to pay a Colorless Energy Cost.
- 203.3. Whenever an Energy Crystal is activated, the energy that crystal produces immediately flows into the Energy Pool of its controller.

- 203.4. The Energy Pool is where released energy temporarily is stored until it's used to pay Energy Costs or the turn it's released in ends. So, when a turn ends and is passed to the next player, all players' Energy Pools are emptied.
- 203.5. Energy that is used from the Energy Pool to pay a cost immediately leaves your Energy Pool at the moment it is used, even when the Effect/action it's been used for doesn't take place.
- 203.6. Energy can only be used for own purposes. This means, you can't pay costs for other players than yourself.

204. Costs

204.1. General

- 204.1a There are several types of Energy Costs: Casting Cost, Activation Cost, Additional Effect Cost, Movement Energy Cost.
- 204.1b Paying any of these costs requires using the matching Energy Type as well as paying the generic energy indicated in the cost.
- 204.1c Any cost that requires Colorless Energy to be paid can be paid by using any Energy Type.

204.2. Casting Cost

- 204.2a The Casting Cost of a card indicates how much and which type of energy a player must pay to cast that card.
- 204.2b A Casting Cost is indicated by Casting Cost Symbols: the Mystic Energy symbol (M'X') which is blue, the Boost Energy symbol (B'X') which is green, the Colorless Energy symbol (C'X') which is grey. For example: the blue symbol (M'X') indicates that Mystic Energy is required, 'X' stands for the amount.
- 204.2c Some cards have no Casting Cost, on these cards nothing is printed where normally the Casting Cost is printed. Having no Casting Cost means the card can be cast without using any energy for it.

204.3. Activation Cost

- 204.3a The Activation Cost of a card indicates how much and which type of energy a player must pay to activate that card.
- 204.3b An Activation Cost is indicated by an Activation Symbol followed by the required Energy Type(s) and amount of energy needed. It is written as [Activation Symbol, Energy Cost].

- 204.3c Some cards have no Activation Cost. Having no Activation Cost means the card can be activated without using any energy for it.

204.4. Additional Effect Cost

- 204.4a An Additional Effect Cost of a card indicates how much and which type of energy a player must pay to release the additional effect.
- 204.4b Additional effects contain the word(s) “with”, “with extra”, “for each extra” followed by the Energy Cost.
- 204.4c Additional effects don’t show an Activation Symbol.

204.5. Movement Energy Cost

- 204.5a The Movement Energy Cost of a Summon Card indicates how much and which type of energy a player must pay to move that summon.
- 204.5b The Movement Energy Cost is written as [Movement Energy: Energy Cost].

205. Cards

- 205.1. When a rule or text on a card refers to a “card”, it refers to an X610Z® card with an X610Z® card front and an X610Z® card back.
- 205.2. Whenever a card is in one of the following zones it is called a card: Deck, Discard Pile, Removed From Game, Hand. So: Summon Card, Summon Effect Card, Energy Crystal Card, etc, etc. Whenever a card is in the “Play zone” or on the “stack” it is called: Summon, Summon Effect, Energy Crystal, etc, etc.
- 205.3. Whenever a “card” leaves play it moves into the discard pile, unless a/the card states it moves to another zone.

206. Permanent and Non Permanent

206.1. Permanent

- 206.1a A permanent card can only be cast by the active player during the Action or End Phase.
- 206.1b When a cast permanent resolves it moves into play.
- 206.1c A permanent remains in play for more than 1 turn, as long as it’s not removed as the result of any action.
- 206.1d A permanent, once in play, can be activated at any time during any player’s action or end phase.

- 206.1e The moment a permanent is activated it immediately changes into a deactivated state.
- 206.1f A deactivated permanent can be activated or deactivated again after reactivating it.
- 206.1g When a permanent changes of controller it stays in the exact same state. This means, for example, a deactivated permanent with 2 counters stays in deactivated state with 2 counters when it changes controller.

206.2. Non Permanent

- 206.2a A non permanent card can be cast at any time during any player's action or end phase.
- 206.2b When a cast non permanent resolves it moves into play.
- 206.2c A non permanent remains in play for the maximum of 1 turn, it leaves play directly after its effect has taken place.

