



TRADING CARD GAME

RULE  
BOOKLET

VERSION 1.0

# TABLE OF CONTENTS

## ABOUT BOUNDLESS TCG

WHAT IS BOUNDLESS? 3

CARD ANATOMY 4

KEYWORDS 5

## CARD TYPES

SAVIOR CARDS 6

SPIRIT CARDS 7

FORM CARDS 8

FORM CARDS (CONT.) 9

COMMAND CARDS 10

## GAMEPLAY

ZONES AND SETUP 11

WHAT YOU NEED 12

BEFORE YOU START 13

HOW TO WIN 14

TURN STRUCTURE 15

THE ACT STEP 16

THE COMBAT STEP 17

EFFECT TIMING INDICATORS 18



---

## ABOUT BOUNDLESS TCG

BOUNDLESS TCG IS A GAME WHERE 2 OR MORE PLAYERS FIGHT FOR PEACE ON THE PLANET ADYTA. GUIDED BY THEIR FEARLESS SAVIORS, PLAYERS AIM TO SEND THEIR OPPONENT'S SPIRITS TO THE VOID TO SAVE THE PLANET AND RESTORE ITS SERENITY, OR ENSURE ITS DEMISE.

BOUNDLESS TCG IS DESIGNED FOR MULTIPLE PLAYERS. WHILE 2 PLAYERS IS THE HIGHEST PLAYER COUNT THIS BOOKLET DESCRIBES, YOU CAN PLAY WITH AS MANY PEOPLE AS YOU'D LIKE!

BE SURE TO LOOK OUT FOR MORE BOUNDLESS TCG PRODUCTS THAT CAN HELP YOU OPTIMIZE AND BLING-OUT YOUR CURRENT STRATEGY, OR EVEN HELP YOU DISCOVER NEW ONES!

# CARD ANATOMY

## CARD NAME

THESE ARE THE DIFFERENT IMPORTANT FEATURES OF A BOUNDLESS TCG CARD. SHOWN HERE IS A SAVIOR CARD. OTHER CARDS WITHIN THE GAME OF BOUNDLESS (I.E. FORM, COMMAND, AND SPIRIT CARDS) HAVE THE QUALITIES LISTED HERE AS WELL, WITH THEIR DIFFERENCES LISTED ON THEIR SPECIFIC PAGES IN THIS RULEBOOK.



## CARD EFFECT BOX

## TRIBE \*\*

## POWER (PWR)

SAVIOR CARDS, AND ONLY SAVIOR CARDS, HAVE A REQUIREMENT THAT THEY MUST MEET IN ORDER TO FLIP INTO THEIR BOUNDLESS STATE. IT WILL ALWAYS BE AT THE BOTTOM OF A SAVIOR CARD'S EFFECT BOX.

SET I.D. & CARD NUMBER  
CARD RARITY

\*\* TRIBE IS SOMETIMES RELEVANT FOR CERTAIN CARD EFFECTS.

# KEYWORDS

THE BOUNDLESS TCG UTILIZES CERTAIN WORDS TO SUPPORT VARIOUS CONCEPTS WITHIN THE GAME, KNOWN AS "KEYWORDS". THIS HELPS TO KEEP CARD TEXT SMALLER AND MORE CONCISE! BELOW YOU WILL FIND THE LIST OF KEYWORDS USED BY CARDS WITHIN THE BOUNDLESS TCG:

## DRAW

WHEN A CARD, OR A GAME MECHANIC, HAS YOU "DRAW" CARDS, IT MEANS TO ADD THE SPECIFIED AMOUNT OF CARDS FROM THE TOP OF YOUR MAIN DECK TO YOUR HAND.

## DISCARD

WHEN A CARD EFFECT HAS YOU "DISCARD" CARDS, IT MEANS TO SEND THE SPECIFIED AMOUNT OF CARDS FROM YOUR HAND TO THE DROP ZONE. **SPIRIT CARDS CANNOT BE DISCARDED.**

## RESCUE

WHEN A CARD EFFECT SAYS TO "RESCUE", IT MEANS TO ADD THAT AMOUNT OF SPIRIT CARDS FROM YOUR VOID TO YOUR HAND. YOU CAN CHOOSE ANY SPIRIT YOU WISH!

## SPIRITUALIZE/SPIRITUALIZED

TO "SPIRITUALIZE" A CARD MEANS TO PLACE 1 SPIRIT CARD FROM YOUR HAND UNDERNEATH THAT CARD. SPIRIT CARDS CAN ONLY BE UNDERNEATH SAVIOR AND FORM CARDS. IF A CARD HAS A SPIRIT CARD UNDERNEATH IT, IT IS CONSIDERED "SPIRITUALIZED".

## INVOKE

IF A CARD OR EFFECT SAYS TO "INVOKE", THAT PLAYER ADDS THE SPECIFIED NUMBER OF SPIRIT CARDS FROM THE TOP OF THEIR SPIRIT DECK TO THEIR HAND.

## DE-SPIRITUALIZE

TO "DE-SPIRITUALIZE" IS TO SEND THE SPECIFIED AMOUNT OF SPIRIT CARDS FROM UNDERNEATH A CARD TO THE VOID.

