

UNIVERSIA

Rules & Keywords

Deck construction, field layout, mana momentum, turn sequence, battle resolution, and the current keyword glossary.

STARTING LIFE	MAIN DECK	KEYWORDS
10,000	50	51

Deck Building

Your Main Deck must contain exactly 50 cards, no more and no less.

You may include no more than three copies of each card ID unless that card has Innumerable.

Your Immaterial Deck may contain up to 20 cards and may contain only black-label Immaterial cards.

Select one Generic Universe and one Archetypal Universe. Generic options are Universal for nature, Universe for modern life, and Universia for fantasy. You may use any ratio of the two selected Universes, including a deck made entirely from one of them.

General Game Rules

01 Players and victory

Universia is played by two players. Each begins with 10,000 Life. A player loses when their Life reaches 0.

If a player cannot draw, the opponent draws instead. If neither player can draw, the game is a tie.

02 Field and decks

Each field has one Main Deck Zone, five Enhancement Zones, five Monster Zones, one Field Zone, one Immaterial Deck Zone, and one Rest Zone.

03 Mana and momentum

Mana is a shared momentum line from 10 to -10. Paying a cost moves the value toward the opponent. When the value becomes negative after effects resolve, the turn ends and the next player begins with its absolute value.

A player cannot pay more than their available mana plus 10 and cannot hold more than 10. Ending a turn before mana becomes negative normally gives the opponent 3 mana.

04 Draw Phase

Both players begin with five cards. The first player does not draw on the first turn. On later turns, the turn player draws one card from the top of the Main Deck.

05 Main Phase

Play monsters, activate Enhancements, and set Traps. Monsters may enter face-up vertically in attack mode, face-up horizontally in defense mode, or face-down horizontally as a set monster.

Setting a card costs no mana; its cost is paid when it is activated or flipped face up. Non-permanent Enhancements move to the Rest Zone after resolving.

06 Battle Phase

An attack-mode monster may attack once each Battle Phase. It may attack an opposing monster or attack Life directly when no opposing monster is present.

Against defense mode, compare attack to defense. Against attack mode, compare attack to attack. The lower value is destroyed as described by the battle, and the losing player takes the difference as Life damage. Equal values cause no change.

07 End Phase

The player may end after the Main or Battle Phase, and the phase begins automatically when mana is negative after resolution. End Phase effects resolve before the next player takes the absolute mana value and starts their turn.

Keyword Glossary

Card-specific text and newer rulings take precedence over this living summary.

Deck Rules

Keywords that move cards through the hand, deck, field, and Rest Zone.

Innumerable	A deck may contain up to 50 copies of this card ID instead of the normal three-copy limit in the main deck or 20 copies in the Immaterial deck.
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Core card flow

Keywords that trigger and can be used on all cards.

Revive	Select a same-universe monster in your Rest Zone and place it in an open Monster Zone.
Abduct	Select a same-universe monster on the field and return it to its owner's hand.
Waste	Place the bottom card of your Main Deck in the Rest Zone.
Spare	Place a selected card from your hand on top of your Main Deck.
Recycle	Place a selected card from your Rest Zone on the bottom of your Main Deck.
Draw	Draw 1 card.
Save	If this card would go to the Rest Zone from the field for any reason, return it to its owner's hand instead.
Retreat	Return this monster to its controller's hand after battle.

Monster combat

Keywords that alter attack declaration, battle resolution, and monster survival.

Blocker	An attack-mode monster may redirect an opponent's declared non-Swift attack to itself, then changes to defense mode to do battle calculation.
Piercing	After destroying a defending monster, deal excess attack over that monster's defense as Life damage.
Indestructable	This monster cannot be destroyed by battle with another monster.
Alert	Always change this monster to face-up attack position during the End Phase
Retaliation	If only this monster is destroyed in battle, destroy the opposing monster after battle.
Evade	When this attack-mode monster is attacked, you may end the battle and change it to defense mode. It can also change to defense mode to prevent destruction by an effect.

Swift	Retarget the attack to the highest-power opposing attack-mode monster and ignore Blocker.
Alliance	Triggered on attack: switch a monster you control, except this one, to defense, then add its attack to this monster's attack.
Madness	This monster can attack during the end-turn window, including from defense mode, then destroys itself.
Blessed	Opponent effects cannot affect this monster while it is attacking. (Retaliation, Blocker)
Guard	Destroy this card to prevent another allied monster from leaving the field because of an opponent effect.
Decoy	Destroy this card to prevent another allied monster from leaving the field because of an opponent battle.
Scapegoat	Destroy another allied monster to prevent this monster from being destroyed by an outside cause.
FrontLiner	During your End Phase, if this monster has not attacked, you may attack. It is not destroyed after this attack.

Monster stacks

Keywords for evolved or stacked monsters and replacement effects.

Regress	Trash cards from the top of a monster stack until the requested reduction or level floor is reached.
ArmorPurge	Gain a counter when summoned; remove one counter to prevent this monster's destruction.
Fortitude	Replay a destroyed stacked monster in attack position without paying its cost.
Seperation	Prevent non-battle removal by splitting matching cards from this stack into separate monsters.
Beserker	Give opposing monsters Blocker and force available attack-mode monsters to intercept.
Decode	Prevent non-battle removal by playing a matching universe and cost card from this monster's stack.
UseRequirement	Record a named use requirement that this card may ignore during later play or effect checks.
Ascension	Place this rested card on the bottom of its controller's Main Deck.

Enhancements

Persistent and delayed effects registered by Enhancement cards.

Battlements	When an opponent attacks, destroy that attacker after battle and rest this Enhancement.
SupplyLine	At the start of your Main Phase, set your mana to 3.
Delivery	At the start of your Main Phase, draw one card.
Delay	After this card has remained on the field long enough, rest it and resolve its stored delayed action.

HighMoral	While on the field, give all monsters you control +500 attack.
HighGrit	While on the field, give all monsters you control +500 defense.
Strife	While on the field, give all opposing monsters -500 attack.
Raze	While on the field, give all opposing monsters -500 defense.
HighCourage	At the start of your Main Phase, gain 1 mana.
Endurance	At your End Phase, if your hand is empty, draw until the effect has drawn five cards.
Leadership	At the start of your Main Phase, play a cost-3-or-less monster from hand without paying its cost.
TeaWithTheGoddess	Rest one of your monsters at Main Phase start, then return it at the End Phase.
DivineAnnoyance	Rest one of your monsters at Battle Phase start, then return it at the End Phase.
DivineIntervention	Rest one of your monsters at Main Phase start, then return it at Battle Phase start.
BattlePlan	Rest an opposing monster at your Battle Phase start, then return it at the End Phase.
BattleFormation	Rest an opposing Enhancement at your Battle Phase start, then return it during the opponent's Battle Phase.
DivineWrath	When a wide opposing board attacks, destroy all opposing monsters and rest this Enhancement.
DivineJudgement	When a wide opposing board attacks, destroy all opposing Enhancements and rest this Enhancement.

Immaterial and draft keywords

Special card families and mechanics still moving through design review.

Loner	Play this card from the Immaterial Zone by sending its named student requirement to the Rest Zone. Only one Loner should be on the field at a time.
Jamming	A reserved Psychedelic Trades design keyword. Its final rules text is still under development and card text takes precedence.