207. Effects

- 207.1. Some Effect Cards contain two different effects, the controller can only choose one of these effects to take place. In this case a line with the word "or" separates the two effects. (For example, 7 Shooter)
- 207.2. Some Effects include an additional effect. To activate this additional effect an Additional Effect Cost may/must be paid. Effects that include an additional effect will mention who may/must pay the Additional Effect Cost. (Examples of cards with an additional effect: "Bullseye", "Heal", "Annihilation".)
- 207.3. Some effects state: "when successfully done". In this case, the effect consists of 2 steps in which the 2nd step requires the 1st step to have taken place. This means: if the requirement (1st step) isn't done successfully, the effect doesn't take place.
- 207.4. An Effect with a triggered effect always begins with "at", "when", "whenever", "during" or "in [target] X phase". This is called the Trigger Condition.
- 207.4a Triggered effects are written as "[Trigger condition], [effect]". (For example "Waste": In your draw phase, draw 2 extra cards. Keep 1 of those cards, discard the 2 other cards.)
- 207.4b Triggered effects look for the event or game state that matches the trigger condition. When the trigger event occurs the effect triggers.
- 207.4c If more than 1 triggered effect triggers at a time, they stack in an order the active player decides.

- 207.5. An Effect with a continuous effect has effect all the time rather than being activated or triggered. (For example: Life Base Steam Engine)
- 207.5a When an Effect with a continuous effect has been successfully cast on a target, it is fixed on that target. Which means, it stays on that target until it is removed or the target leaves play.
- 207.6. An Effect with an activated effect always begins with an Activation Symbol. The controller can choose whether he does or doesn't activate the effect. (for example: 'Precision Failure')

208. Targets

- 208.1. Whenever a card is cast, or an Effect is activated and it mentions the word "target", the player that cast or activated has to declare a target.
- 208.2. Whenever a permanent Effect Card is cast with a target Summon/Energy Crystal/Effect and resolves, it's put under the control of that Summon's/Energy Crystal's/Effect's owner.
- 208.3. Whenever a part of an effect mentions "you" or "your" it refers to the caster of the card. Then the effect always affects the caster or something he controls for that part of the effect.
- 208.4. Whenever a card doesn't mention "target" or "all players(')" and is formulated in an imperative way, the effect always affects the caster or something he controls. For example: Discount says, Draw 2 cards from your deck. It doesn't mention "target", so it refers to the caster and he draws the cards.
- 208.5. Whenever an Effect with an activated effect doesn't have a legal target or the target isn't in play anymore when it resolves the effect doesn't take place. In case of a cast card that doesn't have a legal target or its target isn't in play anymore, it also is moved to the discard pile.
- 208.6. Whenever an effect mentions a "Class" it refers to a summon of a specific Class.
- 208.7. Whenever an effect refers to "(all) target player's", it refers to cards/summons in his control.
- 208.8. Whenever an effect states "(all) target player's", it only targets the player, not anything in his control. Though anything in his control can be affected by the effect.

209. Markers

209.1. General

- 209.1a Markers are used as counters or damage indicators.
- 209.1b Dices are good markers and are usually required in competitive games.

209.2. Counters

- 209.2a A Counter is a marker placed on an Effect that interacts with its effect.

209.3. Damage indicators

- 209.3a A Damage indicator is a marker placed on a summon to indicate the damage it has.

210. Damage

- 210.1. Summons can be dealt damage by attacks of summons and by the effect of Effects.
- 210.2. Whenever a summon has been dealt damage, the owner of the summon places a damage indicator on it.
- 210.3. The source of damage is the summon or Effect that dealt it.
- 210.4. Whenever damage is dealt, the source of the damage has to be in play. If it isn't, the damage isn't dealt.
- 210.5. If the total damage marked on a summon is equal to or greater than its Defense that summon has been dealt lethal damage and is destroyed.
- 210.6. Lethal damage that has already been dealt, because the action that caused it has already been resolved, is irreversible.
- 210.7. A destroyed Non Life Base summon leaves play and moves into the discard pile.
- 210.8. When a Life Base leaves play its owner loses the game.

211. Shuffling

- 211.1. Every time a player has to shuffle his deck, any opponent is allowed to reshuffle or cut the deck.
- 211.2. After searching his deck a player must shuffle the deck.

212. Drawing and Searching Cards

- 212.1. Whenever a player has to draw cards it's always from the top of the deck.
- 212.2. Whenever a player may search his deck for a card/cards it's with the illustration side up.

213. Showing and presenting

- 213.1. Whenever an effect states that a player "shows" his cards or a card it means he shows the illustration side of the card(s).
- 213.2. Whenever an effect states a player "presents" his cards it means he presents them with the deck side of the card up.

214. Owner and controller

- 214.1. The owner of a card is the player that started the game with that card.
- 214.2. The controller of a card is the player that has the card in his control.

3. Parts of the Card

300. General

- 300.1. The X610Z® logo on a card is printed on the upper left corner.
- 300.2. Every X610Z® card contains to following: Card Name, Casting Cost, Illustration, Specifications, Action Panel, Flavor Text, Collector Information, Logo and Legal Text.