## DEVOUR

TO "DEVOUR" IS TO SEND THE SPECIFIED NUMBER OF SPIRIT CARDS FROM THE TOP OF AN OPPONENT'S SPIRIT DECK TO THE VOID. IF THERE ARE NO CARDS LEFT IN THE SPIRIT DECK TO DEVOUR, THAT PLAYER CANNOT DEVOUR.

## CONTROL

"CONTROL" IS A CHARACTERISTIC GIVEN TO CARDS ON A PLAYER'S MAIN PLAY ZONES (SAVIOR, FORM & COMMAND ZONES). A PLAYER "CONTROLS" A CARD IF THAT CARD IS ON ONE OF THEIR SAVIOR, FORM OR COMMAND ZONES. **CARDS THAT EXIST WITHIN THE DROP ZONE, MAIN DECK, SPIRIT DECK, VOID AND HAND ARE NOT CARDS THAT PLAYER CONTROLS.**

# CARD TYPES

## SAVIOR



SAVIOR CARDS ARE DEFINED BY THEIR **GOLDEN** BORDER. SAVIORS ARE THE HEART AND SOUL OF A GAME OF BOUNDLESS. THEY ARE PERMANENT CARDS THAT NEVER LEAVE THE GAME BOARD AND PROVIDE POWERFUL ABILITIES TO CRUSH YOUR OPPONENT!

SAVIOR CARDS HAVE 2 SIDES: A BOUND SIDE AND A BOUNDLESS SIDE. THESE ARE NOTED AT THE BOTTOM OF THEIR CARD FRAME. THEIR ABILITIES ARE ALSO NAMED, BOLDED AND PLACED NEXT TO THE GOLDEN SAVIOR ABILITY ORB.

AT THE START OF THE GAME, SAVIORS ARE PLACED BOUND SIDE UP ON THE SAVIOR ZONE.

WHEN THEIR CONDITIONS ARE MET, THEY CAN BE FLIPPED OVER TO THEIR BACKSIDES, ENTERING INTO THEIR BOUNDLESS STATE WHERE THEY GAIN POWER (PWR) AND EVEN MORE POWERFUL EFFECTS! THIS ACTION CAN ONLY BE PERFORMED ONCE PER PLAYER EACH GAME.

TIMING OF THIS ACTION CAN SPELL VICTORY OR DEFEAT, SO HAVE A PLAN BEFORE DECIDING!

SAVIORS CANNOT BE FLIPPED FROM BOUNDLESS STATE BACK TO THEIR BOUND STATE.

YOUR SAVIOR IS THE ANCHOR OF YOUR STRATEGY. CUSTOMIZE YOUR DECKS WITH CARDS THAT COMPLIMENT YOUR SAVIOR'S EFFECTS FOR THE MOST EFFICIENT WAY TO WIN!

# CARD TYPES

## SPIRIT

SPIRIT CARDS HAVE A DIFFERENT CARD BACK THAN THE REST OF THE CARDS IN BOUNDLESS TCG!



SPIRIT CARDS ARE DEFINED BY THEIR GREY BORDER. SPIRIT CARDS ALSO HAVE A DIFFERENT CARD BACK THAN SAVIOR, FORM AND COMMAND CARDS (SHOWN ABOVE).

IF SAVIOR CARDS ARE THE HEART AND SOUL OF BOUNDLESS TCG, THEN SPIRIT CARDS ARE ITS LIFEblood. SPIRIT CARDS ARE THE VESSELS THAT CAUSE A PLAYER TO LOSE A GAME OF BOUNDLESS, BUT ARE ALSO THE VESSELS THAT CARRY A PLAYER TO VICTORY!

SPIRIT CARDS ARE WHAT SAVIOR CARDS NEED TO ENTER INTO THEIR BOUNDLESS STATE AND WHAT FORM CARDS NEED TO ACTIVATE THEIR EFFECTS AND ATTACK A SAVIOR. SPIRITS ARE ALWAYS SENT TO THE VOID OF THE CARD OWNER, NOT THE CARD CONTROLLER.

THERE ARE 5 TYPES OF SPIRIT CARDS:

**BOOST SPIRIT**

**RESCUE SPIRIT**

**AGGRESS SPIRIT**

**PROTECT SPIRIT**

**PERFECT SPIRIT**

THE SPIRIT DECK CONSISTS OF 15 SPIRIT CARDS. PLAYERS CAN INCLUDE ONLY 4 CARDS NAMED "RESCUE SPIRIT" AND ONLY 1 CARD NAMED "PERFECT SPIRIT" WITHIN THEM. THERE IS NO MAXIMUM FOR THE AMOUNT OF BOOST, PROTECT, AND/OR AGGRESS SPIRITS A PLAYER CAN INCLUDE, AS LONG AS THE TOTAL NUMBER OF CARDS EQUALS 15. PICK YOUR FAVORITE SPIRIT CARDS TO ACCOMPANY YOU IN BATTLE!

# CARD TYPES

## FORM

FORM CARDS ARE DEFINED BY THEIR **RED** BORDER. FORMS ARE CREATURES AND WARRIORS THAT AID YOU AND YOUR SAVIOR IN THE DEFEAT OF YOUR OPPONENT.

A FORM CARD CAN ONLY BE PLAYED IF THE PLAYER ATTEMPTING TO PLAY IT HAS AN OPEN FORM ZONE. FORM ZONES ARE CONSIDERED "OPEN" IF THEY ARE NOT OCCUPIED BY A CARD.

