VCard Official Game Rules

Effective January 15th, 2026

1: Introduction

1.1.0: Golden Rules

1.1.0.1: If a Card's Effect contradicts with a Rule, the Card's Effect takes precedence.

1.1.0.2: An effect stating that something *can't* happen takes precedence over an effect that *can* happen.

Example: If a Player has a card that reads "Players may only play 1 Support each turn.", that card would have precedence over another card which reads "Players may play an additional Support each turn."

1.1.0.3: A card's Effect may have a Condition required to trigger its effect. In the event that all requirements of a Condition cannot be met, the effect does not trigger.

Example: If a Player has a card that reads "Discard 2 cards from your hand, draw 2 cards.", but the Player only has 1 card in their hand, the Effect would not trigger, and the Player would not draw 2 cards.

1.1.0.4: Only Official VCard Trading Card Game cards may be used in VCard.

1.1.0.5: Outside of Combat, anytime a Player's Active VTuber is discarded or that Player's Active Spot is empty, if that Player controls a VTuber on their Backstage, that Player must immediately move a Backstage VTuber they control to their Active Spot.

2: How to Win

2.1.0: Main Objective

2.1.0.1: The Objective of VCard is to reach 3 points before your Opponent does.

2.1.0.2: Points are awarded when Combat is resolved. (See 7.0)

3: Game Layout

3.1.0: Board Spots

3.1.0.1: A *Spot* refers to a designated area on the Board for Players to interact with.

3.1.0.2: Each board consists of 5 types of Spots: Mascot, Active, Backstage, Deck, and Discard.

3.1.0.3: If a Board Spot does not have any cards on them, that Spot is considered an Empty Spot.

3.1.0.4: Any card that is on a Spot on the Board, is considered to be on the Board.

3.1.0.5: Each Player has one Board.

3.1.1: Mascot Spot

3.1.1.1: Each Player has one Mascot Spot on their Board.

3.1.1.2: The Mascot Spot has space for one Mascot.

3.1.1.3: Players may only play Mascots onto their own Mascot Spot.

3.1.2: Active Spot

3.1.2.1: Each Player has one Active Spot on their Board.

3.1.2.2: The Active Spot has space for one VTuber.

3.1.2.3: Players may only play VTubers onto their own Active Spot.

3.1.3: Backstage Spots

3.1.3.1: Each Player has 4 Backstage Spots on their Board.

3.1.3.2: Each Backstage Spot has space for one VTuber.

3.1.3.3: Players may only play VTubers onto their own Backstage Spots.

3.1.4: Deck Spot

3.1.4.1: Each Player has one Deck Spot on their Board.

3.1.4.2: Each Deck Spot has space for that Player's legal Deck face-down.

3.1.5: Discard Spot

3.1.5.1: Each Player has one Discard Spot on their Board.

3.1.5.2: Each Discard Spot has space for that Player's discarded cards.

3.1.5.3: Any card that is "Discarded" is placed on top of that Player's Discard Spot.

3.1.5.4: The pile of cards in a Player's discard spot is referred to as a Discard Pile.

3.1.5.5: Players may count the number of cards in their own discard pile at any time, as well as their Opponents discard pile, but they are not allowed to rearrange the order of either Discard Pile.

3.2.0: Hands

3.2.0.1: Each Player has one Hand of cards that they keep hidden from their Opponent. Hands may not be revealed to any other player, unless a card specifies otherwise, or the Player voluntarily reveals any number of cards from their hand.

3.2.0.2: Players may play cards from their hand, during the appropriate time. (See 6.2.0)

3.2.0.3: There is no hand size limit during Player's turns.

3.3.0: World Spot

3.3.0.1: There is one World Spot that all Players share.

3.3.0.2: The World Spot has space for one World.

3.3.0.3: The World in the World Spot is referred to as the Active World.

4: Properties of Cards

4.1.0: Card Types

4.1.0.1: Each card has a specified type: VTuber, Mascot, World, or Support.

4.1.0.2: Some card types also have Subtypes.

4.1.0.3: Some cards are also labeled with the Edition of the Set they were released in, such as a first edition symbol located at the middle-left of a card above the Effect.

4.1.1: VTubers

4.1.1.1: VTubers (VT's) have 7 properties: Name, Power Level, Element, Effect Type, Effect, Strength, Set, and Collector's Card Number.

4.1.1.2: VTuber Properties

4.1.1.2a: The Name of a VTuber is located at the top-right of a card. This Name is used to denote Evolutions and Pairings (See 4.1.2.5).

4.1.1.2b: The Power Level of a VTuber is located at the top-center of a card. This Power Level is used to denote the stage of Evolution of the VTuber and the base Power Level.

4.1.1.2c: The Element of a VTuber is located at the top-left of a card. This Element is used to denote the Elemental Advantage of a VTuber. (See 4.3.1)

4.1.1.2d: The Effect Type of a VTuber is located at the bottom-left of the art on a card. This Effect Type is used to denote the way a Player may trigger the cards Effect. (See 4.4.0)

4.1.1.2e: The Effect of a VTuber is located underneath the art of a card. This area is where the largest amount of text is located. This area may denote an Effect or Flavor Text for a VTuber. (See 4.5.0)

4.1.1.2f: The Strength of a VTuber is located at the bottom of a card. This Strength is used to denote the Elemental Advantage of a VTuber. (See 4.3.1)

4.1.1.2g: The Set of a VTuber is located at the bottom-right underneath the art of a card. This Set is used to denote what Set the card is from.

4.1.1.2h: The Collector's Card Number is located at the bottom-right of a card. This Collector's Card Number is used to denote what card this card is in the Set.

4.1.1.3: Evolutions

4.1.1.3a: Each VTuber is a Power Level 8, Power Level 9, or Power Level 10. Each Power Level determines where and when it can be played.

4.1.1.3b: Evolving a VTuber refers to playing the same VTuber with a higher Power Level onto a VTuber you control.

4.1.1.3c: A Power Level 8 VTuber may only be evolved into a Power Level 9 VTuber, and a PL9 VTuber into a PL10 VTuber.

4.1.1.3d: You may not evolve a Power Level 10 VTuber directly from a PL8 VTuber.

4.1.1.3e: When evolving, any attached cards, buffs/debuffs, and status effects remain on that VTuber.

4.1.1.3f: An effect can never target the previous evolution of a VTuber on the board.

Example: If a player controls a Power Level 10 VTuber, their Opponent may not return their Power Level 9 VTuber from that evolution line to their deck. Instead they have to target the PL10 as it is the highest Power Level card in play for that VTuber.

4.1.1.3g: Any evolved VTuber retains its Effect (See 4.5.0) from the Power Level 8 VTuber.

