



BOUNDLESS

TRADING

CARD

GAME

Official Rulebook



Version 2.0

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ABOUT BOUNDLESS TCG

Boundless TCG is a tabletop strategy game. Alongside their fearless Savior cards, players manipulate the Spirit realm in an all-out battle to restore peace to the fantastical planet of Adyta, or ensure its demise.

While the standard play mode of Boundless TCG is 1v1, our dedicated design team has crafted the language and mechanics of the game to work with a group of any size!

This rule booklet explains and references games between 2 players. For information on multiplayer rulesets, please see the 'ABOUT' page on our official website by scanning the QR code below with your mobile device.



CARD ANATOMY



Game Relevant Text

1. CARD NAME
2. EFFECT TEXT BOX
3. TRIBE
4. POWER
5. CARD TYPE

Additional Identifiers

6. ARTIST CREDIT, CARD EDITION AND SET I.D.
7. CARD RARITY

KEYWORDS



CONTROL

A characteristic given to cards that exist in a player's Savior Zone, Form Zones and/or Command Zones.



DE-SPIRITUALIZE

To send the specified number of Spirit cards from underneath a card to their original owner's Void.



DEVOUR

Player sends the specified number of cards from the top of an opponent's Spirit Deck to its owner's Void.



DISCARD

Player sends the specified number of cards from their hand to the Drop Zone (Spirit cards cannot be discarded).



DRAW

Player adds the specified number of cards from the top of their Main Deck to their hand. Players have no maximum hand size.



INVOKE

Player adds the specified number of cards from the top of their Spirit Deck to their hand.



REJUVENATE

To place the specified number of Spirits from the specified location on the bottom of their original owner's Spirit Deck.



RELINQUISH

Player sends the specified number of cards from the top of their Spirit Deck to their Void.



RESCUE

Player adds the specified number of Spirit cards from their Void to their hand.



SPIRITUALIZE

The action of placing a Spirit card from the hand underneath a card that player controls. Cards with Spirits underneath them are considered "Spiritualized".

HOW TO WIN

A player ***LOSES*** a game of Boundless TCG when they either:

Have 7 or more Spirit cards in their Void when all active effects resolve.

OR

Cannot draw a card from their Main Deck for their Draw Step.



FLIP



Saviors are the anchors of your strategy!
They never leave the field of play!

Saviors are defined by their **GOLDEN** frame and have 2 sides: a Bound side and a Boundless side. These sides, known in game as States, are noted in the bottom left of the card's image.

Saviors require Spirit cards to reach their Boundless State, but they do NOT gain the abilities of the Spirits that are underneath them*. Once a Savior reaches the Boundless State, it cannot flip back to the Bound State*. Some Saviors gain PWR and additional abilities once they reach their Boundless State, so choose the timing of this once-per-game action wisely!

*during play, the effects of cards override this rule

CARD TYPES

SPIRITS



Spirits are the lifblood of Boundless TCG! They grant additional abilities to your Forms and allow Saviors to reach their Boundless State!

Spirits are defined by their GREY frame and have a unique card back to further separate them. Spirits are placed in their own separate deck, called a Spirit Deck. The Spirit Deck consists of exactly 15 Spirits. Please see below for restrictions on the inclusion of certain Spirits within the Spirit Deck**. Spirits always count as cards in a player's hand, but can never be discarded for effects.

Spirit cards have special abilities. Some provide additional abilities to Forms while others trigger an effect when a certain in-game condition is met.

Spirits are how players win or lose the game! If 7 Spirits are in a player's Void, and no effects are actively attempting to resolve, that player loses the game!

**SPIRIT
CARD BACK**



**a player may only include up to 4 IGNITION-type Spirits, only up to 4 "Rescue Spirit" and only up to 1 "Perfect Spirit" within their Spirit Deck. These are the only restrictions in Spirit Deck building.

CARD TYPES

FORMS

Forms are defined by their **RED** frame.

Forms have Levels ranging from 0-3. These act as additional ways to play them. A Form's Level is indicated by the number of red orbs in the bottom left of a Form's frame (shown right). A Form with 1 orb is a Level 1, a Form with 2 orbs is a Level 2, etc.

"Soulbender" is a Level 2 Form. This means that, in order to play it from the hand, a player can either perform a Level Sacrifice of a Level 1 or a Level 2 Form they control, or play it by a card effect to their open Form Zone.



Forms gain game-altering abilities when your Spirit cards are underneath them! Forms must have a Spirit underneath them to activate their effects or declare attacks on Saviors (with some exceptions). Forms may be Spiritualized by any number of Spirits, however, a Form Spiritualized by a "Perfect Spirit" may not be Spiritualized by any other Spirit.