FORMS HAVE LEVELS. THESE LEVELS RANGE FROM 0 TO 3 AND ARE DENOTED BY THE RED ORB AT THE BOTTOM OF THEIR CARD FRAME.

LEVEL 0 FORMS HAVE NO LIMIT ON THE AMOUNT OF TIMES THEY CAN BE PLAYED IN A TURN. HOWEVER, TO PLAY A LEVEL 1, 2 OR 3 FORM FROM THE HAND, A PLAYER MUST CONTROL A FORM TO SACRIFICE. **LEVEL 0 FORMS CANNOT BE SACRIFICED TO PLAY A LEVEL 0 FORM FROM THE HAND.**

IN ORDER TO PLAY A LEVEL 1 OR HIGHER FORM FROM THE HAND, A PLAYER MUST SACRIFICE A FORM THEY CONTROL WITH EQUAL OR LOWER LEVEL THAN THE FORM THEY ARE ATTEMPTING TO PLAY.

EX. IN ORDER TO PLAY "EMERALDEFENDER GOLEM" FROM THE HAND, YOU MUST SACRIFICE A LEVEL 0 OR LEVEL 1 FORM YOU CONTROL.



### LEVEL INDICATOR

THE NUMBER OF ORBS IN THIS AREA INDICATES THE LEVEL OF THE FORM. **IF THERE IS NO ORB, ITS LEVEL IS 0.**

SINCE IT IS LEVEL 1, TO PLAY THIS FORM FROM THE HAND, A PLAYER WILL NEED A LEVEL 0 OR LEVEL 1 FORM TO USE AS A SACRIFICE!



# CARD TYPES

## FORM

## CONT.

FORMS GAIN GAME-ALTERING ABILITIES WHEN YOUR SPIRIT CARDS ARE PLACED UNDERNEATH THEM, WHICH MAKES THEM PERFECT VESSELS TO HELP YOUR STRATEGY SUCCEED.

PLACING A SPIRIT CARD UNDERNEATH A CARD IS CALLED "SPIRITUALIZING". FORMS CAN ONLY BE SPIRITUALIZED ONCE EACH TURN, BUT CAN HAVE ANY AMOUNT OF SPIRIT CARDS UNDERNEATH THEM! HOWEVER, FORMS SPIRITUALIZED BY A "PERFECT SPIRIT" CANNOT BE SPIRITUALIZED BY ANY OTHER SPIRIT.

IF A SPIRITUALIZED FORM YOU CONTROL IS SACRIFICED TO PLAY A FORM FROM THE HAND, THE SPIRITS THAT WERE UNDERNEATH THE SACRIFICED FORM ARE PLACED UNDERNEATH THE NEW FORM. FORMS SACRIFICED BY A CARD EFFECT HAVE THEIR SPIRITS SENT TO THE VOID.

FORM AND SAVIOR CARDS CAN BE DAMAGED WHEN A FORM OR SAVIOR WITH EQUAL OR HIGHER PWR ATTACKS THEM. IF A FORM IS DAMAGED, IT IS SENT TO THE DROP ZONE AT THE END OF THE COMBAT STEP. ANY SPIRITS THAT WERE UNDERNEATH IT ARE SENT TO THE VOID.

**FORM CARDS MUST BE SPIRITUALIZED BY AT LEAST 1 SPIRIT CARD TO ACTIVATE THEIR EFFECTS OR ATTACK A SAVIOR. EACH FORM CAN ONLY BE SPIRITUALIZED ONCE PER TURN.**



EX. LET'S SAY YOU HAVE AN "EMERALDDEFENDER GOLEM" ON YOUR FORM ZONE THAT YOU HAVE NOT SPIRITUALIZED (PUT A SPIRIT UNDERNEATH) THIS TURN. YOU ALSO HAVE A "PROTECT SPIRIT" IN YOUR HAND. YOU CAN CHOOSE TO PLACE THE "PROTECT SPIRIT" UNDERNEATH THE "EMERALDDEFENDER GOLEM".



THIS WILL GIVE IT AN ADDITIONAL ABILITY, AS WELL AS THE OPPORTUNITY TO ACTIVATE ANY EFFECTS IT HAS AND ATTACK A SAVIOR!

# CARD TYPES



COMMAND CARDS ARE DEFINED BY THEIR **BLUE** BORDER. COMMANDS ARE ADDITIONAL CARDS WITH AN ARRAY OF DYNAMIC ABILITIES.

SOME COMMAND CARDS MUST BE PLACED FACE-DOWN IN A COMMAND ZONE BEFORE ACTIVATING. COMMAND CARDS CAN ONLY BE PLAYED, OR PLACED FACE-DOWN, IN AN OPEN COMMAND ZONE. A COMMAND ZONE IS CONSIDERED "OPEN" IF IT IS NOT OCCUPIED BY A CARD.

THERE ARE 4 TYPES OF COMMAND CARDS:

**NORMAL** COMMANDS  
**BOUND** COMMANDS  
**INTERRUPT** COMMANDS  
**SWIFT** COMMANDS

A COMMAND'S TYPE IS NOTED WITHIN THE GREY AND GOLD BOX NEXT TO THE BLUE COMMAND ORB AT THE BOTTOM OF THE CARD'S FRAME.