4.1.1.3h: VTubers from different sets may not evolve from or into each other, they must be the same VTuber and have the matching set symbol.

4.1.1.3i: VTubers may evolve using Evolutions of the same VTuber found in the same set, but different Editions.

Example: A Player may use a Set 1 First Edition PL9 Shylily to evolve their Set 1 Unlimited Edition PL8 Shylily.

4.1.1.4: Power Level 8 VTubers

4.1.1.4a: Power Level 8 VTubers (PL8 VT's) are played onto an empty Backstage or Active spot.

4.1.1.4b: All PL8 VTubers have an Effect and an Effect Type which determines how the Effect is resolved (See 4.4.0)

4.1.1.4c: During a Player's turn, there is no limit on the number of PL8 VTubers that can be played.

4.1.1.5: Power Level 9 VTubers

4.1.1.5a: Power Level 9 VTubers (PL9 VT's) are played onto corresponding Power Level 8 VTubers, as Evolutions. (See 4.1.1.3)

4.1.1.5b: When a player evolves a Power Level 8 VTuber to a PL9 VT, that player draws one card from their deck.

4.1.1.5c: Power Level 9 VTubers do not gain any new Effect. (See 4.1.1.5)

4.1.1.5d: In the Effect section of a PL9 VTuber, PL9 VTubers have Flavor Text. (See 4.5.3)

4.1.1.6: Power Level 10 VTubers

4.1.1.6a: Power Level 10 VTubers (PL10 VT's) are played onto corresponding Power Level 9 VTubers as evolutions.

4.1.1.6b: When a player evolves a Power Level 9 VTuber to a PL10 VT, that player draws two cards from their deck.

4.1.1.6c: Power Level 10 VTubers do not gain any new effect. (See 4.1.1.5)

4.1.1.6d: In the Effect section of a PL10 VTuber, PL10 VTubers have Flavor Text. (See 4.5.3)

4.1.2: Mascots

4.1.2.1: Mascots are played during the Main Phase from a Player's hand onto their Mascot Spot (See 6.2.2.2).

4.1.2.2: A Mascot on a Player's Mascot Spot is referred to as that Player's *Active Mascot*.

4.1.2.3: If a Player has an Active Mascot when they play another Mascot, that Player's Active Mascot is discarded and the new Mascot becomes their Active Mascot.

4.1.2.4: During a Player's turn, that Player may play a maximum of 1 Mascot.

4.1.2.5: An Active Mascot provides +1 PL to its Active VTuber if they are the same element.

4.1.2.6: Paired

4.1.2.6a: A Mascot is *Paired* with a VTuber if that VTuber matches the VTuber, or any evolutions of that VTuber, shown in the top right of the Active Mascot card.

4.1.2.6b: In order for a Mascot to be Paired with a VTuber, that Mascot and VTuber must both be from the same Set.

4.1.2.6c: While a Player's Active Mascot is Paired, +1 PL to the VTuber that Mascot is Paired with.

4.1.2.6d: If an effect changes what VTuber a Mascot is Paired with, newly Paired VTuber gains +1 PL and the old VTuber loses it. This allows a Backstage VTuber to be Paired with a Mascot.

4.1.3: Supports

4.1.3.1: Each Support has one of three Subtypes: Boost, Reinforcement, or Ally.

4.1.3.2: During a Player's turn, that Player may play a maximum of 2 Supports.

4.1.3.3: During a Player's turn, there is no limit to the number of Reinforcements (See 4.1.3.6) an Opponent may play.

4.1.3.4: Boosts

4.1.3.4a: Boosts trigger their effect the moment they are played.

4.1.3.4b: If an effect has a requirement, the requirement must be met in order for the effect to trigger.

4.1.3.4c: Once a Boost is played and its effect is resolved, it is discarded unless specified otherwise.

4.1.3.4d: Boosts have Snap Speed. (See 4.6.2)

4.1.3.5: Allies

4.1.3.5a: Allies are attached to VTubers on the board.

4.1.3.5b: Allies may have the same types as VTubers.(See 4.4.0)

4.1.3.5c: Allies may only be attached to VTubers you control.

4.1.3.5d: Allies have Snap Speed. (See 4.6.2)

4.1.3.6: Reinforcements

4.1.3.6a: All Reinforcements have a condition to trigger their Effect.
4.1.3.6b: Reinforcements can be played on any Player's turn.
4.1.3.6c: Any number of valid Reinforcements can be played while that Player has Priority.
4.1.3.6d: Reinforcements have Reinforcement Speed. (See 4.6.3)

4.1.4: Worlds

4.1.4.1: Worlds can either be specific to an Element or can be Neutral. (See 4.3.0)
4.1.4.2: During a Players turn, that Player may only play a maximum of 1 World.
4.1.4.3: Both Players are affected by the Active World.
4.1.4.4: Worlds have a Passive Effect (See 4.4.1), unless specified otherwise.

4.2.0: Power Levels

4.2.0.1: Each VTuber has a Power Level noted on the top of the card.
4.2.0.2: Power Levels determine the winner of combat. (See 7.0)
4.2.0.3: Certain effects are based on the Power Levels of VT's.
4.2.0.3: There is no upper or lower limit to the Power Level of a VT.

4.3.0: Elements

4.3.0.1: Each VT, Mascot and World may have an associated Element.
4.3.0.2: There are 7 Elements: Fire, Water, Grass, Platinum, Electric, Divine, and Chaos.
4.3.0.3: There are Neutral cards, which do not have an Element associated with them.

4.3.1: Elemental Advantage

4.3.1.1: Each Element has Elemental Advantage over another Element.
4.3.1.2: If the Active VTuber has Elemental Advantage over their Opponent's Active VTuber, the VTuber with Elemental Advantage gains +1 Power Level while the VTuber has Elemental Advantage.

4.4.0: Effect Types

4.4.0.1: There are 4 Effect Types in VCard: Passive, Lock, Snap, and Echo.

4.4.1: Passive Effects

4.4.1.1: There are 2 types of Passive Effects, Conditional-Repeatable Passive Effects and Conditional-Ongoing Passive Effects.

4.4.1.2: Passive Effects have a condition written in the card Effect for the Effect to trigger.

4.4.1.3: Conditions are phrases that include prepositions (if, when, at, to, etc.)

4.4.1.4: Conditional-Repeatable Passive Effects

4.4.1.4a: Conditional-Repeatable Passive Effects trigger while the card is on the board and the condition for the card Effect is met.

4.4.1.4b: Conditional-Repeatable Passive Effects trigger a single time when the Effect triggers. The Effect is repeatable if the condition is met again.

4.4.1.4c: The condition for Conditional-Repeatable Passive Effects comes at the beginning or the end of the Effect.

