

SPELLBOUND

CHAOS DIVIDED

Official Basic Rules

These rules are effective as of January 4, 2024

Welcome to Spellbound: Chaos Divided!

Grab some friends and get ready to dive into a world full of fun characters and a rich story! Develop your strategies and climb your way to the top of the competition!

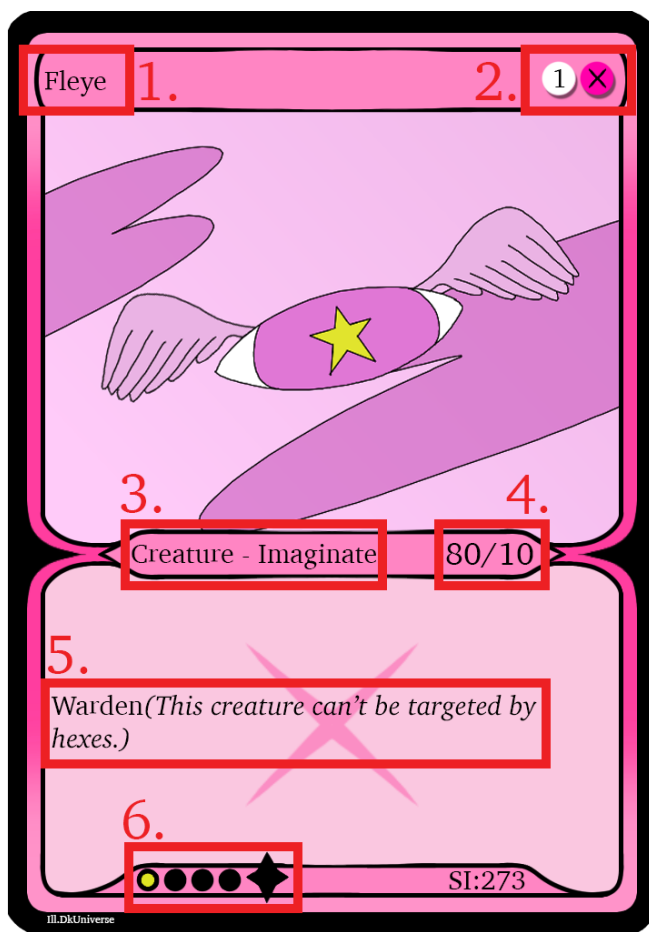
Introduction:

This document contains the very basic rules that you will need in order to play *Spellbound*. This document may have been updated since it was published, you can download the newest version at spellboundtcg.com/rules.

Contents:

1. Breakdown of a Card
2. Set Up to the Battlefield
3. Divisions of Cards in *Spellbound: Chaos Divided*
4. Game Actions
5. Advanced Topics
6. Parts of a Turn
7. Credits

1. Breakdown of a Card



1. Card Name

a. You can only have up to four cards of the same name in a single deck, except for Basic Converts, which are unlimited.

2. Soul Cost

a. Souls are used to cast spells. To cast this spell, you'll spend one Dream soul and one Hollow soul, for a total of two souls.

3. Division - Subdivision

a. Every card in *Spellbound* has a division (Such as *Creature*, *Bounder*, *Soul Pond*, *Item*, *Charm*, *Blessing*, *Aura*, *Hex*) however only some cards have a subdivision.

4. Health/Damage

- a. The left number shows the creature's health (damage it takes to destroy/kill) and the right number shows the creature's damage (amount of battle damage it deals.)

5. Description

- a. Explains the special effects a card has. Reminder text will appear (*in parentheses, like this*) to clarify how abilities work. For a list of common *Spellbound* keywords, visit spellboundtcg.com/term-glossary.