DIFFERENT COMMAND TYPES ACTIVATE AT DIFFERENT TIMES:

**BOUND** THESE COMMANDS CAN ONLY BE ACTIVATED DURING THE TURN PLAYER'S ACT STEPS. THEY ARE PLACED FACE-UP IN THE COMMAND ZONE. BOUND COMMAND CARDS REMAIN FACE-UP IN THE COMMAND ZONE UNTIL THEY ARE REMOVED BY A CARD EFFECT, SO YOU CAN USE THEIR EFFECTS THROUGHOUT THE GAME!

**SWIFT** THESE COMMANDS CAN BE ACTIVATED FROM YOUR HAND DURING YOUR TURN, AND DURING ANY STEP. THEY CAN ALSO ACT AS INTERRUPT COMMANDS IF YOU PLACE THEM FACE-DOWN IN A COMMAND ZONE. IN ORDER TO ACTIVATE, THEIR ACTIVATION CONDITIONS MUST BE MET FIRST, ALSO, THEY MUST BE PLACED FACE-UP ON AN OPEN COMMAND ZONE UPON ACTIVATION AND THROUGHOUT THEIR EFFECTS' RESOLUTION. THEY ARE SENT TO THE DROP ZONE AFTER THEIR EFFECTS RESOLVE.



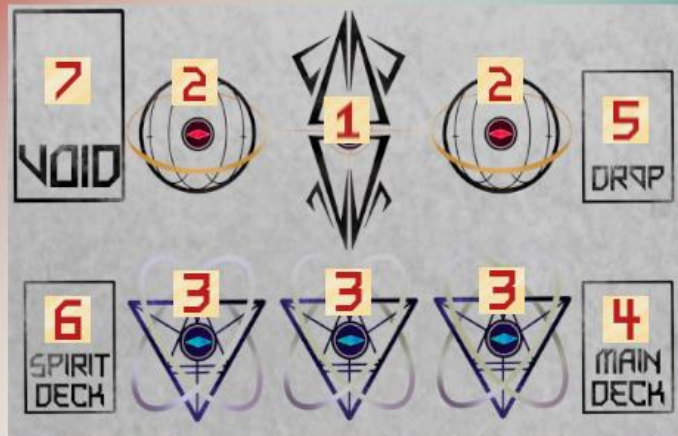
## COMMAND TYPE

EX. "AKUMAIDEN'S PUNISHMENT" IS AN INTERRUPT COMMAND. IN ORDER FOR YOU TO BE ABLE TO USE ITS EFFECT, IT MUST FIRST BE PLACED FACE-DOWN ON YOUR OPEN COMMAND ZONE DURING YOUR ACT STEP. ONCE YOUR OPPONENT PERFORMS AN ACTION IN THEIR ACT STEP 1, YOU MAY FLIP THIS CARD FACE-UP TO ACTIVATE ITS EFFECT!!

**NORMAL** THESE COMMANDS CAN ONLY BE ACTIVATED DURING THE TURN PLAYER'S ACT STEPS. THEY ARE PLACED FACE-UP IN THE COMMAND ZONE UPON ACTIVATION AND DURING RESOLUTION. THEY ARE SENT TO THE DROP ZONE AFTER THEIR EFFECTS' RESOLVE.

**INTERRUPT** THESE COMMANDS CAN BE ACTIVATED DURING ANY PLAYER'S TURN, BUT ONLY IN RESPONSE TO AN ACTION. THEY MUST BE PLACED FACE-DOWN IN A COMMAND ZONE AND MUST WAIT UNTIL THE NEXT PLAYER'S DRAW STEP BEFORE ACTIVATING. ONCE THEIR CONDITIONS ARE MET, FLIP THEM FACE-UP TO ACTIVATE THEM! THEY ARE SENT TO THE DROP ZONE AFTER THEIR EFFECTS RESOLVE.

# ZONES AND SETUP



THIS IS THE BOUNDLESS GAME MAT. IT HELPS YOU ORGANIZE YOUR CARDS DURING A GAME. IT IS RECOMMENDED THAT EACH PLAYER HAVE ONE GAME MAT IN ORDER TO PLAY A GAME OF BOUNDLESS TO KEEP EVERYTHING EASY TO FOLLOW. PLAYING WITHOUT A GAME MAT IS POSSIBLE IF YOU CAN REMEMBER PROPER ZONE PLACEMENT.

THE BOUNDLESS GAME MAT IS EQUIPPED WITH DIFFERENTLY SHAPED ZONES. DIFFERENT TYPES OF CARDS GO INTO DIFFERENT ZONES. BELOW YOU WILL FIND A LEGEND TO FURTHER EXPLAIN THE NAME OF EACH ZONE AND WHICH CARD TYPES ARE PLACED THERE.