Example: The Passive Effect of a card could read "When you evolve a VT, +1 PL to a Backstage VT you control.". The condition for this Effect (When you evolve a VT) comes at the beginning of the Effect.

Example: The Passive Effect of a card could read "Draw 1 card when a World is played.". The condition for this Effect (when a World is played) comes at the end of the Effect.

4.4.1.5: Conditional-Ongoing Passive Effects

4.4.1.5a: Conditional-Ongoing Passive Effects trigger while the card is on the board and the condition for the card Effect is met.

4.4.1.5b: Once the condition for Conditional-Ongoing Passive Effects is met, the Passive Effect will trigger and become an Ongoing Effect.

Example: The Passive Effect of a card could read "If you control 3 PL10 VT's, draw 1 extra card at the start of your turn.". The condition for this Effect (If you control 3

PL10 VT's) is a single condition that results in an Ongoing Passive Effect (draw 1 extra card at the start of your turn). This Effect is not repeatable as it results in an Ongoing Effect once the condition is met. If this Player no longer controls 3 PL10 VT's, the effect no longer triggers.

4.4.2: Lock Effects

4.4.2.1: A card with Lock enters the board Unlocked.
4.4.2.2: A card may be Locked the turn it is played, or on a later turn.
4.4.2.3: A card that is Locked is rotated 90° clockwise.
4.4.2.4: Lock Effects trigger their Effect when the card is Locked.
4.4.2.5: Players may Lock any number of Unlocked cards they control on their Main Phase (See 6.2.2).
4.4.2.6: All Locked card Unlock during the After Combat Phase (See 7.4.1).
4.4.2.7: A card that does not have Lock is not considered Unlocked and cannot be Locked.

4.4.3: Snap Effects

4.4.3.1: Snap Effects trigger their Effect when the card is played from a Player's hand onto their board.

4.4.4: Echo Effects

4.4.4.1: Echo Effects trigger their Effect when the card is played from a Player's hand onto their board.
4.4.4.2: Echo Effects trigger their Effect at the end of the After Combat Phase (See 7.4.0).

4.5.0: Effects

4.5.0.1: Effects are located under the Art Section of the card.
4.5.0.2: Effects trigger based on their Effect Type (See 4.4.0)
4.6.0.3: Effects resolve based on their Condition.
4.5.0.4: Effects may have Keywords (See 8.1.0) within the Effect.

4.5.1: Targeting

4.5.1.1: Unless specified otherwise, a card's Effect is resolved by the Player who triggered the Effect.
4.5.1.2: The Objects a card targets are specified within the card.

4.5.1.3: If an Effect has a condition, and there are no valid targets to that condition, the Effect does not trigger or resolve.

Example: A Player plays a card with the Effect "-1 PL to a Backstage VT your Opp. controls, draw 1 card.", however the Player's Opponent does not have a Backstage VTuber. In this scenario, there is no target that would satisfy the initial condition of the card (-1 PL to a Backstage VT your Opp. controls), therefore the second Effect (draw 1 card) would not trigger.

4.5.1.4: If an Effect's condition is met, but has no valid targets, the effect still resolves but does not target anything.

4.5.1.5: If an Effect targets an object that an Opponent controls, it refers to an object not controlled by the Player who played the card.

4.5.2: Grammar

4.5.2.1: Effects in VCard are separated by either a comma or a period.

4.5.2.2: A comma separation means the Effects happen together, with any Effects before the comma being treated as a condition for Effects after the comma.

Example: A card's Effect could read "+1 PL to another VT you control, draw 1 card.". The first Effect (+1 PL to another VT you control) is behind a comma, meaning it is being treated as a condition for the second Effect (draw 1 card). If the Player does not have another VTuber to give +1 PL to, then that condition is not met and the second Effect of the card does not trigger.

4.5.2.3: A period separation means the Effects are separate, and are not conditional on one another.

4.5.2.4: Words that are underlined within an Effect are Keywords (See 8.1.0).

4.5.2.5: If an Effect uses the word 'you', it refers to the Player that is playing the card and triggering the Effect.

4.5.2.6: Effects in VCard use shorthand abbreviations for various terms, such as…

- *VT = VTuber*
- *PL = Power Level*
- *Opp. = Opponent*

4.5.2.7: If an Effect follows the words 'may' or 'can', the Effect is optional and is not required to be triggered.

4.5.3: Flavor Text

4.5.3.1: Certain cards have Flavor Text instead of Effects.

4.5.3.2: Cards that have Flavor Text are Power Level 9 VTubers and Power Level 10 VTubers.

4.5.3.3: Flavor Text is located in the same section as Effects.

4.5.3.4: Flavor Text has no effect on Gameplay and is purely cosmetic.

4.6.0: Timing

4.6.0.1: Each effect will have timing associated with it that determines when it's resolved.

4.6.1: Immediate Speed

4.6.1.1: Immediate Effects interrupt any effects that are currently being resolved.

4.6.1.2: When an Immediate Effect is resolved, any effects that were interrupted continue to resolve, if possible.

4.6.1.3: Any card that specifies Immediately in its effect is resolved at Immediate Speed.

4.6.2: Snap Speed

4.6.2.1: Snap Speed refers to effects that are played and can be reacted to with effects of any other speed.

4.6.2.2: When an effect at Snap Speed is triggered, your Opponent gains priority.

4.6.3: Reinforcement Speed

4.6.3.1: Reinforcement Speed refers to Effects that are triggered in response to a Turn Action or Effect being triggered.

4.6.3.2: Effects triggered at Reinforcement speed add their Effect to the top of the Queue.

4.6.3.3: Playing cards at Reinforcement speed does not give their Opponent Priority.

4.6.4: The Queue

4.6.4.1: If there is no Queue, playing a card or taking an action begins the Queue.

4.6.4.2: When the Queue begins, Priority is switched to that Player's Opponent.

4.6.4.3: The Player with Priority in the Queue may take as many legal Actions at Reinforcement Speed as they want.

4.6.4.4: A Player may play any number of Reinforcements onto the Queue while they have Priority. Players must still abide by the Support limit if it applies.

4.6.4.5: During a Queue, if a Player has taken an Action and that Player has no more actions they can take, or chooses not to take any more, Priority passes to that Player's Opponent.

4.6.4.6: If a Player passes Priority without taking an Action, the Queue begins resolving.

4.6.4.7: The Queue resolves from the top down, starting with the last card that was played and ending with the first card.

4.6.5: Priority

4.6.5.1: Priority determines which Player is allowed to play cards.

4.6.5.2: During a Player's turn, that Player has Priority until a Queue begins.