301. Card Name

- 301.1. The name of a card is printed on its upper right corner.
- 301.2. The name of a card only refers to the card it is printed on.

302. Casting Cost

- 302.1. A card's casting cost is indicated by Energy Symbols that can be found on its upper right corner, just below the name of the card.
- 302.2. Some cards have no Casting Cost, on these cards nothing is printed where normally the casting cost is printed.

303. Illustration

- 303.1. The illustration of a card is printed on its upper half and has no effect on the game.

304. Specifications

304.1. General

- 304.1a The specifications of a card are in a text box printed on the lower left half and always contains the following: Type of Card, Deck Restriction, Permanent/Non Permanent.

304.2. Type of Card

- 304.2a The card types are: Energy Crystal Card, Energy Crystal Effect Card, Effect Card, Summon Effect Card, Summon Card, Class Specific Effect Card.
- 304.2b In case of a Summon Card it also contains 2 subtypes: Class and Element.
- 304.2c In case of an Effect Card or Summon Effect Card the card can also contain a 'Crew'-subtype. Not every Effect Card or Summon Effect Card contains a subtype.

304.3. Deck Restriction

- 304.3a The deck restriction indicates how many copies of that specific card a deck is allowed to contain when played with.
- 304.3b The deck restriction can be a number or the infinity symbol: ∞ . If the latter, no deck restriction is imposed.

304.4. Permanent/non Permanent

- 304.4a A card is either a permanent or a non permanent card.

305. Action Panel

- 305.1. The action panel of a card is in a text box printed on its lower right half.
- 305.2. The action panel usually contains rules text that define the effect that a card has on the game play. In case of a Summon Card it contains the Movement Energy (Cost) and the Basic Stats of the summon.

306. Flavor Text

- 306.1. Each card features a flavor text printed on the bottom just below the specifications and action panel.
- 306.2. The flavor text has no effect on the game.

307. Collectors Information

- 307.1. The collectors information of a card is printed on its lower left corner.
- 307.2. The collectors information is printed in the form: Act.Printrun/Card number/Number of cards this act-Rarity. For example, Life Base shows: “1.1/001/089-C”.
- 307.3. Possible rarities are: common (C), uncommon (U), rare (R), super rare (SR), ultra rare (UR).

308. Logo and Legal Text

- 308.1. Logo: X610Z® and Existenz® are registered trademarks.
- 308.2. The X610Z® logo is printed on the upper left corner of every X610Z® card.
- 308.3. The legal text lists the trademark and copyright information and is printed on the lower left and lower right corner of every X610Z® card.

4. Card Types

400. General

- 400.1. The card types in X610Z® are: Effect Cards, Class Specific Effect Cards, Energy Crystal Effect Cards, Summon Cards, Energy Crystal Cards.
- 400.2. These card types can be categorized in 3 kinds: (All) Effect Cards, Summon Cards and Energy Crystal Cards.

401. (All) Effect Cards

401.1. Effect Cards

- 401.1a Effect Cards can target anything they state.

401.2. Summon Effect Cards

- 401.2a Summon Effect Cards can only target summons.

401.3. Class Specific Effect Cards

- 401.3a Class Specific Effect Cards can only target summons of the specific Class it mentions in the specifications.

401.4. Energy Crystal Effect Cards

- 401.4a Energy Crystal Effect Cards can only target Energy crystals.

402. Summon Cards

- 402.1. A Summon Card is represented by a summon in the form of a pawn on the game board.
- 402.2. There are 4 different Summon Classes, each with a unique associated pawn. (For example: Hunter Dragon, Class: Dragon.)
- 402.3. All summons that are not a Life Base summon are referred to as non Life Base summons.
- 402.4. All Non Life Base summons have an Element, an Element is a characteristic of a summon.
- 402.5. The Life Base summon doesn't have and can't get an Element.
- 402.6. When a Summon Card has been cast successfully its caster also places the associated pawn (summon) on his Starting Dot or on one of the Ending Dots of the game board.
- 402.7. When a player wants to move a summon he controls he pays the Movement Energy (Cost) and activates his summon by rotating the associated Summon Card 90 degrees before moving.
- 402.8. When either the summon (pawn) or the Summon Card leaves play the other one automatically also leaves play.
- 402.9. All Classes have a play restriction of 1. You can't cast a Summon Card of a Class that you already have in play. Alternatively, if a summon moves into your control and you already have a summon of that class in your control, discard the summon the that moved in your control last.
- 402.10. If a summon changes of controller the pawn representing that summon is replaced by the same unique type of pawn of the new controller.
- 402.11. Each summon has Basic Stats, which are: Attack Power, Defense, Speed, Range.
- 402.11a Attack Power shows how much a damage a summon can deal when it attacks.
- 402.11b Defense shows how much damage a summon can take before it is destroyed.
- 402.11c Speed shows the maximum amount of dots a summon can move each time it moves.
- 402.11d Range shows the maximum amount of dots a summon can attack over when it attacks.