<p><b>1</b> <b>SAVIOR ZONE</b></p> <p>THIS IS WHERE YOUR SAVIOR IS PLACED AT THE START OF EACH GAME. WHEN YOUR SAVIOR ENTERS THE BOUNDLESS STATE, IT IS FLIPPED OVER TO THE BACKSIDE AND PLACED BACK DOWN ON THIS ZONE. SAVIORS CANNOT MOVE FROM THE SAVIOR ZONE.</p>	<p><b>2</b> <b>FORM ZONES</b></p> <p>THESE ZONES ARE WHERE YOUR FORM CARDS ARE PLAYED. FORM CARDS ALWAYS GO FACE-UP IN THIS ZONE WHEN PLAYED.</p>	<p><b>3</b> <b>COMMAND ZONES</b></p> <p>THESE ZONES ARE WHERE YOU PLAY COMMAND CARDS. COMMAND CARDS CAN BE PLAYED FACE-UP OR FACE-DOWN HERE DEPENDING ON THE TYPE OF COMMAND.</p>	<p><b>4</b> <b>MAIN DECK</b></p> <p>THE MAIN DECK IS PLACED FACE-DOWN IN THIS ZONE AT THE START OF EACH GAME. IF FOR WHATEVER REASON YOU ARE LOOKING THROUGH YOUR MAIN DECK, IT IS SHUFFLED AND PLACED FACE-DOWN BACK INTO THIS ZONE AFTER.</p>	<p><b>5</b> <b>DROP ZONE</b></p> <p>FORM CARDS ARE SENT HERE WHEN THEY ARE DAMAGED. COMMAND CARDS ARE SENT HERE WHEN THEY ARE FINISHED RESOLVING THEIR EFFECTS. CARDS DISCARDED FROM THE HAND ARE SENT HERE.</p>
			<p><b>6</b> <b>SPIRIT DECK</b></p> <p>YOUR SPIRIT DECK IS PLACED FACE-DOWN IN THIS ZONE AT THE START OF EACH GAME. IF FOR WHATEVER REASON YOU ARE LOOKING THROUGH YOUR SPIRIT DECK, IT IS SHUFFLED AND PLACED FACE-DOWN BACK IN THIS ZONE AFTER.</p>	<p><b>7</b> <b>THE VOID</b></p> <p>ONLY SPIRIT CARDS ARE SENT TO THIS ZONE. BE CAREFUL! IF THERE ARE 7 OR MORE SPIRIT CARDS IN YOUR VOID, YOU LOSE THE GAME!</p>

# WHAT YOU NEED

IN ORDER TO BEGIN PLAYING A GAME OF BOUNDLESS, YOU WILL NEED A FEW THINGS:

CUSTOMIZE YOUR DECKS WITH POWERFUL CARDS FROM BOOSTER PACKS!

## MAIN DECK ————— 30 CARDS

-THIS DECK CONSISTS OF YOUR VARIOUS FORM AND COMMAND CARDS. CUSTOMIZE YOUR MAIN DECK WITH YOUR FAVORITE CARDS!

-YOU CAN ONLY HAVE 4 COPIES OF THE SAME CARD IN YOUR MAIN DECK.

\*\*STRATEGY TIP\*\*

TRY TO KEEP A CLOSE TO EVEN BALANCE BETWEEN YOUR NUMBER OF FORM AND COMMAND CARDS. YOU WILL HAVE AN EASIER TIME SEEING WHAT YOU NEED!

## SPIRIT DECK ————— 15 CARDS

-THIS DECK IS HOME TO YOUR SPIRIT CARDS. THESE ARE HELPFUL RESOURCE CARDS THAT CAN GRANT POWERFUL ABILITIES TO YOUR FORM CARDS!

-YOU CAN HAVE UP ANY COMBINATION OF EACH SPIRIT CARD TYPE IN YOUR SPIRIT DECK, BUT ONLY 4 CARDS NAMED "RESCUE SPIRIT" AND ONLY 1 NAMED "PERFECT SPIRIT".

\*\*STRATEGY TIP\*\*

15 CARDS IS NOT ENOUGH TO PLAY ALL 5 SPIRIT CARD TYPES AT 4 COPIES EACH, SO MAKE YOUR GAME PLAN STRONGER BY DOUBLING UP ON THE SPIRIT TYPES THAT STRENGTHEN YOUR STRATEGY!

## SAVIOR CARD ————— 1

YOUR SAVIOR CARD IS AN EVER-PRESENT LEADER THAT IS SEPARATE FROM YOUR MAIN DECK! EVERY PLAYER MUST HAVE 1 (AND ONLY 1) SAVIOR CARD.

## GAME MAT ————— UP TO 1

GAME MATS KEEP GAMEPLAY ORGANIZED TO GUIDE PLAYERS INTO AN EASY-TO-FOLLOW GAMEPLAY EXPERIENCE. GAME MATS ARE NOT NECESSARY IF YOU CAN REMEMBER THE GAME MAT LAYOUT, BUT ARE HIGHLY RECOMMENDED.

**ADDITIONAL ITEMS:** THESE ITEMS ARE NOT NECESSARY, BUT MAY HELP IN GAMEPLAY ORGANIZATION

**DIE:** TO DETERMINE WHO PLAYS FIRST, KEEP MARK OF CERTAIN GAMEPLAY CHANGES AND DETERMINE THE OUTCOME OF RANDOMIZED EFFECTS

**PEN & PAPER:** USEFUL FOR TRACKING GAMEPLAY INFORMATION

**CARD PROTECTORS:** FOR CARD PROTECTION

IF YOU CHOOSE TO USE SLEEVES OVER YOUR CARDS, SLEEVES FOR SPIRIT CARDS MUST HAVE A DIFFERENT COLOR/DESIGN THAN SLEEVES FOR MAIN DECK & SAVIOR CARDS.