6. Rarity

- a. The number of filled in shapes tells you the card's rarity. (1=Common, 2=Rare, 3=Epic, 4=Legendary, 5=Mythical)

2. Set Up to the Battlefield



1. Creatures

- a. Creature spells stay on the battlefield until they are destroyed/killed by spells or battle damage. You will also find other divisions here such as Blessings and Battlefield Charms.
- 2. Library
 - a. This is where you place your cards, face-down. At the beginning of the game you will shuffle your library, and draw five cards.
- 3. Converts
 - a. You'll play up to one Convert on each turn, face-up. These cards convert Hollow souls into typed souls. (*Death, Life, Ancient, Space, Dream, Chaos*)
- 4. Graveyard
 - a. When cards are destroyed/killed/die or discarded they'll be placed here. These cards stay face up and anyone can look at them at any point in the game.
- 5. Hand
 - a. Don't show these cards to anyone! At the beginning of your turn, draw one card (*more, depending on spells*). If you have more than nine cards in your hand at the end of your turn? Discard down to nine!
- 6. Boudner
 - a. This card is on your battlefield from the beginning of the game! If it is ever destroyed/killed/dies, you lose the game, so protect it!
- 7. Soul Pond
 - a. This card is on your battlefield from the beginning of the game! It tells you how many souls you get on your turn. You can upgrade it by spending souls to get better rewards!

3. Divisions of Cards in *Spellbound: Chaos Divided*

In *SCD*, a spell is any division of card cast by a player. Spells are typically cast from your hand, but in some cases can be cast from other areas on the battlefield like your graveyard or library.

1. Creatures

Creature cards in *Spellbound* serve as your primary means to battle, defend, and activate abilities during your turn. They come in a wide variety of shapes, sizes, and levels of power, so the battle damage dealt



and received by your creatures will depend on these different factors. The abilities of creature cards differ based on factors such as type (*Death, Life, Ancient, Space, Dream, Chaos, Hollow*), soul cost, or the character represented by the card.

Creatures can't battle the same turn they entered the battlefield; this is known as "fatigue." Creatures are used to battle other opponent's bounders and creatures. Creatures can't battle bounders unless the said bouncer's battlefield has no creatures on it. If the bouncer you're looking to battle has a creature on its battlefield, that creature has to be battled. However, for example, if your opponent controlled two creatures and you controlled three, you could target two of your creatures to the two creatures they control, and have the remaining creature you control battle the opponent's bouncer. When creatures and bounders are dealt damage, the only way they can get their health back is by being healed by spells or abilities. Note that you can only have four creatures on your battlefield at a time.

