



# OFFICIAL RULEBOOK

VERSION 0.4.6

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# TIME TO OPEN THE RYFT!

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**You are a RYFT Battler, trained in accessing the Code of the Universe in order to bring forth Beings and Matrixes from all different Domains to battle it out for victory! Do you have what it takes to take on your Rivals and become the ultimate RYFT Master!?**

**In RYFT Card Battle, 2 Players build a 40 card deck to defeat their Rival, with a maximum of 3 of each card. Their decks will consist of Being and Code cards, and Players will design their decks to fit their playstyle, then battle it out to reduce their Rival's Life Force to zero!**

**This is the official Rulebook for RYFT Card Battle, and should be the starting point for all new Players to learn how to play, as well as for returning Players who may need to refresh their skills.**

## HOW TO WIN AT RYFT CARD BATTLE (RYFT)

**To win at RYFT, you must reduce your Rival's Life Force to zero! The game starts with both Player's having 300 Life Force. To reduce your Rival's Life Force, you must use your skills as a RYFT Battler to summon Beings to battle your Rival's Being, or them directly! Another way is to try and deckout your Rival, causing them to suffer from the Deck Virus!**



# TYPES OF CARDS (BEINGS)



Beings in RYFT are essential to victory! Players summon Beings by using Synergy, Alt. Summon, or through card effects. All Beings have their own unique Abilities, so mixing and matching Beings will help Players create powerful combos! There is no limit to the amount of Beings a Player can Summon per turn, as long as they have the Synergy to do so. There is no Summon Sickness in RYFT, so expect battles most turns!

1

This is the card's name. If a card is mentioned on card text, it will be in quotations. Cards with the same name are considered the same card.

2

This is a Being's Rank. Beings have 3 Ranks: BASIC, ADV. & MAX. Non-BASIC Beings can either be summoned by using Synergy or their Alt. Summon.

3

Synergy is the cost to summon Beings, as well as Activate/Set cards from your Hand. Some Abilities will also require you to use Synergy.

4

Alt. Summon is a method of summoning for non-BASIC Beings. To do an Alt. Summon, Sacrifice the listed cards on your Board, then play the non-BASIC Being you were summoning from your Hand, without paying Synergy.

5

This area is the effect box for a card. This area will contain Abilities of different types, with some only unlocking once Connection occurs.

6

This is a Being's Type. There are a wide variety of Types in RYFT.

7

This is a Being's Stats for battle. Each Being has an Attack Power (AP), and Health Points (HP). There is no Summon Sickness in RYFT, so battles occur often!

8

This is a card's Domain. Domains are shown as [DOMAIN] on card effects. All cards have a [DOMAIN], and mixing Domains can create unique combos.

# TYPES OF CARDS (MATRIXES)



Matrix Cards are unique Code cards that are placed in Battle Zones. While a Matrix card is on the Board, it does NOT count as a Being and cannot attack.

Matrix cards have effects while on the Board, similar to Beings. If a Being is Summoned into the same Battle Zone as a Matrix card, or a Matrix card is activated in the same Battle Zone as a Being, the 2 become **Connected** and unlock their secret Abilities!

Any Ability listed under a Being/Matrix card's [CONNECTION] Box will unlock once a **Connection** is in force, and these Abilities remains in play until the **Connection** is broken!

Matrixes are not destroyed when a Being is destroyed. However, if a Player controls any Unconnected Matrixes, their Rival can choose to attack them, destroying them instantly with no damage being dealt. A Player can still attack their Rival directly if their Rival controls only Matrixes and no Beings.



# TYPES OF CARDS (ACTIVE/DELAYED CODES)



**Active** & **Delayed** cards are used in a Player's Code Zones.

**Active** cards can be played straight from the Hand by paying their Synergy cost, using their effects instantly.

**Delayed** cards **MUST** be Set (Placed Face-Down) during your turn by paying their Synergy cost, and can be activated from the next turn, providing the conditions on the card are met.

You can also Set **Active** cards by paying 2 Synergy during your turn, but they cannot be activated until your next turn. They will not use Synergy on the turn you activate them.

# STARTING A GAME (BOARD SETUP)



**1**

This is where Beings are Summoned throughout the game. Only 1 Being can occupy 1 Battle Zone at a time.

**2**

This is where Matrixes are played throughout the game. Only 1 Matrix can occupy 1 Battle Zone at a time.

**3**

This is where Active/Delayed Code cards are played. Only 1 Code card can occupy 1 Code Zone at a time, and if all are full, you cannot play more.

**4**

This is where your Deck is placed, face-down. You will draw cards at the start of your turn from here and add them to your Hand. You cannot look or change the order of the cards in your Deck, unless a card effect says so. Anytime you interact with your Deck, you must shuffle it afterwards.

**5**

This is where cards are sent after being used/destroyed. A card is always sent to its original Player's Void. Voids are classed as "Public Knowledge" and can be viewed by all Players at anytime. The order of cards in the Void cannot be changed, unless a card effect says so.

