Force of Will Multi-Player Format

"Arcana Battle Colosseum" Rules ver. 0.7

Last Update: May 19th, 2023
The Arcana Battle Colosseum ban list posted below will go into effect on May 26, 2023.

1   Overview

    1.1   This document is the description of the rules for Force of Will multi-player format called "Arcana Battle Colosseum".

    1.2   This game is played by two or more players.

    1.3   For rules not listed here, the original Force of Will rules apply.

2   How to win

    2.1   During the game, players fulfilling the following winning condition win the game.

        2.1.1 If a player reduces the life of another player to zero life or less, that player wins the game.

        2.1.2 The player who gains three winning crystals wins the game.

            2.1.2.1   Winning crystal cannot increase or decrease by any effects.

            2.1.2.2   A 'Winning crystal' is an item placed in the item area.

    2.2   If a player meets by themselves the conditions for defeat, the player who played the previous turn wins the game.

    2.3   If a player fulfilling the winning condition and losing condition at the same time, they lose the game.

    2.4   If two or more players fulfills the win condition at the same time:
        - If the active player is one of those players, that player wins the game.
        - If the active player is not one of those players, the player who is attempting to win and played the latest turn wins the game.

3   Constructing a Deck

    3.1   Each player prepares their main deck, magic stone deck and their Arcana Ruler card(s). Each deck may have only one copy of any card with the same name; although there are no restrictions for basic magic stones.

3.2   Each player prepares one Arcana Ruler card.

3.3   A main deck is a pile of cards that contains any card except for:

- Rulers with the Arcana type.
- Magic Stones.
- Runes without the chant type.
- (Stranger) resonators.
- Sub-rulers.

3.3.1 A main deck must contain exactly sixty cards.

3.3.2 A main deck cannot contain:
- Cards with no attribute.
- Cards with an attribute other than the starting Arcana Ruler's attributes.

e.g.) If your starting Ruler is "Arcana: Guardian of the Temple" (ABC-001), you may have only light and/or fire cards in your deck with no other attributes other than light or fire.

3.3.3 A main deck may have up to four Ruler cards without the Arcana type.

3.3.3.1   If a ruler in a main deck has text about constructing a main deck or an extra deck, it is ignored.

3.3.3.2   Rulers in the main deck are treated as cost zero in all areas.

3.3.4 A main deck must contain exactly twenty cards with total cost 1 or less.

3.3.5 A main deck must contain at least fifteen cards with total cost 2.

3.3.6 A main deck must contain at least ten cards with total cost 3 or more.

3.3.7 When deckbuilding, Alternative cards count as their combined total cost.

e.g.) Pricia, Seeker of Friends // Pricia's Big Show (ROL-018) counts as a total cost 3 card.

3.3.8 When deckbuilding, cards with information in both sides (like Rulers, [Shift] cards, Contracts, etc) have the attributes of both sides.

e.g.) If your starting Ruler is "Arcana: Guardian of the Temple" (ABC-001), you can have in your deck the card "Pandora, Girl of the Box" (CMF-013) as it counts as a light card, but you cannot have the card "Alice of Light" (BFA-076) as it counts as a light/darkness card.

3.4 A magic stone deck is a pile of cards containing only magic stone cards.

3.4.1 A magic stone deck must contain at least twelve cards and no more than a maximum of twenty cards.

3.4.2 A magic stone deck may have any amount of basic magic stones with the same name.

3.4.3 A magic stone deck cannot contain a magic stone card with a printed will symbol other than the printed will symbols on the attribute of the starting Arcana ruler.

e.g.) If the starting Ruler is "Arcana: Guardian of the Temple" (ABC-001), your magic stone deck can have a card named "Magic Stone of Heat Ray" (CMF-099) but your magic stone deck cannot have a card named "Magic Stone of Light Vapors" (TAT-097), as card (TAT-097) has the water will symbol printed on its text.

3.5 Arcana Ruler

3.5.1 Each player prepares their Arcana Ruler card with two attributes.

Ruler Side
Race: Arcana
Attribute: [Attribute 1][Attribute 2]
[W][R] / [W][B] / [W][G] / [W][D] / [R][B] / [R][G] / [R][D] / [B][G] / [B][D] / [G][D]
Text1:
[Judgment] [Attribute 1][Attribute 2][1]
Text2:
[Convoke] [Attribute 1][Attribute 2] (Put a ruler from your hand into your ruler area with three convoke counters on it. Play this ability only during main timing.)
Text3:
You may have only [Attribute 1] and/or [Attribute 2] cards in your deck with no attributes other than [Attribute 1] or [Attribute 2].
Text4:
As the game starts, put three limited counters on this card.

Text5:

[1], remove a limited counter from this card: Produce [W], [R], [B], [G] or [D].

J-Ruler Side

ATK 1000 / DEF 1000

Text1:

[Imperishable] [Pierce] [Convoke] [Attribute 1][Attribute 2]

Text2:

[Attribute 1][Attribute 2]

Text3:

Other J-rulers you control gain **[Eternal]**.

Text4:

[Enter] >>> Choose one;

- Put the top card of your magic stone deck into the field rested.

- Search you deck for a ruler, reveal it and put it into your hand. If you do, shuffle your deck.

Text5:

[1], remove a limited counter from this card: Produce [W], [R], [B], [G] or [D].