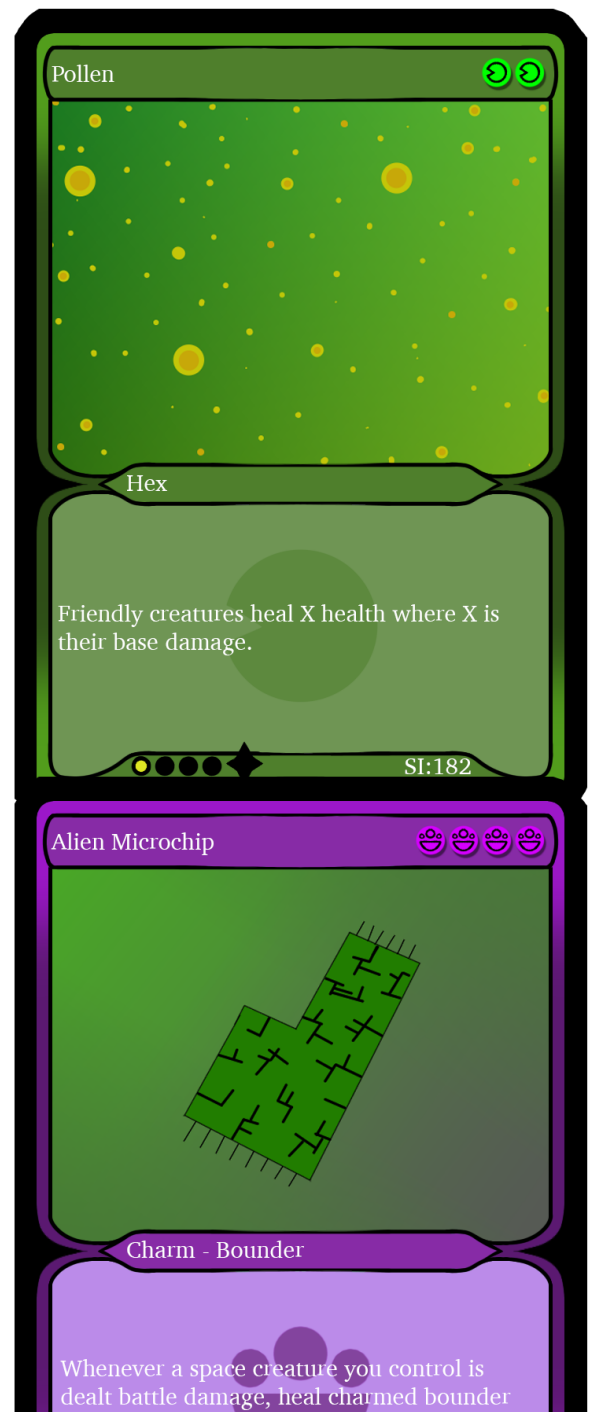
2. Hexes

Hex cards offer powerful spells that bring very impactful, short-term effects, perfect for disrupting an enemy player's strategy or powering up your own. These cards never enter the battlefield; instead, they go directly to the graveyard once their effect resolves.

Cast hexes to accomplish a wide range of actions, such as dealing hex damage, destroying enemy creatures, drawing cards, and much more!

3. Charms

Charm cards can disrupt your opponent's strategy, strengthen your own, or even change how your game is played. When you cast a Charm card, it enters the battlefield attached to another card or the battlefield depending on what its subdivision is (*Example: Alien Microchip has the subdivision "Bouncer", so you*



would attach Alien Microchip to a Bounder.) and remains there until is destroyed or exiled.

These cards have a long lasting impact on the game and can give you advantages as long as the card is in play. Charms can strengthen your creatures power, give them curses like Barrage, and more. Like creatures, charms stay on the battlefield after being cast, unless an enemy player finds a way to destroy it. This introduces another offensive or defensive aspect to *Spellbound*.

4. Blessings

Blessing cards can improve your strategy, or slow down your opponent's. When you cast a blessing, it enters the battlefield and remains there until it is destroyed. Some blessings have a certain time limit for how long they stay on the battlefield, after which, they destroy themselves. Occasionally, blessings may be attached to something on the battlefield as a charm is.

These cards provide a very helpful advantage for you or a disadvantage for your opponents. Such as giving you more ways to gain souls, providing an extra creature slot, and much more.

5. Auras

Aura cards affect the entirety of the battlefield, both your side, and your opponent's. They can provide a wide range of perks. When these cards are cast they are placed onto the battlefield and stay there until they are replaced or destroyed. There can only be one aura on the battlefield at a time.

If you cast an aura to the battlefield, any other player, including yourself, has the opportunity to cast another aura to replace the current one. Additionally, if you want to remove an aura from the battlefield but don't have an aura in your deck to replace it with, there are plenty of spells and abilities that are capable of



destroying them. Auras offer a fresh and unique strategic layer to *Spellbound*.