**!**

Any card on your side of the Board is classed as being in your "control". If you "control" one of your Rival's cards, make sure to return it at the end of the game.

**!**

Each Player can have a maximum of 9 cards in their Hand during the End Stage of their turn. If they have more than 9, they must discard cards until they have 9.

# STARTING A GAME (FIRST TURN SETUP)

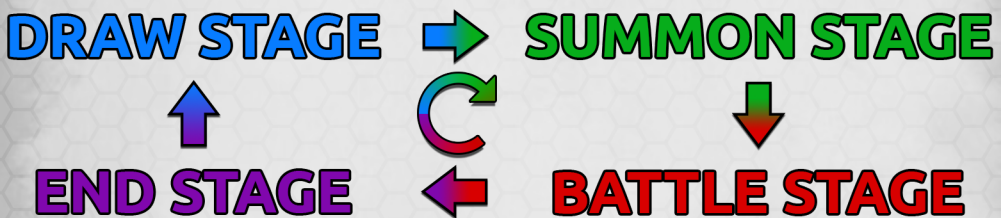
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- 1** Shake hands with your Rival
- 2** Flip a coin to decide who goes first (winner chooses)
- 3** Both Player's shuffle their Deck, then their Rival's
- 4** Both Player's draw 5 cards, then decide if they'd like to Reset their Hand (Mulligan). Only 1 Reset per Player

## TURN STRUCTURE

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TURNS ARE BROKEN DOWN INTO 4 "STAGES":



**DRAW STAGE:** This is the start of a Player's turn. The Turn Player draws 2 cards. Any Abilities that activate in the Draw Stage happen after a Player draws.

**SUMMON STAGE:** In this Stage, Players can Summon Beings, activate Matrix cards and use/Set their Code cards, provided they have enough Synergy for them. Once a Player has finished in their Summon Stage, they may choose to either enter the Battle Stage or the End Stage.

**BATTLE STAGE:** During a Battle Stage, all Beings a Player controls can attack, if able to. Beings can attack their Rival directly if they control no Beings of their own. If there are Rival Beings, the Player must declare them as an Attack Target first. If a Rival controls any Unconnected Matrix cards, a Player can also choose to attack them, destroying them instantly with no damage being dealt. A Player can still attack their Rival directly if their Rival controls only Matrix cards and no Beings.



**THE FIRST TURN OF THE GAME HAS NO BATTLE STAGE**

**END STAGE:** Once a Player is finished in the Battle Stage, or chooses to skip it, they enter the End Stage. This Stage is where some cards will activate their effects. This is also where some effects will wear off, such as Stat Boosts, Immunity, etc. and where Player's discard cards if they have more than 9 in Hand.



# SYNERGY (AND OVER-SYNERGISING)

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Synergy is the essence of the RYFT, harnessed by RYFT Battlers to access the Code of the Universe and bring forth their Decks!

Each Player starts their turn with 5 Synergy. In order to play cards from their Hand, or use certain Abilities, a Player must pay the Synergy cost in the top left corner of the card, or the cost listed on the effect.

Once a Player reaches 0 Synergy, they cannot play anymore cards, unless they Over-Synergise!



## OVER-SYNERGISING

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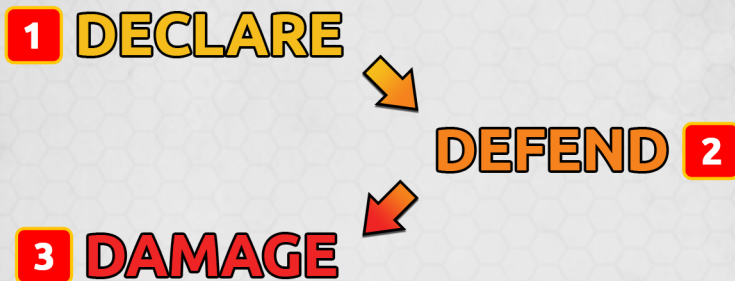
If a card would make a Player go past their 5 Synergy for the turn, the excess number past 0 is given to their Rival for their turn on top of their usual Synergy (e.g. If a Player has 0 Synergy left and plays a card that costs 3 Synergy, they have Over-Synergised by 3 and their Rival would start their next turn with 8). If a Player does not use all their Synergy in a turn, the next Player begins their turn with 5 Synergy and the left over Synergy does NOT carry over.

Once a Player Over-Synergises, that Player cannot play anymore cards for the turn that require Synergy, but their turn does not end (They can still use Abilities that don't require Synergy and can also Summon Beings using their Alt. Summon or through card effects. They can also still enter the Battle Stage and declare attacks).

# BATTLE STRUCTURE

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ATTACKS ARE BROKEN DOWN INTO 3 PARTS:



**1**

This is where a Player chooses a Being to attack with, and declares they will be attacking with it. They will then choose a Rival Being (or Unconnected Matrix) to attack. The declared Target is referred to as the "Attack Target", or "Defending Being/Matrix".

**2**

This is where the Attack Target may choose to use a Defend Ability, if it has one. If a Being is Connected when attacked, the defending Player can also use the Defend Ability of the Connected Matrix.