- 402.12. Whenever an effect states “target Summon gets Speed - or + (minus or plus) X”, it is subtracted from or added to the maximum Speed (basic stat: “Speed”), not from/to the number of dots the owner of target summon wants to move the summon. The same goes for Range and Attack Power.
- 402.13. Whenever an effect states “target Summon gets Defense - or + X” it is subtracted or added from/to the Defense it has left (=basic stat: “Defense” minus damage) not from/to the maximum Defense. Effects like this only have effect until end of turn, as they state.
- 402.14. When a summon is deactivated by the Effect of another player, it can’t attack and move until after reactivation.

403. Energy Crystal Cards

- 403.1. A player can cast only 1 Energy Crystal Card per turn.
- 403.2. Energy Crystal Cards can only be cast by the active player.
- 403.3. A player can only play the Energy Crystal Card under his own control.

5. Game Zones

500. General

- 500.1. Cards can be in any of the following 6 zones: Play, Hand, Deck, Discard Pile, Removed From Game, Stack.

501. Deck

- 501.1. The Deck zone is the zone where a player’s remaining deck is.
- 501.2. If a card says you can draw a card, you draw one card from the top of your deck.
- 501.3. The Deck zone isn’t public knowledge.
- 501.4. Players must honestly respond to queries from other players about how much cards they have in their deck.

502. Hand

- 502.1. The Hand zone is the zone where all the cards are that a player has in his hand.
- 502.2. If someone chooses a card in another player’s hand, he doesn’t know which card he is choosing unless the effect states: “show(s)”

- 502.3. The Hand zone isn't public knowledge, and only the player of that hand knows which cards are in his Hand zone.
- 502.4. Players must honestly respond to queries from other players about how much cards they have in their hand.

503. Stack

- 503.1. The stack is a "pile" of actions/effects, waiting to be resolved.
- 503.2. Once a card is placed on the stack it's considered to be in a pre-Play zone.
- 503.3. Since all players have to announce their actions clearly, the stack is public knowledge.

504. Play

- 504.1. The Play zone is where cards move to, after they are successfully resolved. In this zone all the cards in your control are placed.
- 504.2. Cards can be placed in play as the result of an effect.
- 504.3. The Play zone is public knowledge, every player is allowed to see all the cards that are in play, and is allowed to ask which cards are under someone's control.

505. Discard Pile

- 505.1. The discard pile is the zone where cards move to after leaving play. Each Player has his own discard pile.
- 505.2. The discard pile is public knowledge. Every player is allowed to look in all discard piles.

506. Removed From Game

- 506.1. The Removed From Game zone is the zone where cards move to that are removed from the game.
- 506.2. Cards that are in the Removed From Game zone remain there until the end of the game.
- 506.3. The Removed From Game zone is a public knowledge. Every player may look into any player's Removed From Game zone.

6. Board

600. General

- 600.1. X610Z® is played with an X610Z® game board.
- 600.2. The X610Z® game board exists of red and white dots on which summons are placed and moved over.
- 600.3. The dots are connected by lines. Only the connected dots are a “path” a summon can move/attack over.
- 600.4. Every dot is counted as one “step” (movement) or one range (attack).
- 600.5. On any dot only 1 summon can be placed at a time.
- 600.6. Red dots have more rules applied than white dots. Depending on where a red dot is placed it is called differently and has different rules applied to it.
- 600.7. The several different red dots are Starting Dots, Red Inner Orbit Dots, Ending Dots.

601. Starting Dots

- 601.1. The Starting Dots are the 6 red dots in the very center of the game board.
- 601.2. These dots are the Starting Dots for the Life Base summons.
- 601.3. On these dots players can place their successfully cast summons.
- 601.4. These dots may only be occupied by a summon of the player that started there with his Life Base.
- 601.5. Whenever a summon “lands” on a Starting Dot that isn’t the Starting Dot of its controller it immediately is destroyed and moves to the discard pile.
- 601.6. These dots can be used as warp holes for Non Life Base summons.
- 601.7. These dots are part of the No Attack Zone.

602. Red Inner Orbit Dots

- 602.1. The Red Inner Orbit Dots are the red dots in the middle of the board that are connected by lines forming an orbit.
- 602.2. These dots are part of the No Attack Zone.