4   Setting Up the Game

4.1   In a random fashion, each player determines his or her seat.

4.2   Each player sets their life to 6000.

4.3   Choose a player at random and that player must take the first turn. Turns proceed clockwise from that player.

4.4   The player who starts the game draws a card at the beginning of their first turn.

4.5   Arcana rulers do not have **[Energize].**

5   Battle

5.1   For an attacked object:

- The next opponent player on the left.

- A rested J/resonator that the next opponent player on the left controls (even if doesn't have ATK and DEF).

- A ruler with convoke counters on it that the next opponent player on the left controls.

- A card legal for attacked object due to any effects the next opponent player on the left controls.

5.2   Whenever a J-ruler deals 600 or more battle damage to a player, its controller gains a

Winning Crystal.

5.3   Whenever a J/resonator would deal battle damage to a ruler with convoke counter or non-Arcana J-ruler with no ATK and DEF, remove a convoke counter from it instead.

   5.3.1 If a non-Arcana type J/ruler has no convoke counters on it, put it outside the game by rule process.

   5.3.2 If a non-Arcana J-ruler is destroyed, put it outside the game instead by rule process.

   5.3.3 If a non-Arcana J-ruler with [Imperishable] is destroyed, put it outside the game instead by rule process.

6   Card Text and Effect

6.1   If a spell, an automatic ability or an activated ability refer to 'your opponent', it means 'the next player on your left or the next player on your right'.

   e.g.) "Your opponent discards a card." means "the next player on your left or the next player on your right discards a card.".

   e.g.) "This card deals 1000 damage to your opponent." means "This card deals 1000 damage to the next player on your left or the next player on your right.".

6.2   If a spell, an automatic ability or an activated ability refer to 'your opponent' and needs a target, it means 'the next player on your left or the next player on your right'.

   e.g.) "Target resonator your opponent controls." means "Target resonator the next player on your left or the next player on your right controls.".

   6.2.1 If a spell, an automatic ability or an activated ability refer to 'your opponent' and needs two or more targets, its controller may choose different opponents between their next player on their left or the next player on their right.

6.3   If a continuous ability refers to 'your opponent', it means 'the next player on your left **and** the next player on your right'.

   e.g.) "Resonators entering the field under your opponent's control enter the field rested." means "Resonators entering the field under the next player on your left and the next player on your right's control enter the field rested.".

6.4   If a spell, an automatic ability or an activated ability refer to 'target player', it means 'any target player', including you.

e.g.) "This card deals 1000 damage to target player or J/resonator." means "This card deals 1000 damage to any target player or any target J/resonator.".

6.5 If a spell, an automatic ability or an activated ability needs a target but does not refer to 'you' or 'your opponent', you may choose a target controlled by any player.

e.g.) "Cancel target spell." means "Cancel target spell controlled by any player.".

e.g.) "Destroy target J/resonator." means "Destroy target J/resonator controlled by any player."

6.6 If a Ruler card has to move from one zone to another, it moves or not depending on the zone it is in and the zone it will move to:

- o If a ruler card has to move from a deck to a graveyard, it is placed outside the game by rule process.

- o If a ruler card has to move from a deck to a removed area, it is placed outside the game by rule process.

- o If a ruler card has to move from a deck to the field, it does not move.

- o If a ruler card has to move from a deck to a hand, it moves.

- o If a ruler card has to move from a hand to a graveyard, it is placed outside the game by rule process.

- o If a ruler card has to move from a hand to a removed area, it is placed outside the game by rule process.

- o If a ruler card has to move from a hand to the field, it does not move.

- o If a ruler card has to move from a hand to a deck, it moves.

CR UPDATE FOR [CONVOKE]
- [Convoke] is a activate ability held by J/rulers.
- [Convoke] can only be used in main timing.
- [Convoke] cannot be removed from or lost by a ruler in any way.
- [Convoke] (Cost)' means "Put a ruler from your hand into your ruler area with three convoke counters, with their ruler side face up". The (cost) is referred to when that [Convoke] process is played.
- A ruler can do [Judgment], a revolution order process or a contract process paying its cost the turn it is put in the ruler area due a [Convoke] ability.

- Convoke <u>counters</u> cannot increase or decrease by any effects. They can increase or decrease as a result of a battle resolution process.

<u>BANLIST for Arcana Battle Colosseum</u>

The Wanderer banned list and combination banned list do not apply in Arcana Battle Colosseum. This is how the banned list of Arcana Battle Colosseum look like: (as of May 26th, 2023)

Banned
- Warhorse (HSD-004)
- Sprinting Steward (NWE-021)
- Alecto, Unstoppable Fury (TST-024)
- Insatiable Desire for Treasure (EDL-044)
- Mariabella, Sincere Engineer // Heart-to-Heart Talk (ROL-013)
- Umr-at-Tawil (ENW-051)
- Unyielding Dragon Lord, Ragnarok (WOM-061)
- Fiethsing // Fiethsing (MSW-053)
- Law of Silence (CMF-071, VIN001-054)
- Otherworld Dreams (ADK-106)
- Severing Winds (ENW-063)
- Welser, the Progenitor of Magic (EDL-074)
- Spirit of Decay (GRV-060)
- Whisper from the Abyss (TAT-090)
- Belial // Belial (TST-073)
- Carlina // Carlina (TST-075)
- Sigurd, the Covenant King (AO3-082)
- The Magic Stone of the Six Sages (MSW-102)