In order to play a Form from the hand, a player can perform a Level Sacrifice. This is a once-per-turn action that each player can choose to use where the player sends from their Form Zone to their Drop Zone 1 Form of equal or lower Level in order to play a Form of equal or higher Level (ex. to play the above "Soulbender" from his hand, Brad can sacrifice a Level 1 Form he controls, but NOT a Level 0 or a Level 3).

Forms with no orbs at the bottom of their frames are considered Level 0 Forms. These Forms can be played an infinite amount of times per turn, so long as the player has the open Form Zones to play them in. **Level 0 Forms CANNOT be Level Sacrificed to play another Level 0 Form.**

A Form with a Spirit underneath it is considered "Spiritualized". In order for a Form to activate its effects, it will need to be Spiritualized. However, certain effect timing indicators (found on page 18) can bypass this rule. For more information on Spiritualizing, please see page 16 of this manual.

CARD TYPES

LEGENDS



Legends are defined by their **BLACK** frame. These are special cards that a player can include in their Main Deck.

Legends have a DESIRE cost (shown left) that must be paid in order to play them! This cost usually consists of a Form or Legend that is Spiritualized by a specific Spirit.

DESIRE

1 "Lycanti" Form + 1 "Lunar Spirit"

To pay a DESIRE cost, the player who wishes to play the Legend must first De-Spiritualize* the listed Spirit from the listed card they control. Then, they must sacrifice that card. Once complete, the Legend is placed on top of the player's Boundless State Savior.

Legends act as your temporary Savior for a turn and have impactful effects on the game! To play a Legend, a player's Savior must be in the Boundless State and the Legend's DESIRE cost must be paid in full.

In Combat, Legends act exactly like a Savior does. This means that, when they are damaged in combat, the top card of the controller's Spirit Deck is sent to the Void. Legends are NOT sent to the Drop Zone after they lose in Combat. Legends can only be sent from the Savior Zone to the Drop Zone by a card effect or game mechanic.

Legends in play are sent to the Drop Zone during the End Step of the turn after they are played. This rule changes in a multiplayer (3+ players) setting, wherein the Legend stays in play until the End Step of the turn before the Draw Step of the Legend's controller.

*For more information on De-Spiritualize, please see page 5 of this manual (Keywords).

CARD TYPES

COMMANDS



Commands are spells and items that can help further your strategy and/or impede upon an opposing strategy! Different Command types have different activation times and conditions.

Command cards are defined by their **BLUE** frame. Commands can only be played in the Command Zone and any type can be placed **face-down** in the Command Zone before activating. Different Command types **have different** activation times. A Command's type can be found at the bottom **right** of its frame (shown above).

There are 4 types of Command cards:

NORMAL

Normal Commands are played **face-up** from a player's hand in order to activate. They are sent to the Drop Zone after their effect resolves or is negated.

BOUND

Bound Commands are played **face-up** from a player's hand in order to activate. They remain **face-up** on the Command Zone until they are removed by a card effect.

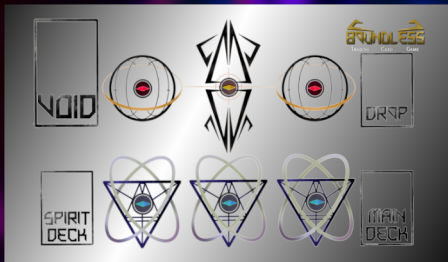
INTERRUPT

Interrupt Commands are played **face-down** from a player's hand and cannot activate until the next player's turn. Once their condition is met, they can flip up and activate their effects. They are sent to the Drop Zone after their effects resolve or are negated.

SWIFT

Swift Commands can be played from a player's hand at any point during their turn. They can also be placed **face-down** on a Command Zone but, if done this way, cannot activate until the next player's turn. They are sent to the Drop Zone after their effects resolve or are negated.

GAMEPLAY ZONES & SETUP



The Boundless TCG play field is divided into 2 rows of 5 spaces. A Zone is considered "open" if there is no card occupying that Zone. Please see below for a complete breakdown of these spaces and their uses.

A player "controls" cards in these Zones!

SAVIOR ZONE

This is where your Savior is placed. Your Savior never leaves this Zone. When your Savior reaches its Boundless State, it is placed back onto the Savior Zone with its Boundless Side up.

FORM ZONE

This is where your Forms are played. When a Form leaves this Zone, any Spirits underneath it are sent to their original owner's Void. Only 1 Form can occupy each Form Zone.

