

Chronicle
-Spirit Tactics-

RULEBOOK
Ver. 2.0



Royal Games

Welcome to Chronicle!

This game takes place in a world much like ours, but something (or someone) is messing around with humanity's Timeline!

Pit your wits against an opponent in this gripping position-based strategy trading card game, to prove your might and restore the balance of history.

This Intro Deck comes with everything you need to play - just grab your cards and a friend and you're ready to Skirmish!

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Video Tutorial Link:
(coming soon)

Setting Up

The Chronicle Trading Card Game is played on a medium size grid, so anywhere you can set up a chess board should be perfect for the playmat.

Before play begins, separate your Commander (the horizontal card) from your deck and shuffle it well.

It is recommended to use a calculator to keep track of your Commander's R (health), and the damage dice to keep track of your Spirit's changes in S/R.

A coin or the like is useful to decide who goes first in the event of a tie, or for certain card effects.

Deck Construction

Your deck may consist of 30-50 cards, aside from your Commander card.

You can also have a separate Side Deck of up to 10 cards to change out cards between games in a Match.

Up to 3 copies of any card can be included between both your decks, with the following exceptions:

- **[Limited]** cards are restricted to only 1 copy.
- **[Limited-2]** cards are restricted to 2 copies.
- **Essence cards** are allowed in any number, as long as they aren't **[Limited]** or **[Limited-2]**.

Commander Cards



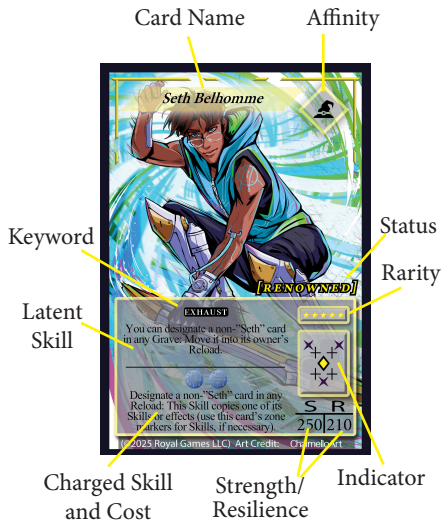
Commanders each have distinctive gameplay styles, and are what you build your deck around.

Commanders have an Affinity, Skills (Charged and/or Latent), and Resilience ("R"), which is its health. If a player's R is reduced to 0, they lose the Skirmish.

Skills can be Latent or Charged. Latent Skills are denoted with a Keyword, and Charged Skills require Essence to activate.

If your Commander's Affinity matches any Spirits on your BG, it can pay for their Charged Skills with its own Essence.

Spirit Cards



Spirit cards can be Called (face-up) or Concealed (face-down) to your BG to fight and defend for you.

Spirits can have up to two Skills, with Keywords and Charge Costs.

Sometimes, Skill(s) will utilize the Indicator. When doing so, treat the diamond as their current zone on the BG, and the crosses show the zones relative to its position that are affected by it.

Spirits have Strength ("S"), for how much damage they do in Combat, and if its R drops to 0, it is Defeated.

Besides being [Limited], Spirits can have a [Renowned] Status, meaning if a player controls two face-up cards with that same name, one of them must be sent to the Grave immediately.

Essence Cards



Essence cards are used to fuel the Charged Skills of your Spirits and Commander.

Each of your turns, you can Gather up to two Essence to a Commander or face-up Spirit on your BG.

When activating a Charged Skill, first pay its cost by sending the appropriate amount of Gathered Essence to your Reload.

Charged Skills can be used during any player's turn, in response to cards and effects, as long as the Skill's costs can be paid at that time.

Essence cards can be recycled into your deck by Reloading.

Arcana Cards

Card Name

Arcana Symbol



Rarity

Effect Text

Arcana cards are slow, powerful cards you can play during your turn.

These cards cannot be used to respond to other cards or effects.

You can activate Arcana cards by playing them outside of the BG.

Follow the directions in the effect text, and after resolution, these cards go to the Reload by default.

Like Essence cards, these can also be recycled into your deck by Reloading them.

Impulse Cards

Card Name

Reflex Symbol



Rarity

Effect Text

Impulse cards are fast, resourceful cards that you can play during any player's turn.

These cards can respond to other cards and effects, even if it's not your turn.

You can activate Impulse cards by playing them outside of the BG.

Follow the directions in the effect text, and after resolution, these cards go to the Grave by default.

Spirit and Impulse cards don't normally go to the Reload pile, so be tactical about when you use them to turn a Skirmish in your favor.

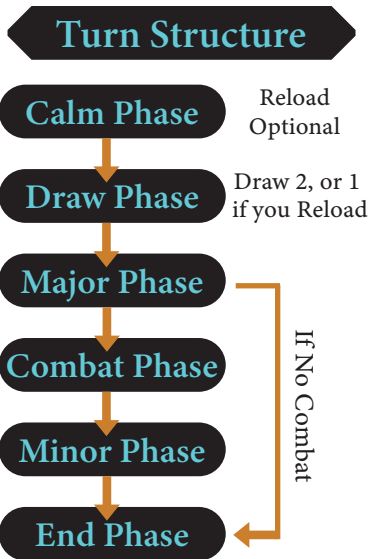
General Rules

Before you start the game, place your Commander face-up and deck face-down in their respective zones, after shuffling your deck.