603. Ending Dots

- 603.1. The Ending Dots are the 6 most outer red dots of the game board.
- 603.2. When a Life Base summon successfully reaches one of these dots its owner immediately wins the game.
- 603.3. These dots are also Summon Dots.
- 603.4. These dots can also be used as warp holes for Non Life Base summons.
- 603.5. The Ending Dots are wiped clean directly after each player's turn, this means all Non Life Base summon that are placed on the Ending Dots are destroyed and move to the discard pile.

604. No Attack Zone

- 604.1. The Starting Dots and the Red Inner Orbit Dots are the No Attack Zone.
- 604.2. Summons that are placed on one of the dots in the No Attack Zone can't attack or be attacked.

605. Warp Zones

- 605.1. The Starting Dots and Ending Dots are also warp holes.
- 605.2. Players can warp their Non Life Base summons from the Ending Dots to their Starting Dot, and vice versa.
- 605.3. Warping a summon counts as 1 step.
- 605.4. Summons can't attack through warp holes.

7. Turns

700. General

- 700.1. After a player has finished his turn, the player directly left of him starts the turn.
- 700.2. Cards can state players get another turn, or have to skip a turn.
- 700.3. All Effects with a triggered effect that trigger on a phase, do so at the beginning of the phase. The exact phase is always mentioned explicitly.

701. Reactivation Phase

- 701.1. During this phase, the active player reactivates all his permanents.
- 701.2. No actions can be announced during this phase.
- 701.3. No effects can take place, except triggered effects.
- 701.4. This phase ends when a player has reactivated all his permanents.

702. Draw Phase

- 702.1. During the draw phase, the active player draws 1 card from the top of his deck and moves it to his hand.
- 702.2. No actions can be announced during this phase.
- 702.3. No effects can take place, except triggered effects.
- 702.4. This phase ends when a player has drawn the card.

703. Action Phase

- 703.1. During this phase, the active player is allowed to cast and play cards, activate Effects and move and attack with his summons.
- 703.2. All reactive players are allowed to cast non permanent cards at any time during this phase.
- 703.3. All reactive players are allowed to activate permanents at any time during this phase.
- 703.4. This phase ends when the active player announces he is ending his action phase, and no other player responds with an action to the declaring of ending the action phase.

704. End Phase

- 704.1. All reactive players are allowed to cast non permanent cards at any time during this phase.
- 704.2. All reactive players are allowed to activate permanent cards at any time during this phase.
- 704.3. The active player can only announce an action as a response on announced actions by the reactive players. In other words: if no reactive player announces an action the active player can't announce actions during the End Phase.
- 704.4. The end phase ends when all actions announced in this phase have been resolved and no player announces any more actions.

8. Glossary

Action There are several actions a player can take. There are stackable actions and non stackable actions.

- Stackable actions:

1. Casting a (non Energy Crystal) card
2. Activating a permanent Effect
3. Moving a summon
4. Attacking with a summon

- Non stackable actions:

1. Casting an Energy Crystal Card
2. Activating an Energy Crystal
3. Using energy from your Energy Pool

Action Panel The text box on an X610Z[®]-card that contains rules of text defining the effect of a card.

Action Phase Part of the turn. This is the third phase of the turn.

Activate/Activation

1. To activate the effect of a permanent Effect.
2. To release the energy of an Energy Crystal into your Energy Pool.
3. To rotate a permanent by 90 degrees to indicate it has been activated (the card is then in a non active state).

Activated Effect An Effect with an activated effect begins with an Activation Symbol. The controller can choose whether he does or doesn't activate the permanent Effect.

Activation Cost The Energy Cost a player needs to pay to activate a permanent Effect.

Activation Counters See Counters.

Active Player The player whose turn it is.

Additional Effect Some Effects include an additional effect. To activate this additional effect an Additional Effect Cost may/must be paid. Effects that include an additional effect will mention who may/must pay the Additional Effect Cost.

Additional Effect Cost The Energy Cost that a player may/must pay in addition to its Casting/Activation Cost to release the additional effect of that Effect.

Attack To attack a summon with one of your summons.

Attack Power This is one of the Basic Stats a summon has. It indicates the maximum damage a summon can deal per attack.

Basic Stats All summons have Basic Stats. There are 4 Basic Stats: Attack Power, Defense, Speed, Range.

Beast One of the Classes a NLB summon can have.

Card

1. The standard component of the game: an X610Z® card with an X610Z® card front and a an X610Z® card back.
2. The term “card” is used to refer to a card that is in any zone except the Play zone or the Stack.

Card Kinds Categories that card types are divided in.