COMMAND ZONE

This is where your Commands are played. Only 1 Command can occupy each Command Zone.

A player does NOT "control" cards in these Zones!

MAIN DECK ZONE

This is where your Main Deck is placed. If a card effect has you search through your Main Deck, it is shuffled and placed back on this zone face-down after that effect resolves.

SPIRIT DECK ZONE

This is where your Spirit Deck is placed. If a card effect has you search through your Spirit Deck, it is shuffled and placed back on this zone face-down after that effect resolves.

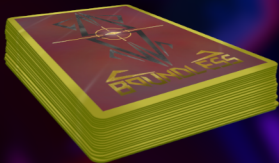
DROP ZONE

This is where your expended Main Deck cards go (i.e. Forms that have been Level Sacrificed or damaged, discarded cards, etc).

THE VOID

This is where your Spirit cards go. Only Spirit cards can exist in the Void. Spirits are always sent to the Void of their original owner.

GAMEPLAY BUILDING YOUR DECKS



THE MAIN DECK

Your Main Deck consists of exactly 30 cards and only of Forms, Commands and/or Legends.

You may include any combination of Forms, Commands and/or Legends within your Main Deck. However, each card name may only be played within at a maximum of 4 copies.

THE SPIRIT DECK

Your Spirit Deck consists of exactly 15 cards and only of Spirits.



You may include any combination of Spirits within your Spirit Deck, so long as the total adds up to 15 cards and it abides by the restrictions below:

-  Maximum of 4 "Rescue Spirit"
-  Maximum of 1 "Perfect Spirit"
-  Maximum of 4 IGNITION-type Spirits
(*"Gift Spirit", "Might Spirit", "Halloween Spirit", etc*)

NOTE: If you wish to use card sleeves to protect your cards during play, the sleeves chosen for your Main Deck and Spirit Deck must be different colors or designs, with all of one deck consisting of the same design throughout.

GAMEPLAY PREPARING TO PLAY

BEFORE BEGINNING THE GAME, EACH PLAYER MUST HAVE DONE THE FOLLOWING:

◆ CONSTRUCTED A 30 CARD MAIN DECK

◆ CONSTRUCTED A 15 CARD SPIRIT DECK

◆ CHOSEN 1 SAVIOR CARD

ONCE ALL PLAYERS HAVE DONE THE ABOVE, ALL PLAYERS MUST THEN:

◆ PLACE THEIR SAVIOR ON THEIR SAVIOR ZONE

All Savors should be placed with their Bound side facing up.

◆ SHUFFLE THEIR MAIN DECKS AND SPIRIT DECKS

◆ DRAW 5 CARDS FROM THEIR MAIN DECK

◆ PERFORM A MULLIGAN

To Mulligan, a player will take any number of cards from their starting 5 and put them back on top of their Main Deck. The Main Deck is then shuffled, a cut is offered to the player on their left, and the player performing the mulligan will draw an amount of cards equal to the amount put back. This action can only be performed ONCE for each player, and only before the game has begun.

A player can choose to reject their Mulligan if they wish, but they cannot perform a Mulligan after they have decided to reject their Mulligan.

◆ ROLL DICE TO DETERMINE STARTING PLAYER

All players roll a die (or dice). The highest roller may choose to begin the game or defer the starting turn to the player on their left. If another game is to be played, such as in best 2 out of 3 matches, the loser of the previous game chooses the starting player of the next.

GAMEPLAY TURN STRUCTURE

EACH PLAYER'S TURN FOLLOWS THE FOLLOWING ORDER



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 certain game actions. Please see page 16 for more information on the Act Steps.



COMBAT STEP

Turn player can declare attacks with certain cards they control. Please see page 17 for more information on the Combat Step.



ACT STEP 2

Turn player can perform certain game actions. Please see page 16 for more information on the Act Steps.



END STEP

Turn player passes turn to the next player. Some effects or game mechanics may resolve here.

NOTE: The turn player must announce their attempt to transition through each turn step. The turn step will not change until all players agree to allow the steps to change. If a card effect is activated during the attempt of a turn step transition, the turn player may continue to play during the current turn step or may choose to allow the steps to transition after that effect resolves.

GAMEPLAY

THE ACT STEP

The Act Steps are the main play phases of Boundless TCG, where players play their Forms, Commands and Legends and also flip their Savior to Boundless State! Each player has 2 Act Steps, but some actions performed in one Act Step cannot be performed again in the other.

THE FOLLOWING ACTIONS CAN ONLY BE
PERFORMED ONCE EACH TURN AND ONLY
DURING AN ACT STEP

SPIRITUALIZE EACH FORM THEY CONTROL

If a Form has been Level Sacrificed during the same turn it was Spiritualized, the new Form CANNOT be Spiritualized again that turn.