A player wins when they reduce their opponent's Commander R (health) to zero. The player with the lowest Commander R goes first. If there is a tie, flip a coin etc. to choose.

Each player draws 6 cards as their starting hand, then play can begin. The default maximum hand size is 7, and cards must be discarded to this number during your End Phase.

On the first turn of the Skirmish, the player going first skips their initial Calm and Draw Phases.



Player Actions

You can freely perform each of the following actions during your turn:

- Call (play face-up) 1 Spirit.
- Conceal (play face-down) 1 Spirit.
- Activate any Arcana/Reflex cards.
- Gather (attach) 1 Essence to your Commander and/or Spirits, up to twice per turn.

Except for playing Reflex cards, you can only perform these actions during your own Major or Minor Phases during what's known as an "Open Gamestate" - which just means none of those actions can be done in response to something else that's happening during the game.

Player Actions (2)

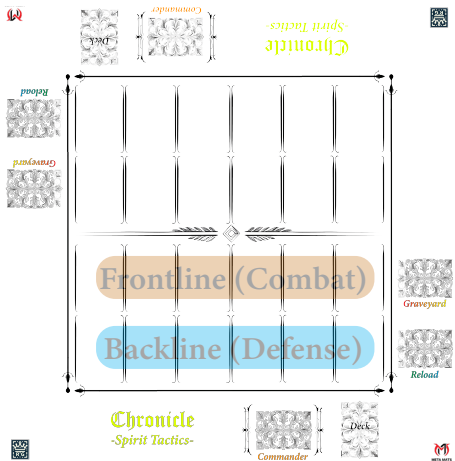
Players may not Move their Spirits on the BG, except by a card effect. The phrase "Move" also includes changing the location of a card on the BG or in the Reload/Grave.

Discarded cards go to the Reload pile, and aren't considered Moved.

If at least 1 End Phase has passed since a Spirit has been Concealed on the BG, its controller may flip it face-up during their turn.

During your Calm Phase, you may perform a Reload by taking your Reload pile and shuffling it into your deck. If this is done, only 1 card is drawn during your next Draw Phase.

The Battleground



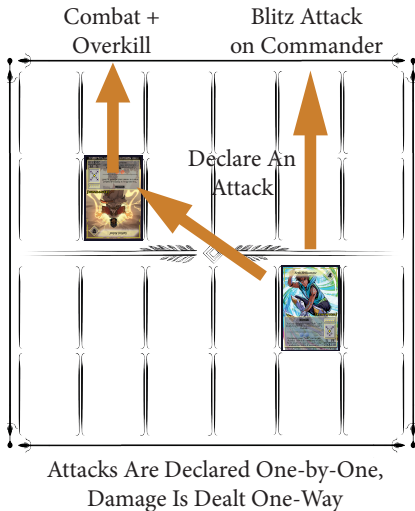
The Battleground (“BG”) is a 4x6 grid that the game is played on. The zones outside the BG are for your Commander, Deck, Reload, and Grave.

You can play Spirit cards to any of the 12 zones on your side of the BG. These zones are part of either the Frontline or the Backline. Spirits cannot Move across the centerline without effects that change control.

Spirits in the Frontlines can freely do combat, while Spirits in the Backlines defend, but can’t attack.

Defeated Spirits and used Impulse cards are sent to the Grave, while Essence and Arcana cards go to the Reload after being used.

Combat



Combat is done in the Combat Phase, where you can declare attacks on targets with your Spirits, one at a time.

Targets can be:

- A Spirit in the opposing Frontline (regardless of distance)
- A Commander, as a Blitz Attack (if the column is empty)

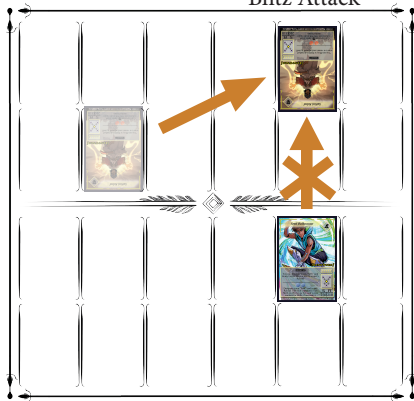
Combat is one-way, dealing the attacker's S against the defender's R. If its R falls to 0 or less, it is Defeated.

Excess damage is "Overkill," which is dealt first to a Spirit directly behind the defender (if any), then to a defending Commander.

The Combat Phase can be entered on the very first turn of the Skirmish.

Blocks & Rewinds

Blocking a
Blitz Attack



Nullified Attacks Grant The
Attacker A Rewind

If a Blitz Attack is declared, you still have a chance to protect your Commander.