Card Type A characteristic. Each card type has its own rules.

Cast To bring a card from hand into play.

Caster A term that refers to the player who cast a card.

Casting Cost The Casting Cost indicates the amount of energy a player needs to pay to cast a card.

Casting Cost Symbols Symbols used to indicate the Casting Cost of a card.

Clan In X610Z® a clan is a group of up to 9 players that is registered on www.x610z.com.

Class A characteristic of NLB summons. Every NLB summon has a Class.

Class Specific Effect A Class Specific Effect Card in play or on the stack.

Class Specific Effect Card A Class Specific Effect Card is a card that contains an effect that can only target summons of the specific Class it mentions.

Crew

1. A characteristic that an Effect Card or Summon Effect Card can have.
2. A Crew is a group of 3 players that are from the same registered clan.

Collectors Information Information printed on the lower left corner an X610Z®-card. This information shows Act.Printrun/Card number/Number of cards this act-Rarity. For example, Life Base shows: “1.1/001/089-C”.

Colorless Energy An Energy Type.

Constructed Play A way of playing in which each player creates his own deck ahead of time.

Continuous Effect An Effect with a continuous effect has effect all the time rather than being activated or triggered.

Control The term used to refer to who gets to use an object in the game.

Controller A card's controller is the player who currently controls it.

Counter

1. A marker placed on an Effect that interacts with its effect.
2. To cancel an action so it doesn't resolve.

Damage Summons and Effects can deal damage to summons. Dealt damage is marked by a marker (damage indicator).

Deactivate To change a permanent's state into a deactivated state, done by rotating the permanent 90 degrees. Deactivation of a permanent Effect doesn't release its effect. If a summon is deactivated it can't attack and can't move.

Deactivated A state of a permanent in play after it's deactivated. (90 degrees rotation). A permanent in this state can only be reactivated, not activated or deactivated. A deactivated permanent is placed horizontally of its controller.

Deal See Damage.

Deck

1. The collection of cards a player starts the game with.
2. A zone.
3. All the cards in a player's deck.

Deck Restriction The deck restriction indicates how many copies of a specific card a deck is allowed to contain when played with.

Defense This is one of the Basic Stats a summon has. It indicates the maximum damage a summon can take before it is destroyed.

Destroy/Destroyed

1. To deal lethal damage to a summon.
2. A summon that has been dealt lethal damage is destroyed. If the total damage marked on a summon is equal to or greater than its Defense that summon has been dealt lethal damage and is destroyed.

Discard To move a card from the hand to owner's discard pile.

Discard Pile

1. A zone.
2. All the cards in a player's Discard Pile zone.

Dots A part of an X610Z® game board. There are red and white dots.

Dragon One of the Classes a NLB summon can have.

Draw

1. To take the top card(s) of a deck into the hand as the result of an effect that uses the word “draw” or as a turn-based action.
2. The result of a game in which no player wins or loses.

Draw Phase Part of the turn. This is the second phase in the turn.

Effect

1. Any type of Effect Card in play or on the stack.
2. Text on an Effect Card that explains in what way that card affects or can affect the game.

Effect Card

1. A kind of card. Any card type that has the word effect in it.
2. A card type. An Effect Card is a card that contains an effect that can target anything it states.

Element An Element is a sub-type that all Non Life Base summons have.

Ending Dot The most outer red dots on the board. When a player reaches one of the Ending Dots with his Life Base that player wins.

End Phase Part of the turn. This is the 4th and last phase in the turn.

End the Turn To announce you want to end your turn.

Energy Energy is the primary resource in the game. Most actions, like casting/activating and moving summons, have a cost, these costs are paid by using energy.

Energy Crystal An Energy Crystal Card in play.

Energy Crystal Card A card type. An Energy Crystal Card is a card that contains an Energy Crystal that releases energy into the Energy Pool when activated.

Energy Crystal Effect An Energy Crystal Effect Card in play.

Energy Crystal Effect Card A card type. An Energy Crystal Effect Card is a card that contains an effect that can only target Energy Crystals.

Energy Pool Where released energy or energy created by an effect is temporarily stored.

Face Down A card is “face down” if it’s physically positioned so the card back is showing. Cards in some zones are normally kept face down.

Face Up A card is “face up” if it’s physically positioned so the card front is showing. Cards in some zones are normally kept face up.

Flavor Text Text on the bottom of a card that has no effect on the game.

Game One game with an outcome.

Hand

1. A zone.
2. All the cards in a player’s Hand zone.

Heal To remove damage a summon has.

Hidden Zone A zone in which not all players can be expected to see the cards’ faces.

Illustration A picture printed on the upper half of a card that has no effect on game play.