# GAMEPLAY

## BEFORE YOU START

BEFORE BEGINNING A GAME OF BOUNDLESS TCG, YOU AND YOUR OPPONENT(S) MUST PERFORM THE FOLLOWING ACTIONS:

### SHUFFLE & CUT

ALL PLAYERS SHUFFLE THEIR MAIN DECK. THEY THEN OFFER A CUT TO THE PLAYER ON THEIR LEFT. THE SAME IS THEN DONE WITH THE SPIRIT DECK.

### DRAW 5 \*\*

ALL PLAYERS DRAW 5 CARDS FROM THE TOP OF THEIR MAIN DECK.

### MULLIGAN

EACH PLAYER CAN ONLY PERFORM THIS ACTION ONCE!

ALL PLAYERS DETERMINE WHICH CARDS IN THEIR HAND THAT THEY WOULD LIKE TO KEEP, THEN PUT THE REST ON THE TOP OF THE MAIN DECK, SHUFFLE THE DECK, AND DRAW UNTIL THEY HAVE 5 CARDS IN THEIR HAND.

### DICE ROLL

ALL PLAYERS ROLL A DICE TO DETERMINE WHO WILL GO FIRST. THE HIGHEST ROLLER MAY CHOOSE TO GO FIRST OR DEFER TO THE PLAYER TO THEIR LEFT.

\*\* THE MAXIMUM HAND SIZE BEFORE THE GAME BEGINS IS 5 CARDS. ONCE THE GAME HAS BEGUN, PLAYERS HAVE NO MAXIMUM HAND SIZE.



---

# GAMEPLAY

## HOW TO WIN

A PLAYER **LOSES** IN A GAME OF BOUNDLESS  
TCG IF THEY:

**HAVE 7 OR MORE SPIRITS IN THEIR VOID.**

**ARE UNABLE TO DRAW A CARD FROM  
THEIR MAIN DECK FOR THEIR DRAW  
STEP.**

IF A PLAYER HAS RUN OUT OF SPIRITS IN THEIR SPIRIT DECK,  
WHEN THEIR SAVIOR IS DAMAGED, THAT PLAYER MUST SEND A  
SPIRIT FROM UNDERNEATH THEIR SAVIOR TO THE VOID. IF THERE  
ARE NONE UNDERNEATH THEIR SAVIOR, THAT PLAYER MUST SEND  
A SPIRIT FROM THEIR HAND TO THE VOID.

**BE THE LAST ONE STANDING TO WIN!**

SOME CARDS MAY HAVE ALTERNATE WIN CONDITIONS ON THEM,  
ALLOWING THE PLAYER THAT CONTROLS THEM THE ABILITY TO WIN  
THE GAME IN A DIFFERENT WAY. MAKE SURE YOU'RE AWARE IF YOUR  
OPPONENT'S CARDS HAVE THIS TYPE OF ABILITY OR IT COULD BE THE  
REASON YOU LOSE!

# GAMEPLAY

## TURN STRUCTURE

EACH PLAYER'S TURN IN BOUNDLESS TCG FOLLOWS A SPECIFIC ORDER OF STEPS TO KEEP THE GAME EASY TO FOLLOW. HERE YOU WILL FIND THE ORDER IN WHICH THESE STEPS ARE TO BE PLAYED, AND THE ACTIONS PLAYERS CAN PERFORM WITHIN THEM.

### DRAW STEP

TURN PLAYER DRAWS THE TOP CARD OF THEIR MAIN DECK.



### INVOKE STEP

TURN PLAYER DRAWS THE TOP CARD OF THEIR SPIRIT DECK.



### ACT STEP 1

TURN PLAYER CAN PERFORM THE MAIN ACTIONS OF THE GAME, SUCH AS PLAYING FORM CARDS AND COMAMAND CARDS, SPIRITUALIZING SAVIOR AND FORM CARDS, SACRIFICING FORM CARDS, ETC. THIS STEP CANNOT BE SKIPPED. EVEN IF THE TURN PLAYER DECIDES TO DO NOTHING WITHIN THIS STEP, THE STEP CANNOT BE SKIPPED.

**FOR ADDITIONAL INFORMATION ON THE ACT STEP PLEASE SEE THE NEXT PAGE!**



### COMBAT STEP

TURN PLAYER CAN ATTACK AN OPPONENT'S SAVIOR OR AN OPPONENT'S FORM CARDS. THE COMBAT STEP HAS 4 SEPERATE PHASES. PLEASE SEE THE NEXT PAGE FOR A BETTER UNDERSTANDING OF THE COMBAT STEP.

**FOR ADDITIONAL INFORMATION ON THE COMBAT STEP PLEASE SEE PAGE 17.**



### ACT STEP 2

TURN PLAYER CAN PERFORM THE SAME ACTIONS AS IN ACT STEP 1.



### END STEP

TURN PLAYER PASSES TURN TO OPPONENT. SOME EFFECTS MAY ACTIVATE IN THE END STEP, IN WHICH CASE ALL EFFECTS MUST BE RESOLVED BEFORE THE OPPONENT BEGINS THEIR DRAW STEP.

# GAMEPLAY

## THE ACT STEP

A PLAYER CAN ONLY PERFORM THE FOLLOWING ACTIONS ONCE DURING EACH TURN:

SOME ACTIONS IN THE ACT STEP CAN ONLY BE PERFORMED ONCE PER TURN.