4.6.5.3: Once a Queue is resolved, the active Player gains Priority.

4.6.5.4: Priority moves to their Opponent when a Player finishes their End of Turn Phase, after a Player finishes 1 step of the After Combat Phase, or when a Player passes their Priority during a Queue.

4.6.6: When VS. After

4.6.6.1: Conditional Effects in VCard may either be 'When' Effects, or 'After' Effects.

4.6.6.2: In VCard, the term 'When' is used to denote the Effect happening before the condition has finished triggering.

Example: A Player evolves a VTuber they control to a Power Level 10 VTuber. At the same time, that Player also controls a VTuber with the Effect "Passive: When you evolve a VT to a PL10 VT, Burn any VT spot.". This Effect begins with the word 'When', signifying that the Effect triggers before the initial condition resolves. In this case, the Player would apply the Burn first, and then resolve the evolution of the VTuber (drawing 2 cards).

4.6.6.3: In VCard, the term 'After' is used to denote the Effect happening after the condition has finished triggering.

Example: A Player plays a Mascot with the Effect "Snap: Draw 1 card." onto their Mascot Spot. At the same time, that Player also controls a VTuber with the Effect "Passive: After you play a Mascot, +1 PL to this VT.". This Effect begins with the word

'After', signifying that the Effect triggers after the initial condition resolves. In this case, the Player would trigger the Snap of the Mascot (draw 1 card) and then trigger the Passive Effect of the VTuber (+1 PL to that VT).

4.6.6.4: If an Effect does not state 'When' or 'After', the Effect is considered to be an 'After' Effect.

5: Deck Construction Rules

5.1.0: Legal Standard Play

5.1.0.1: A Player's deck must consist of exactly 50 cards.

5.1.0.2: A Deck must contain at least one Power Level 8 VTuber.

5.1.1: Deck Building Restrictions

5.1.1.1: A Deck may only contain up to 2 unique Elements; this includes Mascots, VT's, and Worlds.

5.1.1.2: Neutral cards do not count towards the Elemental limit when Deckbuilding.

5.1.1.3: A Deck may contain up to 3 copies of each VT, Support, or World.

5.1.1.4: A Deck may contain up to 2 copies of each Mascots.

5.1.2: Promo Cards

5.1.2.1: Promo cards are variants of existing cards within VCard. Promo cards will have a Promo card symbol in place of a First Edition symbol. (See 4.1.0)

5.1.2.2: A Deck may contain Promo cards in place of their respective existing card. Promo cards count towards the Deck Building Restriction counts.

Example: If a Player adds a Set 2 Fire Silvervale PL8 to their deck, they may choose to substitute that Silvervale for the respective Set 2 Fire Silvervale PL8 Promo card. This Promo card counts towards the 3 copies of a VT deck building limit.

6: Game Procedures

6.1.0: Start of Game

6.1.0.1: Once both Players have a legal Deck, they may move to the Setup Phase (See 6.1.1).

6.1.1: Setup Phase

6.1.1.1: Setup Phase is not considered a turn, and any Turn Actions (See 6.2.2.2) cannot be taken.

6.1.1.2: Players must mutually agree on which Player goes first using any method, such as flipping a coin, rolling a dice, etc. The player that is determined to go first is known as the *Starting Player*.

6.1.1.3: Players' Decks must be shuffled (See 8.3.5) prior to drawing their starting hand. A Player may shuffle or cut their Opponent's Deck during this phase, after their Opponent has shuffled their own Deck.

6.1.1.4: Hand Setup

6.1.1.4a: Once it has been determined which Player is going first, both Players draw cards equal to their starting hand size. The default starting hand size is 7 cards.

6.1.1.4b: In the event that a Player's starting hand does not contain a PL8 VTuber, that Player reveals their hand, shuffles their hand into their Deck, and draws cards equal to their starting hand again. They repeat this process until they have a PL8 VTuber in their starting hand.

6.1.1.4c: Players may not choose to shuffle their starting hand into their deck if they have a PL8 VTuber in their starting hand.

6.1.1.5: Board Setup

6.1.1.5a: Once both Players have finished their Hand Setup, the Starting Player must play one PL8 VTuber from their hand onto their Active Spot face-down (See 3.1.2). They may then choose to play up to 4 additional PL8 VTubers from their hand to any of their Backstage Spots face-down (See 3.1.3). Once the Starting Player has no more PL8 VTubers to play, or chooses not to play any more PL8 VTubers, their Setup Phase ends and the next Player, in turn order, begins their Board Setup.

6.1.1.5b: After all Players have finished their Board Setup, all Players move onto the Reveal Phase (See 6.1.1.6).

6.1.1.6: Reveal Phase

6.1.1.6a: The Reveal Phase happens at the start of each Player's first turn of the game.

6.1.1.6b: During the Active Player's Reveal Phase, that Player flips their Active VTuber face up. After a VTuber is flipped face up, trigger any effects of that VTuber as if that VTuber was drawn from their deck and then played from that Player's hand to their Board.

6.1.1.6c: After resolving the effects of their Active VTuber, the Active Player flips their left-most face down Backstage VTuber face up and triggers any effects of that VTuber as if that VTuber was drawn from their deck and then played from the Player's hand to their Board. They continue this process until they have no more face down VTubers.

6.1.1.6d: Once the Active Player has no more face down VTubers, their Reveal Phase ends and that player moves onto their Draw Phase (See 6.2.1).

6.1.1.6e: If an Effect from a revealed VTuber allows a player to target an Opponent's VTuber, they may target their Opponent's face down VTuber as long as no further information is required.

Example: A player reveals their Active VTuber which reads "Snap: -1 PL to an Opp's Backstage VTuber". If their Opponent has a face down Backstage Vtuber, they may target it. However, if the revealed VTuber reads "Snap: -1 PL to an Opp's fire VTuber", they may not target a face down VTuber.

6.2.0: Turn Structure

6.2.0.1: A Player's turn is broken up into 4 phases: Start of Turn Phase, Draw Phase, Main Phase, and Turn End Phase.

6.2.1: Start of Turn Phase

6.2.1.1: Any effect that states "Start of Turn" will apply in the order they were played, before drawing in your Draw Phase.

Example: You play a PL8 VT with "Snap: Grow: +1 PL to a VT."
At the start of your next turn, before you draw your first card, you
would give another VT +1 PL.

6.2.1.2: Effects during the Start of Turn Phase resolve in the order they were triggered.

6.2.1: Draw Phase

6.2.1.1: The Draw phase is after the Start of Turn phase.
6.2.1.2: Players are required to draw 1 card from the top of their deck at the start of their Draw Phase.

6.2.2: Main Phase

6.2.2.1: The Main phase is after the Draw Phase, and it is where the Active Player can take Turn Actions.