**3**

This is where damage is dealt to the Defending Being. The AP of the Attacking Being is subtracted from the Defending Being's HP. Once a Being reaches 0 HP, it is destroyed. If there is any excess damage from a battle, this is inflicted to the Defending Player's Life Force.

**!**

Matrixes are not destroyed when a Being is destroyed. However, if a Player controls any Unconnected Matrixes, their Rival can choose to attack them, destroying them instantly with no damage being dealt. A Player can still attack their Rival directly if their Rival controls only Matrixes and no Beings.

# KEYWORD ABILITIES

All Abilities in RYFT are once per turn, and are usually during the Turn Player's turn. Here is a list of Abilities on Being and Matrix cards:

## ABILITY

*Ability* are optional and activated during the Turn Player's turn.

## TRIGGER

*Triggers* are used when a Being is Summoned or a Matrix is Activated. *Triggers* are optional to use.

## INFINITE

*Infinite* Abilities are permanent effects while on the Board.

## DEFEND

*Defend* Abilities are optional to use when a Being is declared an Attack Target (Before Damage).

## REVENGE

*Revenge* Abilities activate when a card is destroyed (NOT Sacrificed). *Revenge* Abilities are NOT optional and must be activated.

## VOID CALL

*Void Call* Abilities function the same as *Ability*, just from within the Void.

## INTIMIDATE

*Defend* Abilities cannot be activated when a card with this Ability attacks.

## DOUBLE STRIKE

Beings with *Double Strike* can attack 2 times per turn. If a Connected Matrix and Being both say *Double Strike*, the Connected Being gains *Triple Strike* instead. A Being cannot attack more than 3 times per turn.

## TRIPLE STRIKE

Beings with *Triple Strike* can attack 3 times per turn. A Being cannot attack more than 3 times per turn, even if they have another card that lets them attack more.

## SHADOW STRIKE

Beings with *Shadow Strike* can attack their Rival directly, even if they control Beings.

## IMMUNE

If a Being is *Immune*, it is unaffected by Effect Damage and can only take Battle Damage.

## CONNECTION

If a Being or Matrix card has a *Connection* Box, any Abilities under it are locked until a Connection is formed.

Connection occurs when a Being and a Matrix occupy the same Battle Zone, and the Connection remains in force while both occupy the same Zone.



# KEYWORDS IN RYFT

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Certain Keywords appear throughout cards in RYFT. Here is a list showing what they are and what they mean:

**QUICK-SUMMON:** This means a Being is Summoned without using Synergy. *Trigger* Abilities can be activated when a Being is *Quick-Summoned*.

**REVIVE:** This means a Being is *Quick-Summoned* from the Void, without using Synergy. *Trigger* Abilities can be activated when a Being is *Revived*.

**CONNECT:** This means a Being or Matrix is Connected to the corresponding Target, without using Synergy. *Trigger* Abilities can be activated when a card is Connected by an effect.

**NULLIFY/NULLIFIED:** A *Nullified* card cannot activate Abilities while on the Board. *Revenge* Abilities will still activate as these activate in the Void.

**EXILE:** If a card is *Exiled*, it is removed from the game permanently and cannot be used again for the remainder of the game.

# DECK VIRUS

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Once a Player runs out of cards in their Deck, they begin to suffer from the Deck Virus! Each turn their deck has 0 cards in it, they take 20 damage in the Draw Stage. This damage is increased by 10 each turn until a card is in the Deck.

The Deck Virus will reset its damage back to 20 if the Deck has cards in it again but then runs out of cards again.

# STACKS (AND HOW TO RESOLVE THEM)

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If multiple cards would activate their effects/Abilities at the same time, a Stack Link occurs. Stack Links attempt to create an order of events for Stacks. The Rival Player starts by selecting the order of their card effects in the Stack (e.g. 1, 2, 3, etc.).

Then, the Turn Player chooses their order (4, 5, 6, etc.). This order is then resolved backwards (6, 5, 4, 3, etc.). If a Stack is removed from its location during the Stack Link (e.g. A Being on the Board is destroyed by a card effect before it can activate its Ability), it is removed from the current Stack Link and the sequence is shortened (e.g. 6, 5, 3, 2, 1 would then become 5, 4, 3, 2, 1).

If during a Stack Link a new card would be activated, the effect/Ability can still be activated, but it must wait for the current Stack Link to fully resolve first. If more than 1 card would activate an effect/Ability, a new Stack Link occurs and will resolve.

## GENERAL RULES & FAQ

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If any card effect contradicts a ruling in the Rulebook, you must follow the text listed on the card. Cards take priority over the Rulebook during gameplay.

The Turn Player always has priority in using their card effects/Abilities. If the Turn Player does not wish to use a card, but the Rival can use a card, they may then activate their card effects/Abilities by declaring so.

If a card would reduce the Synergy cost of another card, that card's cost cannot go below 0. Any cards that cost 0 Synergy because of a card effect this way are free to play.