### 1 SPIRITUALIZE THEIR SAVIOR

A PLAYER CAN ONLY SPIRITUALIZE THEIR SAVIOR WITH 1 SPIRIT CARD PER TURN.

### 2 SPIRITUALIZE A FORM

EACH FORM CAN ONLY BE SPIRITUALIZED BY 1 SPIRIT PER TURN.

### 3 SACRIFICE A FORM

A PLAYER CAN ONLY SACRIFICE A FORM THEY CONTROL TO PLAY A FORM FROM THEIR HAND ONCE PER TURN. FORMS SACRIFICED BY A CARD EFFECT DO NOT COUNT TOWARDS THIS LIMIT.

### 4 FLIP THEIR SAVIOR TO BOUNDLESS STATE

THIS ACTION CAN ONLY BE PERFORMED ONCE PER GAME.

THE FOLLOWING ACTIONS HAVE NO LIMIT ON THE NUMBER OF TIMES THEY CAN BE PERFORMED DURING AN ACT STEP:

PLAYING LEVEL 0 FORM CARDS.

PLAYING COMMAND CARDS.

PLACING COMMAND CARDS FACE-DOWN IN THE COMMAND ZONE.



EX. LET'S SAY WE HAVE OUR SAVIOR IN THE BOUND STATE ON THE SAVIOR ZONE AND AN "EMERALDEFENDER GOLEM", THAT HAS NOT YET BEEN SPIRITUALIZED, ON BOTH OF OUR FORM ZONES. WE ALSO HAVE 3 SPIRITS IN OUR HAND. WE CAN PUT 1 SPIRIT UNDERNEATH EACH OF THESE CARDS IN OUR ACT STEP 1, BUT THEN WE CANNOT SPIRITUALIZE ANY OF THESE CARDS UNTIL OUR NEXT TURN.





# GAMEPLAY

## THE COMBAT STEP

IF PLAYING WITH 2 PLAYERS, THE PLAYER GOING FIRST SKIPS THEIR COMBAT STEP. IF PLAYING WITH 3 OR MORE PLAYERS, EACH PLAYER SKIPS THEIR COMBAT STEP ON THEIR FIRST TURN.

THE COMBAT STEP FLOWS IN A SET OF 4 SUBPHASES:

### 1 START PHASE

THIS PHASE OCCURS ONCE ALL PLAYER'S AGREE TO LEAVE THE ACT STEP 1. IT ACTS AS A TRANSITIONARY PHASE BETWEEN THE ACT STEP 1 AND THE COMBAT STEP. SOME EFFECTS CAN ACTIVATE ONLY IN THE START PHASE OF THE COMBAT STEP.

### 2 CHECK PHASE

THIS IS WHERE POWER (PWR) IS COMPARED, WHERE "WHEN THIS CARD ATTACKS" EFFECTS ACTIVATE AND WHEN A COMBAT VICTOR IS DECIDED. WHEN SAVIOR AND FORM CARDS ATTACK ONE ANOTHER, THEIR PWR IS COMPARED. THE HIGHEST PWR BETWEEN THEM IS THE COMBAT VICTOR! IF THEIR PWR IS EQUAL, THE ATTACKER IS DETERMINED AS THE WINNER.

### 3 DAMAGE PHASE

ONCE A COMBAT VICTOR IS DETERMINED, THE LOSER IS DAMAGED. WHEN SAVIOR CARDS ARE DAMAGED, THE TOP CARD OF THE SPIRIT DECK IS SENT TO THE VOID. WHEN FORM CARDS ARE DAMAGED, THEY ARE SENT TO THE DROP ZONE AND ANY SPIRITS UNDERNEATH THEM ARE SENT TO THE VOID. BEFORE ANY CARDS ARE SENT TO THE DROP ZONE/VOID, ALL "WHEN THIS CARD DAMAGES" OR "WHEN THIS CARD IS DAMAGED" EFFECTS MUST RESOLVE.

### 4 END PHASE

THIS PHASE OCCURS AFTER ANY CARDS HAVE BEEN DAMAGED. IT ACTS AS A TRANSITIONARY PHASE FROM THE COMBAT STEP INTO THE ACT STEP 2. SOME EFFECTS MAY ACTIVATE IN THIS PHASE.

PLAYERS CAN ONLY ATTACK WITH ONE ATTACKER AT A TIME. REPEAT STEPS 2 AND 3 FOR ALL ATTACKS. EACH SAVIOR AND FORM MAY ONLY ATTACK ONCE PER COMBAT STEP, UNLESS OTHERWISE STATED BY A CARD EFFECT.

EX. LET'S SAY OUR OPPONENT'S SAVIOR ATTACKS OUR "EMERALDEFENDER GOLEM". THEIR SAVIOR'S PWR IS GREATER THAN OUR PWR.



THIS MEANS OUR FORM LOSES THAT COMBAT AND IS DAMAGED!



WE THEN PLACE OUR DAMAGED FORM IN THE DROP ZONE. ANY SPIRITS THAT WERE UNDERNEATH IT ARE SENT TO THE VOID.