6.2.2.2: Turn Actions

6.2.2.2a: A Player may discard 3 cards from their hand and draw 2 cards from the top of their deck. A Player may only take this Turn Action if no other Turn Action has been taken this turn. When this Turn Action is taken, it automatically begins a Player's Turn End Phase.

6.2.2.2b: A Player may play up to two Support (See 4.1.3) cards from their hand during their Main Phase.

6.2.2.2c: A Player may play any number of Reinforcements (See 4.1.3.6) on any Phase of their Opponent's turn.

6.2.2.2d: A Player may play up to one Mascot (See 4.1.2) from their hand to their Mascot Spot during their Main phase.

6.2.2.2e: A Player may play any number of PL8 VT's during their Main Phase (See 4.1.1.4).

6.2.2.2f: A Player may play up to one World to the World Spot during their Main Phase.

6.2.2.2g: A Player may Lock a card they control to trigger any Lock effects (See 4.4.2) during their Main Phase.

6.2.2.2h: A Player may evolve any VT's they control, following VT Evolution rules (See 4.1.1.3), during their Main Phase.

6.2.2.2i: A Player is not required to take a Turn Action before passing and moving to the End of Turn Phase.

6.2.3: End of Turn Phase

6.2.3.1: The End of Turn Phase occurs after the Main Phase when the player is declaring the end of their turn, and is where certain

effects trigger. Turn Actions cannot be taken during the End of Turn Phase.

6.2.3.2: End of Turn Effects during the End of Turn Phase resolve in the order they were triggered.

6.2.3.3: After all effects have been resolved during the End of Turn Phase the next Player, in turn order, begins their turn.

7: Combat

7.1.0: Initiating Combat

7.1.0.1: After each player takes 6 turns, both players move into Combat.

7.1.0.2: Combat is not considered a turn, and any Turn Actions (See 6.2.2.2) cannot be taken.

7.2.0: Calculating Combat

7.2.0.1: The Player who went first calculates their Active VTuber's Power Level first, then the next player in turn order.

7.2.0.2: The Player calculating their Active VTuber's Power Level does so by totalling these in any order they choose: Evolutions, PL Counters, Status Effects, Mascot Pairing, Mascot Elemental PL bonus, Allies, and Worlds.

7.2.0.3: After the Active Player has finished calculating their PL, the next player, in turn order, calculates their Active VTuber's PL.

7.3.0: Declaring the Winner of Combat

7.3.0.1: Once both Players have calculated the Power Level of their Active VTubers, the higher Power Level wins combat.

7.3.0.2: The Player that won combat is rewarded 1 Point.

7.3.0.3: After the winner of combat is declared, all Players move onto the After Combat Phase.

7.3.1: Ties

7.3.1.1: If both Players Active VTubers have the same overall Power Level, Players add the Power Level of their Backstage VTubers.

7.3.1.2: The number of Backstage VTubers added to combat is equal to the fewest Backstage VTubers controlled by a Player.

7.3.1.3: Players calculate their Backstage VTubers Power Levels in the same way they calculated their Active VTubers Power Level.

7.1.1.4: Once both Players have calculated the Power Level of their Backstage VTubers, the higher overall Power Level wins combat.

7.3.1.7: Backstage VTubers that participate in combat do not get discarded after combat or lose their Allies.

7.3.1.8: Complete Ties

7.3.1.8a: If the combined Power Level of all Players is the same after resolving a tie, the combat is declared a Complete Tie with no winner and no Points being awarded.

7.3.1.8b: If combat results in a Complete Tie, all Players discard all Allies, Buffs, and Status Effects from their Active VT's. Players then move to the After Combat Phase (See 7.4.0), skipping step 7.4.1.1.

7.4.0: After Combat Phase

7.4.0.1: The After Combat Phase begins with the Player who won combat, with each step of the After Combat Procedures alternating between each Player in turn order.

7.4.1: After Combat Procedures

7.4.1.1: The Player discards their Active VTuber and all attached Allies, Buffs, Debuffs, and Power Level counters attached to their Active VTuber.

7.4.1.2: If the Player controls a Backstage VTuber, they immediately move a Backstage VTuber they control into their Active Spot.

7.4.1.3: The Player's Locked cards Unlock (See 4.4.0).

7.4.1.4: The Player discards down to 7 cards in their hand if they have more than 7 cards in their hand.

7.4.2: After Combat Effects Phase

7.4.2.1: After both Players finish their Active Combat Procedures, the Player who won combat begins their After Combat Effects Phase.

7.4.2.2: At the start of the After Combat Effects Phase, the Active Player's After Combat Effects trigger in this order: Buffs, Debuffs, Active World, Active Mascot, Active VTuber, Backstage VTubers from left to right, then Echo Effects.

7.4.2.3: Allies trigger their After Combat Effects after the VTuber they're attached to has resolved any After Combat Effects in the order they were attached.

7.4.2.4: Once the Player who is resolving their After Combat Effects resolves their last effect, their After Combat Phase ends and the next player, in turn order, moves to their After Combat Phase.

7.4.3: Declaring the Winner of the Game

7.4.3.1: After the After Combat Effects Phase finishes, if neither Player is at 3 Points, Players move to the next Round (See 8.2.12). The Player who won combat begins their start of turn Phase.

7.4.3.2: If a Player has reached 3 Points, that Player is declared the Winner and the game is over.

8: Glossary

8.1.0: Keywords

8.1.0.1: The following is the list of all Keywords within VCard.

- *Aftershock: This Effect triggers at the end of the Player's next turn.*
  - Aftershock triggers at the start of the End of Turn Phase (See 6.2.3), before any other End of Turn Effects resolve.
- *Ash: If the specified Player has at least X cards in their discard pile, this Effect triggers.*
- *Bless: While a VTuber has a Bless token applied to them, that VTuber may trigger Invoke effects for 1 less Mana (See 8.3.14).*
  - *Bless is a Buff. (See 8.2.6)*
  - *Bless tokens may only be placed on VTubers.*
  - *When a VTuber gains the Bless Buff, it becomes Blessed.*
  - *When a VTuber with a Bless token triggers an Invoke effect, the Bless token is discarded.*
  - *When a VTuber that has a Bless token applied to them is discarded, all Bless tokens applied to that VTuber get discarded as well.*
  - *Bless tokens can stack. There is no limit to the number of Bless tokens that can be applied to a VTuber.*
  - *Bless tokens may not reduce an Invoke cost less than 1 Mana.*

