

~~ ENW Set Release Judge Notes and FAQ~~

With the release of the full card set spoilers for the new set Echoes of the New World (ENW), along with the CR Update for version 6.4, it is time for another Judge Notes and FAQ.

As always, the most up to date CR can be found here: <http://www.fowtcg.com/docs/rules/overall>
a linkable web version can be found here: <http://db.fowtcg.us/?p=resources/cr>

The following are some CR updates, common questions, rule interactions, and new mechanics, that we've seen with the introduction of these cards.

~Alice, Girl of the Blue Planet~

With the printing of Alice, Girl of the Blue Planet, we have our first resonator with a God's Art. To reiterate how the restrictions for God's Arts work, you are able to use one God's Art ability per game for each different named God's Art. This means that even if you have multiple Alice's in your deck, you may only use the God's Art ONCE for the entire game. Additionally, this God's Art's requires the specific Alice that was the source of the ability to stay in the field for the God's Art to stay in effect. This means that if that Alice leaves the field for any reason, even if it re-enters the field, the effect will no longer be in effect. If a different Alice resonator enters the field, it has no bearing on the God's Art's effect.

~Seal~

CR 6.4 has introduced a new mechanic under the Keyword [Seal]. To quote CR:

1128. [Seal] [Seal]

1128.1. Seal is a continuous ability held by cards.

1128.2. “[Seal] (Number) – (Text)” means “as long as you control a number of magic stones equal to or greater than (Number), this card has (Text).”

1128.2a. If the card is a chant, the Seal ability means “As you play this card, if you control a number of magic stones equal to or greater than (Number), this card is played with (Text).”

1128.2b. If the card is not a chant, the Seal ability means “as long as you control a number of magic stones equal to or greater than (Number), this card has (Text).”

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1128.3. Seal abilities only count the number of cards you control that have the card type “Magic Stone”. Non-magic stone cards with a magic stone sub-type (Ex: Treat this card as a Fire Magic Stone.) do not count for Seal abilities.

1128.4. If a card or ability refers to “Release the [Seal] abilities of...” it means that all cards with Seal referred to in that ability are treated as though the number of stones required for their Seal abilities is met.

To quickly summarize this, Seal can currently be released by either having the appropriate number of magic stones, or by having a card with an ability that tells you to release the seal on specific cards. Seal also works differently depending on if the card is a chant or a non-chant card. Seal is checked on play for chants similar to [Torrent]. For non-chants, Seal means that as long as you control a number of magic stones that is equal to or greater than the number required, the card has the additional text.

For any other confusion or questions on Seal, please feel free to ask in the comments or the Judge Questions group.

~Will of Hope/Despair~

Will of Hope and Will of Despair are two new keywords introduced in ENW. Alone these keywords do nothing, and have no inherent effects to the card that contains them, but other effects will interact with these cards based on them having these keywords.

~Judgment and Calling a Stone~

ENW has introduced a new resonator with the ability to be tapped instead of a J/Ruler to call a stone. This leads to the scenario of being able to Judgment and Call a Stone in the same turn. To summarize, a player has the ability to Judgment and Call a Stone in the same turn ONLY if they Judgment AFTER calling a stone. Their Ruler must still be recovered which previously made this scenario very rare, however, with the new resonator, a player would be able to rest the new Flute's Water Dragon to Call a Stone, the immediately perform Judgment since their Ruler would still be recovered.

*note: Flute's Water Dragon does not need swiftness to Call A Stone the turn it was put into the field.

~Yggdrasil, Malefic Verdant Tree~

ENW has a new ruler that has a very interesting effect changing a key aspect of normal gameplay. When the controller of this Yggdrasil takes damage, they instead remove a card from the top of their deck from the game for each 100 damage that would have been taken. It is important to note that this replacement still occurs even if there are no cards left in Yggdrasil's deck to remove. Also, a player that would draw from an empty deck does not lose the game UNLESS this draw is in their draw phase, such as drawing for turn.

~Infinite Combo shortcuts~

As shown in the spoiler article for Fayli, Genius Rip-Off Artist, sometimes it is possible to create a controlled infinite loop. When a controlled infinite loop is occurring, once the player has shown the loop to be infinite they may attempt to shortcut the loop. In order to shortcut a loop, players must determine if both players can interrupt the loop. Once it has been determined who can interrupt the loop, the player (or players if both can stop the loop) announces how many times the loop will be performed. Progress the board state to the outcome that would have occurred after performing the loop that number of times (the lower of the two numbers if both players were able to declare a loop number) and treat the game as if you had performed all the actions required, except you may skip physically doing the actions. After this point, the player must take a different action.

~Tokens~

ENW has introduced a resonator named Fayli, Genius Rip-Off Artist with the ability to create token copies of other resonators. A few notes about tokens created by Fayli.

- The token copy will trigger any enter the board abilities that the original card had.
- The token copy is created as if the original card had no continuous effects being applied. For example, if I copy a Captain Hook that is under the effects of Charlotte's Water Transformation Magic, I will get a 1000/1000 Captain Hook that will still trigger its enter the field ability.
- Token copies of resonators still immediately cease to exist after leaving the field and entering the new zone just like tokens generated from cards in previous sets.

~Additional CR changes~

Further changes to the CR defined, clarified, or changed the following:

- The main deck now has a defined maximum of 60 cards
- Further defined assigning unspecified packets of information to cards.
- Further defined how J-ruler abilities that refer to X interact with Ruler Judgment [X] abilities.
- Clarified when [Awakening] abilities are chosen to be awakened.
- Defined Keywords and Keyword Skills (Keyword Skills are Keywords with inherent effects such as [Swiftess]).

For questions regarding these changes, feel free to ask in the comments or the Judge Questions Group.