Legal Text Information printed directly below the text box that has no effect on game play.

Lethal Damage Damage that has been dealt to a summon that was equal to or greater than its Defense.

Life Base The summon players start the game with, and can win or lose the game with.

LIFO-System Last In First Out System that is used to resolve a stack.

Limited Play A way of playing in which each player gets a quantity of unopened X610Z® product and creates his or her own deck on the spot.

Lose The Game There are several ways to lose the game.

Marker Markers are used as Counters or to indicate damage dealt on summons. For example: dices are good markers.

Marksman One of the Crews an Effect Card or Summon Effect Card can have.

Match A series of games played in a tournament.

Move

1. To move a summon
2. To move a card(s) from one zone to another.

Movement When any summon moves it's called movement.

Movement Energy (Cost)

1. Movement Energy Cost is the Energy Cost that a player must pay to move a summon.
2. Movement Energy is the term used on cards to refer to Movement Energy Cost.

Multiplayer Game A game that starts with 3 to 6 players that all play individually.

Name A characteristic, and part of a card. A card's name is printed in its upper left corner.

Navigator One of the Crews an Effect Card or Summon Effect Card can have.

NLB Common abbreviation of Non Life Base.

Non Active A state of a permanent in play after it's activated. (90 degrees rotation). A permanent in this state can only be reactivated, not activated or deactivated. A non active permanent is placed horizontally of its controller.

No Attack Zone A zone in which summons can't attack or be attacked. The No Attack Zone consists of the Starting Dots and the Red Inner Orbit Dots.

Non Life Base Summon A term used to refer to any summon but a Life Base summon.

Non Permanent A characteristic and part of a card.

Non Stackable Actions Actions that never get on the stack but take place immediately and can't be prevented.

Opponent Someone a player is playing against.

Orbit A ring existing of dots and lines.

Organized Play Official tournaments, with atleast 4 competitors, that are approved by X610Z®.

Owner The player who a card belongs to.

Permanent A characteristic and part of a card.

Phase A subsection of a turn.

Play (Zone)

1. A zone.
2. All the cards in a player's Play zone.

Player One of the people in the game.

Play Restriction Tells how many summons of a Class can be in play at the same time.

Present To present a card/cards face down.

Prevent To stop an effect/damage/action so it doesn't take place.

Produce A term used to refer to the energy that a Energy Crystal can create.

Public Zone A zone in which all players can be expected to see the cards' faces.

Range This is one of the Basic Stats a summon has. It indicates the maximum amount of dots a summon can attack over.

Reactivate/Reactivation To change the state of a card so it can be used again.

Reactivation Phase Part of the turn. This is the 1st phase of the turn.

Reactive Player A player that doesn't have the turn.

Redirect To change an announced target.

Remove To remove a counter.

Remove from the game To remove a card from play and move it into the removed from the game zone.

Removed From Game

1. A zone.
2. All the cards in a player's Removed From Game zone.

Resolve

1. When a stackable action on top of the stack "resolves," it takes place.
2. When an effect resolves the instructions are followed and it has its effect.

Rider One of the Crews an Effect Card or Summon Effect Card can have.

Search To look in a stated zone at all cards and find a card that matches a given description.

Sharp Turn A term used for the direction of a summon's movement. A sharp turn isn't allowed. A sharp turn is a turn of less than 90 degrees.

Show To show a card/cards face up.

Shuffle To randomize the cards in a deck.

Sideboard Extra cards that may be used to modify a deck between games of a match.

Single Player Game A game that starts with 2 players that play 1vs1.

Skip In effects the word “skip” indicates what turns, steps, phases, events will not occur.

Specifications A text box that contains characteristics of a card.

Speed This is one of the Basic Stats a summon has. It indicates the maximum amount of dots a summon can move.

Stack

1. A zone in which actions wait to be resolved.
2. All the actions that are in the stack.

Stackable Action Actions that get on the stack before they move into play.

Starting Dot The red dots in the most middle of the board where players start with their Life Base.

Subtype A characteristic.

Successfully A term used to refer to an action/effect/part of an effect/etc. that has taken place without being prevented or illegal.

Summon A Summon Card in play.

Summon Card A card type. A Summon Card is a card that calls forth a summon.

Summon Effect A Summon Effect Card in play.

Summon Effect Card A card type. A Summon Effect Card is a card that contains an effect that can only target summons.

Target A preselected player, non permanent or permanent an effect will have its effect on.

Team A group of players who share a common victory condition in a team player game.

Teammate A player’s teammates are the other players on his team.

Team Restriction A restriction that indicates the total amount of copies of a specific card the decks of 1 team may contain.