- ○ *If a VTuber has more Bless tokens than needed to reduce its Invoke Effect to 1 Mana, that VTuber only discards enough Bless tokens to reduce its Invoke Effect to 1 Mana.*
- *Bloom: This Effect triggers when the VTuber with Bloom evolves.*
- *Bolster: The next time the Player's Opponent affects the VTuber that has a Bolster token applied to them, cancel the effect done to that VTuber.*
  - ○ *Bolster is a Buff. (See 8.2.6)*
  - ○ *Bolster tokens may only be placed on VTubers.*
  - ○ *When a VTuber gains the Bolster Buff, it becomes Bolstered.*
  - ○ *When Bolster cancels an effect, the Bolster Buff is discarded.*
  - ○ *When a VTuber that has a Bolster token applied to them is discarded, the Bolster token applied to that VTuber gets discarded as well.*
  - ○ *Bolster tokens cannot be stacked. Only 1 Bolster token can be placed on any VTuber.*
- *Burn: While a VTuber is on a Board Spot with a Burn token, that VTuber's Power Level is reduced by 2. (-2 PL)*
  - ○ *Burn is a Status Effect. (See 8.2.7)*
  - ○ *Burn tokens may only be placed on Board Spots.*
  - ○ *When a VTuber is on a Board spot with a Burn token, that VTuber is Burned.*
  - ○ *When a VTuber moves off a Board Spot with a Burn token, that VTuber is no longer affected by the Burn or the decrease of Power Level from the Burn.*
  - ○ *Burn tokens cannot be stacked. Only 1 Burn token can be applied to any Board spot.*
- *Calamity: This Effect triggers if the Player controls a Chaos VTuber on both their left-most Backstage board spot and their right-most Backstage board spot.*
  - ○ *The Effect triggering depends on the Effect Type (See 4.4.0) of the card.*
- *Chain: When a VTuber with Chain is adjacent to a VTuber of the same Element, this Effect may trigger. (See 8.3.5)*
  - ○ *The Effect triggering depends on the Effect Type (See 4.4.0) of the card.*
- *Circuit: This Effect triggers if the Player controls a VTuber with Positive and a VTuber with Negative.*
  - ○ *The VTuber with Positive must be the Player's Active VTuber for Circuit to trigger.*
  - ○ *The VTuber with Negative must be on the Player's Backstage for Circuit to trigger.*
- *Coastline: This Effect triggers while the VTuber with Coastline is on the Backstage.*

- ○ *The Effect triggering depends on the Effect Type (See 4.4.0) of the card.*
- **●** *Coin Pile: When a card with Coin Pile triggers their Effect, that Player is given 1 Coin.*
  - ○ *Coins are a unique resource that can only be given to Players by triggering Coin Pile.*
  - ○ *Coins can be spent to trigger other card Effects.*
  - ○ *When a Player triggers an Effect with Coins, that Player discards the Coins that were spent.*
  - ○ *Coins are discarded at the end of the After Combat Phase. (See 7.4.0)*
- **●** *Corrupt: While a VTuber has a Corrupt token applied to them, that Player's Active Mascot is Paired (See 4.1.2.6) with that VTuber.*
  - ○ *Corrupt is neither a Buff nor a Status Effect.*
  - ○ *Corrupt tokens may only be applied to VTubers.*
  - ○ *When a VTuber has a Corrupt token applied to them, that VTuber is Corrupted.*
  - ○ *If a VTuber is Corrupted or Paired, and the Player Corrupts that VTuber, that VTuber's Power Level is increased by 1.*
  - ○ *Only one VTuber a Player controls may have a Corrupt token applied to them at any time.*
  - ○ *If a Player controls a Corrupted VTuber, and Corrupts a different VTuber that Player controls, the initial Corrupted VTuber loses that Corrupt token and is no longer Corrupted.*
  - ○ *When a VTuber that has a Corrupt token applied to them is discarded, the Corrupt token applied to that VTuber gets discarded as well. The Player's Active Mascot then regains its original Pairing.*
  - ○ *Corrupt tokens cannot be stacked. Only 1 Corrupt token can be placed on any VTuber.*
- **●** *Crit: This Effect triggers based on the specified Player flipping a coin.*
  - ○ *Players may choose to flip a standard coin of equal likelihood for flipping heads or tails, or a custom coin designed for VCard.*
  - ○ *In VCard, a 'success' counts as the coin landing on Heads, while a 'fail' counts as the coin landing on Tails.*
  - ○ *Some Effects trigger when the coin flip succeeds*
  - ○ *Some Effects trigger when the coin flip fails.*
  - ○ *If an Effect does not specify a Success or Fail, by default the Effect triggers on Success.*
  - ○ *If the Effect references a Player's Opponent, it means the Opponent of the Player who played the card.*

- ○ *If the effect does not specify who flips the coin, the player who is resolving the effect flips the coin.*
- *Decay: While a VTuber has a Decay token applied to them, that VTuber's Power Level is reduced by 1, for each Decay token applied to them, after Combat (See 7.4.1).*
  - ○ *Decay is a Status Effect. (See 8.2.7)*
  - ○ *Decay tokens may only be applied to VTubers.*
  - ○ *When a VTuber has a Decay token applied to them, that VTuber is Decayed.*
  - ○ *When a VTuber that has a Decay token applied to them is discarded, all Decay tokens applied to that VTuber get discarded as well.*
  - ○ *Decay tokens can be stacked. There is no limit to the number of Decay tokens that can be applied to a VTuber.*
  - ○ *Decay tokens are not removed after combat unless the Decayed VTuber is discarded.*
- *Erupt: This Effect triggers when the card with Erupt is drawn from your deck.*
  - ○ *If a card with Erupt is drawn during the Setup Phase (See 6.1.1), the Erupt does not trigger until the end of the Reveal Phase. (See 6.1.1.6)*
  - ○ *The Erupt does not trigger a second time when the card with Erupt is played.*
  - ○ *Once all VTubers have resolved their Effects during the Reveal Phase (See 6.1.1.6) any Erupt Effects in hand trigger.*
- *Exalt: While a VTuber has an Exalt token applied to them, that VTuber's Power Level is reduced by 1 when that VTuber moves (See 8.2.2) board spots for each Exalt token applied to them.*
  - ○ *Exalt is a Status Effect. (See 8.2.7)*
  - ○ *Exalt tokens may only be applied to VTubers.*
  - ○ *When a VTuber has an Exalt token applied to them, that VTuber is Exalted.*
  - ○ *When a VTuber that has an Exalt token applied to them is discarded, all Exalt tokens applied to that VTuber get discarded as well.*
  - ○ *Exalt tokens can be stacked. There is no limit to the number of Exalt tokens that can be applied to a VTuber.*
- *Feed: While a VTuber has a Food token applied to them, that VTuber's Power Level is increased by 1, for each Food token applied to them, until the Food token is discarded.*
  - ○ *Food is a Buff. (See 8.2.6)*
  - ○ *When an Effect Feeds a VTuber, a Food token is placed on the targeted VTuber.*
  - ○ *Food tokens may only be placed on VTubers.*