# EFFECT TIMING INDICATORS

CARDS AND THEIR EFFECTS CAN BE DIFFICULT TO FOLLOW. THAT'S WHY BOUNDLESS CARD TEXT COMES EQUIPPED WITH CONVENIENT TIMING INDICATORS TO HELP PLAYERS RESOLVE MULTIPLE EFFECTS SEAMLESSLY.

BELOW YOU WILL FIND A LIST OF THE EFFECT TIMING INDICATORS (ETI) IN THE GAME OF BOUNDLESS AND THE CONDITIONS IN WHICH THEY WILL ACTIVATE:

## [AUTO]

EFFECTS WITH THIS ETI ACTIVATE AUTOMATICALLY WHEN THEIR CONDITIONS ARE MET, REGARDLESS OF SPIRITUALIZATION STATUS.

IN THE EVENT THAT MULTIPLE CARD EFFECTS ARE ACTIVATED SIMULTANEOUSLY, THEY SHOULD BE RESOLVED IN THE FOLLOWING ORDER:

## CONT:

EFFECTS WITH THIS ETI ARE ALWAYS ACTIVE, REGARDLESS OF SPIRITUALIZATION STATUS.

## [INTERRUPT]

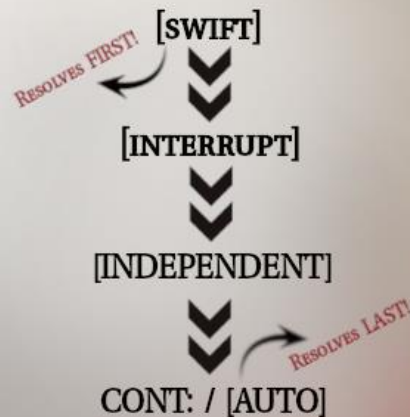
EFFECTS WITH THIS ETI ARE ONLY ABLE TO ACTIVATE DIRECTLY FOLLOWING AN OPPONENT'S ACTION. (ACTIONS OUTLINED ON PAGE 16).

## [SWIFT]

FORMS AND SAVIORS ARE ABLE TO ACTIVATE THE EFFECT FOLLOWING THIS ETI AT ANY POINT DURING THE GAME.

## [INDEPENDENT]

THIS ETI IS SPECIFIC TO FORMS. FORM CARD EFFECTS FOLLOWING THIS ETI ARE ABLE TO ACTIVATE WITHOUT BEING SPIRITUALIZED. THIS IS GENERALLY USED WHEN FORMS HAVE EFFECTS THAT ACTIVATE IN THE HAND OR DROP ZONE.



IF MULTIPLE EFFECTS OF THE SAME TIMING ARE ATTEMPTING TO RESOLVE, THE TURN PLAYER CHOOSES TO ACTIVATE THEIR EFFECTS IN THE ORDER THEY WANT, THEN THE LEFTMOST PLAYER WITH RESOLVING EFFECTS CAN DO THE SAME, THEN THE NEXT LEFTMOST PLAYER WITH RESOLVING EFFECTS, ETC. UNTIL ALL EFFECTS RESOLVE.

# How to Read Boundless Card Effects

BOUNDLESS TCG IS DESIGNED WITH THE BEST PLAYER EXPERIENCE IN MIND. THAT IS WHY THE EFFECTS OF CARDS WITHIN THE GAME ARE STRUCTURED IN A WAY THAT MAKES THEM EASY TO FOLLOW AND RESPOND TO!

WHEN REFERENCED WITHIN A CARD'S EFFECT TEXT:

- CARD NAMES AND/OR ARCHETYPE NAMES ARE NOTED WITHIN "QUOTATIONS".
- TRIBES ARE NOTED WITHIN {BRACES}.
- RULE REMINDERS ARE **ITALICIZED** AND NOTED WITHIN (PARENTHESES).
- FLAVOR TEXT IS INCLUDED AT THE BOTTOM OF CERTAIN CARD'S EFFECT TEXT BOX. IT IS *"ITALICIZED AND WITHIN QUOTATIONS"*.

The text written **before the colon** is the **game conditions** that must be met before the effect can activate: The text written after the colon but **before the semicolon** is the **cost**; the text written **after the semicolon** is the **effect**.

CERTAIN ASPECTS OF A CARD'S EFFECT CAN HAVE A SIGNIFICANT IMPACT ON GAMEPLAY:

<b>GAME CONDITIONS</b>	<b>COST</b>	<b>EFFECT</b>
THESE CONDITIONS MUST BE PRESENT UPON THE STATE OF THE GAME BEFORE THE EFFECT CAN BE ACTIVATED.	WHEN THE GAME CONDITIONS ARE MET AND THE PLAYER DECLARES THE ACTIVATION OF THE EFFECT, THE COST MUST BE PAYED BEFORE ANY OTHER EFFECTS CAN BE ACTIVATED, INCLUDING [INTERRUPT] AND/ OR [SWIFT] EFFECTS.	ONCE THE GAME CONDITIONS HAVE BEEN MET, THE COST HAS BEEN PAYED AND NO PLAYER HAS ANY FURTHER RESPONSES, THE CARD'S EFFECT MAY RESOLVE.



THANKS FOR YOUR PATRONAGE! FOLLOW  
@BOUNDLESSTCG ON INSTAGRAM AND  
@OFFICIALBTCG ON TWITTER FOR GAME AND  
PRODUCT UPDATES!

©BOUNDLESS TCG ALL RIGHTS RESERVED