Team Player Game A Team Player Game begins with 2 or 3 teams. In case of a game played by 3 teams, it’s a 2vs2vs2. In case of a game played by 2 teams, it’s a 3vs3 or a 2vs2.

Tournament An activity in Organized Play where players/teams compete against other players/teams.

Tournament Rules Additional rules that apply to games played in a Tournament.

Trainee One of the Crews an Effect Card or Summon Effect Card can have.

Trigger When an Effect with a triggered effect triggers, its effect takes place/stacks.

Trigger Condition The first part of a triggered effect consisting of “at”, “when”, “when-ever”, “During” or “in” followed by a trigger event.

Triggered Effect An Effect with an effect that triggers when an event or game state matches the trigger condition. They are written as “[Trigger condition], [effect]”.

Trigger Event An event that matches the trigger condition of a triggered effect. When the trigger event occurs the effect triggers.

Turn The turn of a player existing of 4 phases.

Unactivated A state of a permanent in play. A permanent in this state can be activated or deactivated. An unactivated permanent (card) is placed vertically in front of its controller.

Use To use energy from an Energy Pool to pay any Energy Cost.

Vessel One of the Classes a Non Life Base summon can have.

Warp To move a summon from a Starting Dot to Ending Dot or from an Ending Dot to a Starting Dot.

Warp Zone A red dot that can be used to warp.

Win the game There are several ways to win a game.

You/your Words that refer to a card’s controller/caster/player

Zone A place where cards can be during a game.

9. Monthly Updates

For changed rules, see the new the rule in the document.

Updated for February

Added/changed rules

106.3. There are several ways for a player/team to lose the game.

- A player's Life Base leaves play.
- [CHANGED] If a player is required to draw more cards than are left in his deck he draws the remaining cards and then loses the game when the current turn is passed to the next player.
- A player gives up. In Organized Play this is not allowed until after 15 rounds.

200.5. [ADDED] After an action is announced the player must release the required energy from his pool. He may activate crystals at this time. If he cannot meet the requirement he must release as much energy as possible (to a maximum of the energy required for the announced action). If the action is the casting of a card, the card returns to casters hand.

200.6. [ADDED] If the cost of an action has been raised after the action has been announced the player of that action may pay the extra cost. If he doesn't pay the extra cost the action fails, and the paid energy is lost. When the action was the casting of a card, the card moves to the discard pile.

202.9. [ADDED] If the movement of a summon is announced and the landing dot gets occupied as result of another action it moves as far as possible to the occupied landing dot.

208.7. [ADDED] Whenever an effect refers to "(all) target player's", it refers to cards/summons in his control.

208.8. [ADDED] Whenever an effect states "(all) target player's", it only targets the player, not anything in his control. Though anything in his control can be affected by the effect.

211.2. [ADDED] After searching his deck a player must shuffle the deck.

214. [ADDED] Owner and controller

214.1. [ADDED] The owner of a card is the player that started the game with that card.

214.2. [ADDED] The controller of a card is the player that has the card in his control.

504.1. [ADDED] The Play zone is where cards move to, after they are successfully resolved. In this zone all the cards in your control are placed.

Changed Terms

- “Red Summon Dots” are now called: “Starting Dots”.
- “Red Outer Dots” are now called: “Ending Dots”.

Updated for March

Added/changed rules

200.5. [CHANGED] After an action is announced the player must release the required energy from his pool. He may activate crystals at this time. If he cannot meet the requirement he must release and use as much energy as possible to meet the cost. The specific Energy Types and amount of energy the player can't pay because he doesn't have enough of that specific Energy Types must be payed with energy of any type (to a maximum of the energy required for the announced action). If the action is the casting of a card, the card returns to caster's hand.

Changed Terms

- “Playing” an Energy Crystal Card is now called: “Casting” an Energy Crystal Card.

Adds/changes in the Glossary

Deactivate [CHANGED] To change a permanent's state into a deactivated state, done by rotating the permanent 90 degrees. Deactivation of a permanent Effect doesn't release its effect. If a summon is deactivated it can't attack and can't move.

Deactivated [CHANGED] A state of a permanent in play after it's deactivated. (90 degrees rotation). A permanent in this state can only be reactivated, not activated or deactivated. A deactivated permanent is placed horizontally of its controller.

Non Active [ADDED] A state of a permanent in play after it's activated. (90 degrees rotation). A permanent in this state can only be reactivated, not activated or deactivated. A non active permanent is placed horizontally of its controller.

Unactivated [ADDED] A state of a permanent in play. A permanent in this state can be activated or deactivated. An unactivated permanent (card) is placed vertically in front of its controller.