- ○ *VTubers with Feed may only apply <u>Food</u> to VTubers other than itself.*
  - ○ *When a VTuber that has a <u>Food</u> token applied to them is discarded, all <u>Food</u> tokens applied to that VTuber get discarded as well.*
  - ○ *<u>Food</u> is discarded at the end of the After Combat Phase. (See 7.4.0)*
- ● *<u>Fuel</u>: This Effect triggers by discarding an Ally attached to the VTuber with Fuel.*
  - ○ *If the VTuber with Fuel does not have any attached Allies, that VTuber cannot trigger Fuel.*
  - ○ *If a VTuber has more than one attached Ally when triggering Fuel, only one attached Ally is discarded unless specified otherwise.*
- ● *<u>Fracture</u>: While a VTuber is on a Board Spot with a Fracture token, if that VTuber triggers an <u>Invoke</u> effect, that effect costs 1 additional Mana (See 8.3.14).*
  - ○ *Fracture is a Status Effect. (See 8.2.7)*
  - ○ *Fracture tokens may only be placed on Board Spots.*
  - ○ *When a VTuber is on a Board spot with a Fracture token, that VTuber is <u>Fractured</u>.*
  - ○ *When a VTuber moves off a Board Spot with a Fracture token, that VTuber is no longer affected by the Fracture or the increase in Mana cost from the Fracture.*
  - ○ *Fracture tokens can stack. There is no limit to the number of Fracture tokens that can be applied to a VTuber.*
- ● *<u>Generate[X]</u>: When a card with Generate triggers their Effect, that Player is given X Mana. (See 8.3.14)*
  - ○ *Mana is a unique resource that can only be given to Players by triggering <u>Generate</u>.*
  - ○ *Mana can be spent to trigger <u>Invoke</u> Effects.*
  - ○ *All Mana is discarded at the end of the Player's turn.*
- ● *<u>Greed[X]</u>: This effect triggers when the Player discards X cards from their hand, where X is the required number of cards to be discarded.*
  - ○ *The Player may discard any number of cards from their hand when triggering Greed[X]. This Effect triggers for every X cards discarded.*

    Example: A Player plays a card with the Effect "Greed[2]: +1 PL to this VT.". That Player then chooses to discard 8 cards from their hand. The required number of cards for this Greed Effect was 2. Due to the Player discarding 4 times that amount, this Greed Effect would trigger 4 times, giving that VTuber +4 Power Level.

- *Grow*: This Effect triggers at the start of the Player's next turn.
  - *Grow triggers at the very beginning of a Player's turn, before the Draw Phase. (See 6.2.1)*
- *Havoc*: This Effect triggers at the start of the Player's Opponent's next turn.
  - *Havoc triggers at the very beginning of a Player's turn, before the Draw Phase. (See 6.2.1)*
  - *Havoc Effects may either have immediate Effects, or turn-long Effects.*

    Example: A Player plays a card with the Effect "Snap: Havoc: Your Opp. discards 1 card from their hand.". This Effect could read as 'Snap: At the start of your Opp's next turn, your Opp. discards 1 card from their hand.`. Even though Havoc refers to what happens on your Opp's turn, the card's Effect still reads from the perspective of the Player who triggered it.

- *High Tide*: This Effect triggers during the last three turns of each Round (See 8.2.12).
  - *During turns 1 through 3, High Tide Effects do not trigger unless triggered by another Effect.*
- *Invoke[X]*: This Effect triggers when the Player spends X amount of Mana (See 8.3.14), where X is the required amount of Mana.
  - *When a Player triggers an Invoke Effect, that Player loses X Mana.*
- *Jolt*: This Effect triggers only if it is the first card you play in a turn.
  - *Taking Turn-Actions that do not involve playing a card does not prevent Jolt from triggering. (See 6.2.2.2)*
- *Low Tide*: This Effect triggers during the first three turns of each Round (See 8.2.12).
  - *During turns 4 through 6, Low Tide Effects do not trigger unless triggered by another Effect.*
- *Negative*: This Effect triggers if the VTuber with Negative is on the Player's Backstage.
  - *Cards with Negative also have a Positive.*
- *Paired*: (See 4.1.2.5)
- *Positive*: This Effect triggers if the VTuber with Positive is the Player's Active VTuber.
  - *Cards with Positive also have a Negative.*
- *Revive*: This Effect returns the targeted VTuber to the owner's Deck.
  - *If a VTuber is affected by a Revive Effect, that VTuber is considered Revived. Revived VTubers gain no additional Effects.*

- ○ *Any cards and tokens that are attached to the VTuber when they are Revived are discarded. This includes, but is not limited to, Evolutions, Allies., Buffs, and Status Effects.*
- *Submerge: While a VTuber has a Submerge token applied to them, that VTuber may not have Allies attached to them.*
  - ○ *Submerge is a Status Effect. (See 8.2.7)*
  - ○ *Submerge tokens may only be applied to VTubers.*
  - ○ *When a VTuber has a Submerge token applied to them, that VTuber is Submerged.*
  - ○ *When a VTuber that has a Submerge token applied to them is discarded, the Submerge token applied to that VTuber gets discarded as well.*
  - ○ *Submerge tokens cannot be stacked. Only 1 Submerge token can be applied to any VTuber.*
- *Surge: This Effect triggers X times, where X is the number of Points the Player's Opponent has.*
  - ○ *If the Player's Opponent has zero Points (they have not won a single Combat), Surge Effects do not trigger.*
- *Undertow: This Effect forces an Opponents card into a Locked state.*
  - ○ *When a card is forced into a Locked state from Undertow, that card is Undertowed.*
  - ○ *Only cards that have the Lock Effect Type (See 4.4.0) and are in the Unlocked state may be Undertowed.*
  - ○ *When a card is Undertowed, it does not trigger any Effects that trigger off of cards Locking.*

    Example: A Player's Active VTuber has the Effect "Passive: When your Opp. Locks a VT they control, +1 PL to this VT.". That Player then uses a VTuber on their Backstage to Undertow a VTuber their Opponent controls. Even though a VTuber that Player's Opponent controls is now in a Locked state, the Player does not trigger the Passive Effect from their Active VTuber.