You can use a Skill or Reflex to Move, Call, or Conceal a Spirit to the attacker's column and block the Blitz, invalidating the target. The same applies if a defending Spirit Moves out of range of the attacker.

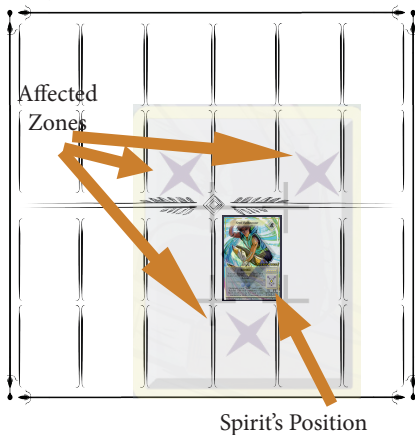
Any time an attack target becomes invalid, or if the number of Spirits on the BG changes during attack declaration, the attacker is given a Rewind.

During a Rewind, the attacker can:

- Cancel the attack (no redeclare)
- Redeclare a new, viable target
- Convert the attack to a Blitz (if the column is/becomes empty)

Skills & Costs

Reading The Indicator



Skills are divided into two categories: Latent and Charged.

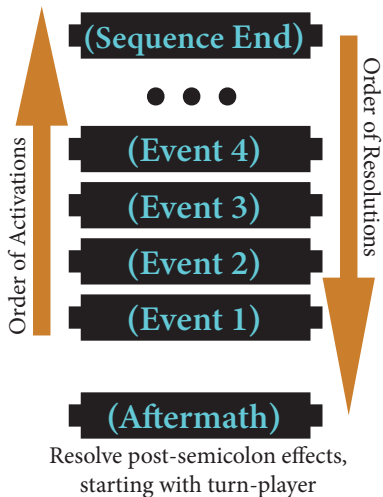
Latent Skills are usually activated by a player during their own turn, unless they are denoted with certain Keywords (See “Keywords” section).

Charged Skills can be activated during any player’s turn in response to cards, skills, and effects, as long as its Cost can be paid.

All words preceding a colon (:) are treated as additional Costs, and must be paid at the time of activation.

If your Commander shares the same Affinity with any Spirits on your BG, it can pay for their Charged Skills with its own Gathered Essence.

Sequences



Sequences are the way that the game resolves cards and effects that activate in response to each other.

Every game action taken presents the opportunity for an opponent to start a Sequence, if they choose to.

Sequences build up going forward, and fully resolve backwards from the last event without any interruptions.

If Player A performs an action, Player B can use a card in response. Then, Player A can respond to that, so on so forth, until all players agree to no more responses; then the Sequence begins resolving.

“Aftermath” effects after a semicolon (;) resolve simultaneously at the end, starting with the current turn player, and cannot be responded to directly.

Keywords

Latent Skills utilize Keywords to represent how they are applied in the game. Keywords can be combined to create additive limits. Below is the current list of available Keywords:

- **Condition:** A type of Passive stating a prerequisite which must be met before a Skill/Spirit can be used/played.
- **Exhaust:** Skills/Triggers that can only be activated once-per-turn (per card name). Non-Triggers follow the same rules as “Initiate.”
- **Initiate:** Skills that can be activated freely by the turn player, during their Major/Minor Phase, as long as its cost(s) can be paid.
- **On-Call:** Skills which activate whenever the Spirit is Called face-up to the BG.
- **Passive:** Skills which are always in effect while face-up on the BG, or otherwise do not start a Sequence.
- **Snare:** A type of Trigger that only activates when a Concealed Spirit is flipped face-up.
- **Token:** Indicates the card can be used for any effect which creates a Spirit Token. Tokens vanish if they would leave the BG.
- **Trigger:** Skills which activate immediately when a listed Cost has been met and starts/adds to a Sequence.

2v2 Play

The Chronicle TCG is built to support 2v2 play! The game rules are the same as 1v1 format, with these changes:

- Each player uses their own unique Commander (per team).
- Both of a team's Commanders must be Defeated before victory.
- Turn order is still determined with Commander R values, but turns must alternate between the teams.
- Each team may Call/Conceal to any zones on their side of the BG.
- If a Commander is Defeated, that player is out of the Skirmish, but their cards on the BG are not immediately removed.
- Teams can strategize and share private intel between themselves.
- Teams can share Essence, but only Gather to their own Commanders.

Tournament Play

In organized tournament play, the following rules apply:

- Aside from your Commander, all sleeves used for your cards must be uniform and unmarked.
- Matches consist of Best-of-3, and the loser of a Skirmish determines who plays first in the next game.
- Side Decks may be accessed between Skirmishes, and players may confirm Side Deck counts before play.
- Matches are played within 1 hour, and undecided matches when time is called are Draws. A match is undecided if both players/teams have the same amount of wins.
- Tournaments with 6 or less players/teams are played as Round Robin, or otherwise played as Swiss.

- Notes -

- Notes -

Chronicle: Spirit Tactics
Trading Card Game

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Thank you for your support
in Chronicle.

We hope you enjoy the game!