SPIRITUALIZE THEIR SAVIOR/LEGEND

If a Savior has been Spiritualized during the turn a Legend is played on top of it, that Legend CANNOT be Spiritualized during that turn.

LEVEL SACRIFICE

During play, card effects can bypass this rule.

FLIP THEIR SAVIOR TO BOUNDLESS STATE

During play, card effects can bypass this rule.

THERE ARE NO LIMITS TO THE NUMBER OF TIMES THE FOLLOWING
ACTIONS CAN BE PERFORMED EACH TURN:

▶ PLAYING LEVEL 0 FORMS

▶ PLAYING COMMANDS/PLACING COMMANDS FACE-DOWN

HOW TO SPIRITUALIZE

Spiritualizing is strictly the action of placing a Spirit from a player's HAND underneath a Form, Savior or Legend they control. Spirits placed by outside effects do not count towards a player's Spiritualization limit for that turn.

GAMEPLAY THE COMBAT STEP

The Combat Step is where players do battle with their cards! The turn player declares attacks with their Forms, Savior and/or Legend on an opponent's Forms, Savior and/or Legend.



To perform combat, the turn player declares an attacker and an attack target.

PWR is then checked between the two cards. Only cards with a PWR value can perform Combat.

What is "damaged"

"Damaged" is a characteristic given to a card that loses combat. Even if that card remains in the Zone it is in, it retains its "damaged" status until the End Step of the current turn. "Damaged" cards will still be "damaged" from further attacks.

The Combat Step is split into 3 subphases.

**REPEAT THESE PHASES
UPON EACH INDIVIDUAL
ATTACK**

START PHASE

Turn player declares exactly one attacker and one attack target. Only cards with PWR values may declare attacks, may only declare attacks on cards with PWR values, and may only declare 1 attack during each Combat Step (unless otherwise stated by card effect).

CHECK PHASE

First, players resolve any "When this card attacks" effects, then PWR between the two cards is compared. The highest PWR wins the combat. In the event that PWR is tied, the attacker wins the combat.

DAMAGE PHASE

The loser of the combat is "damaged". When a Savior or a Legend is damaged, the top card of its controller's Spirit Deck is sent to the Void. If its controller has no cards left in their Spirit Deck, one Spirit from underneath the damaged Savior/Legend (controller's choice) shall be sent to the Void. If there are no cards left in its controller's Spirit Deck, and if there are no cards left underneath the damaged Savior/Legend, one Spirit shall be sent to the Void from the hand (controller's choice) of the damaged card's controller. When a Form is damaged, that Form is sent to the Drop Zone and any Spirits underneath it are sent to the Void.

GAMEPLAY

EFFECT TIMING INDICATORS

Resolving a chain of card effects is made easy with Effect Timing Indicators (a.k.a. ETI). There are 5 unique ETI that you will find on every different card type within Boundless TCG.

****Note: If a card's effect is preceded by the word 'Once', that effect can be used once each turn.**

SWIFT

Effects preceded by the SWIFT indicator can be activated at any point during any player's turn.

INTERRUPT

Effects preceded by the INTERRUPT indicator can be activated in response to an opponent's action. Player actions are outlined as the playing of cards, activation of effects, and attempted transition between turn steps.

INDEP

Effects preceded by the INDEP (short for INDEPENDENT) indicator are unique to Form cards and can only be activated during that player's Act Steps unless paired with a faster ETI. Forms may activate effects preceded by this indicator regardless of their Spiritualization status.

AUTO

Effects preceded by the AUTO indicator automatically activate, regardless of a card's Spiritualization status, and occur immediately once their condition is met. They even interject other active effects!

CONT

Effects preceded by the CONT indicator are always active, regardless of a card's Spiritualization status.

When cards/effects are played/activated in response to each other, their effects resolve in backwards order. This means the most recently activated effect will resolve first, then the chain of effects that had activated before it until reaching the resolution of the first effect activated.

In the event of multiple effects activating at the exact same time (most notably from AUTO conditions being met), the turn player's effects resolve first. If one player has multiple effects that activate at the exact same time, they may choose the order of resolution.

CONJUNCTIONS:

"AND" - Effects linked are separate from each other and attempt resolution independently.

"AND IF YOU DO" - Effect preceding must fully resolve in order for the effect after to resolve.

"THEN" - All parts of effect must be able to resolve, otherwise none of them do. Resolve in their listed order.

"OR" - Player may choose which of the listed effects attempts resolution.