- *Unity[X]: This Effect triggers if the Player controls at least X unique cards with Unity.*
  - ○ *The Effect triggering depends on the Effect Type (See 4.4.0) of the card.*
  - ○ *Multiple copies of the same card with a Unity Effect only satisfy a single Unity condition.*
  - ○ *When a card with Unity is played, that card satisfies 1 Unity condition.*

    Example: A Player controls no VTubers with a Unity Effect,

and then plays a VTuber with the Effect "Snap: Unity(1): +1 PL to this VT.". In order for this Effect to trigger, the Player must control at least 1 VTuber with Unity. Even though the Player did not control any VTubers with Unity prior to playing this VTuber, the played VTuber itself satisfies the Unity condition, as it itself has Unity.

8.2.0: Additional Mechanics

8.2.1: Searching

8.2.1.1: Any Effect that allows a player to Search for a card, requires that Player to look through the zone specified in the Effect and draw 1 card that meets the condition of the Effect.

8.2.1.2: If there are no valid cards that meet the Effect's condition when searching, that Player does not draw any cards.

8.2.1.3: If cards are moved from a different zone to your Hand through searching, this is considered drawing a card.

8.2.1.4: Any cards that are drawn from searching must be revealed. (See 8.3.13)

8.2.1.5: If a Player looks through their Deck as a result of a search, that Player must shuffle their Deck.

8.2.1.6: If an Effect allows a Player to Search their deck, but does not specify what happens with the card, that card is added to that Player's hand.

8.2.2: Swapping and Moving

8.2.2.1: Any Effect that allows a Player to swap the position of VTubers they control means that Player picks up their VTubers and moves them to the spot the other VTuber was on.

8.2.2.2: Any Effect that allows a Player to move their VTubers means that they move a VTuber to an Empty spot.

8.2.2.3: Swapping the position of VTubers is considered moving both VTubers.

8.2.2.4: If a Player is allowed to swap VTubers they control, they may swap their Active VTuber with a Backstage VTuber, or a Backstage VTuber with a Backstage VTuber.

8.2.2.5: Any Effect that allows a Player to move an Ally means that they may target an Attached Ally and Attach it to another VTuber they control.

8.2.2.6: Moving an Ally from one VTuber to another VTuber detaches the Ally from the VTuber it was originally on.

8.2.3: Attaching VS. Playing

8.2.3.1: Playing a card means to move it from your hand onto its legal zone on the board.

8.2.3.2: Playing a card may result in it triggering an Effect depending on its Effect Type.

8.2.3.3: Playing an Ally onto a VTuber you control or Moving an Attached Ally to another VTuber you control are both considered Attaching Allies.

8.2.3.4: A card that has its effect canceled still counts as being played. (See 8.3.4)

8.2.6: Buffs

8.2.6.1: Buffs are positive effects that may be applied

8.2.6.1: Buffs may only be applied to a VTuber you control.

8.2.6.2: A VTuber may have any number of different Buffs on them.

8.2.6.3: Some Buffs may stack and some Buffs may not stack (See 8.1.0.1)

8.2.6.4: Buffs are represented by tokens.

8.2.7: Status Effects

8.2.7.1: Status Effects may only be applied to an Opponent's VTuber or an Opponent's Board Spot.

8.2.7.2: Status Effects are permanent and cannot be removed unless an Effect allows a Player to remove them.

8.2.7.3: Some Status Effects may stack and some Status Effects may not stack. (See 8.1.0.1)

8.2.7.4: If a VTuber already has a Status Effect on it, a different Status Effect cannot be applied to it.

8.2.7.5: If a Board Spot already has a Status Effect on it, a different Status Effect cannot be applied to it.

8.2.7.6: Status Effects are represented by tokens.

8.2.7.7: If an Effect allows a Player to remove a Status Effect, only one token would be removed unless specified otherwise.

8.2.10: Empty Deck

8.2.10.1: If a Player runs out of cards in their deck, and must interact with their deck, all VTubers they control have their Power Level reduced by 1. That Player then shuffles their discard pile into their deck and continues resolving that effect.

8.2.11: Returning Cards

8.2.11.1: Some card effects will allow a Player to return a card they control to that Player's hand or deck.

8.2.11.2: If a card is returned, any attached cards or evolutions are discarded.

8.2.12: Round

8.2.12.1: VCard is broken up into Rounds, with each Round being separated by a Combat Phase. (See 7.0)

8.2.12.2: Each Round is composed of 6 Turns.

8.2.13: Reveal

8.3.13.1: Any card that requires revealing it means to show your Opponent face up long enough for them to see what card it is.

8.3.13.2: Unless specified, any cards in a Player's hand or deck are not revealed.

8.2.14: Mana

8.3.14.1: Mana is a unique resource that Players can spend to trigger certain Effects.

8.3.14.2: Mana is gained when Players trigger any Generate Effects, and spent when Players trigger any Invoke Effects.

8.3.14.3: Any unspent Mana is lost at the end of the turn that it was Generated on.

8.3.14.4: There is no limit to the amount of Mana a Player can Generate or spend.

8.3.0: Definitions

8.3.1: Players

8.3.1.1: Any reference to a Player is the person currently playing VCard.

8.3.1.2: The Active Player is the Player whose turn it is.

8.3.2: Control

8.3.2.1: A Player controls cards they played on the Board.

8.3.2.2: No Player controls the Active World.

8.3.3: You VS. Your Opp.

8.3.3.1: In VCard, except for Worlds, any reference to 'You' means the Player who controls the card.

8.3.3.2: In VCard, except for Worlds, any reference to 'Your Opp.' means the Player who is not in control of the card.

8.3.3.3: In VCard, any reference to 'You' on Worlds means the Player who is currently the Active Player.

8.3.3.4: In VCard, any reference to 'Your Opp.' on Worlds means the Player who is not currently the Active Player.

8.3.3.5: Perspective on cards will never change to be read from your Opponent's point of view.

8.3.4: Cancel

8.3.4.1: If an Effect allows a Player to Cancel a card, the cancelled card is discarded without triggering its effect.

8.3.4.2: If a card is cancelled, it is still considered a played card.

8.3.5: Adjacent

8.3.5.1: Any VTubers that are directly next to each other on the board are considered Adjacent.

8.3.5.2: Only Backstage VTubers can be considered Adjacent. A Player's Active VTuber is never Adjacent to another VTuber.

8.3.6: Shuffling

8.3.6.1: Any time a Player must shuffle a Deck, they must randomize the cards within that deck in such a way that no Player knows the order of the cards in that deck.

8.3.6.2: If a Player shuffles an Opponent's Deck, the owner of that Deck may choose in which form the Player may shuffle their Deck. Examples of this include, but are not limited to: Riffle shuffling, Pile shuffling, etc.

8.3.6.3: If an Effect requires a Player to shuffle their Deck, and that Player's Deck is empty, any Effect that results from shuffling would still trigger.