6. Items

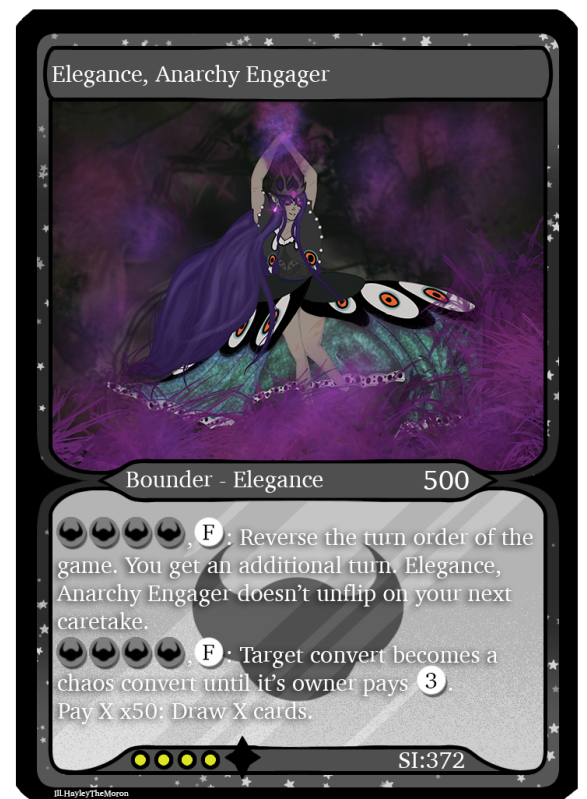
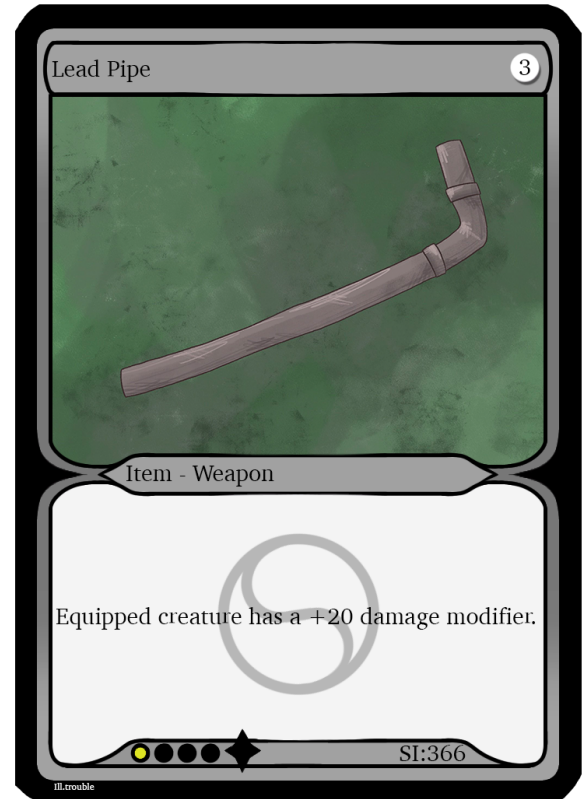
Item cards offer positive buffs for your creatures, and negative debuffs for your opponent's creatures. When items are cast they must be attached to a creature, if you have no creatures, you can't cast items! By default, creatures can hold three items. Specifically, one weapon item, one equipment item, and one accessory item. (*Weapon, Equipment, and Accessory being subdivisions for items*) If ever a creature can hold more items, the creature will be sure to make sure you know that they can!

Items add a customizable way to change the way your creatures work. Whether that be changing their damage, giving them curses like Warden, giving them soul abilities, and much more! These unique spells offer a much deeper piece of strategy to your deck building journey!

7. Bounders

Bounder cards are the most important component in a game of *Spellbound*. If you don't have a bounder, you can't play! Typically, bounders have 500 health, there may be some bounders who have less or more than that. Choosing the right bounder for you and your deck will make or break your strategy. If your bounder's health falls to 0 or less, you lose the game! Winning the game is as simple as getting your opponents bounder's health to 0 or less!

Bounders come with a plethora of different soul abilities for you to use at your disposal that can aid in your strategy. Soul abilities can only be used during your casting phases, however. Your deck can only



have one bouncer in it, and instead of casting a bouncer, they are placed onto the battlefield in your bouncer zone (face-up) at the beginning of the game.

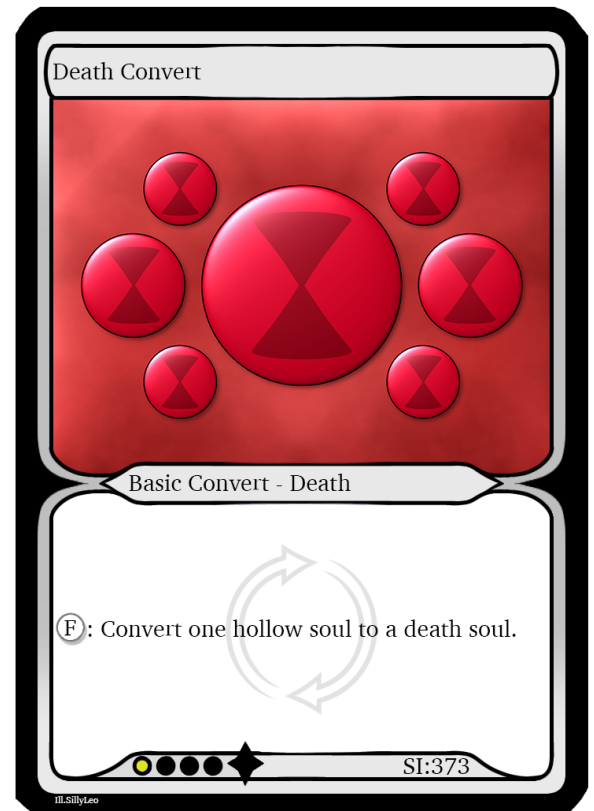
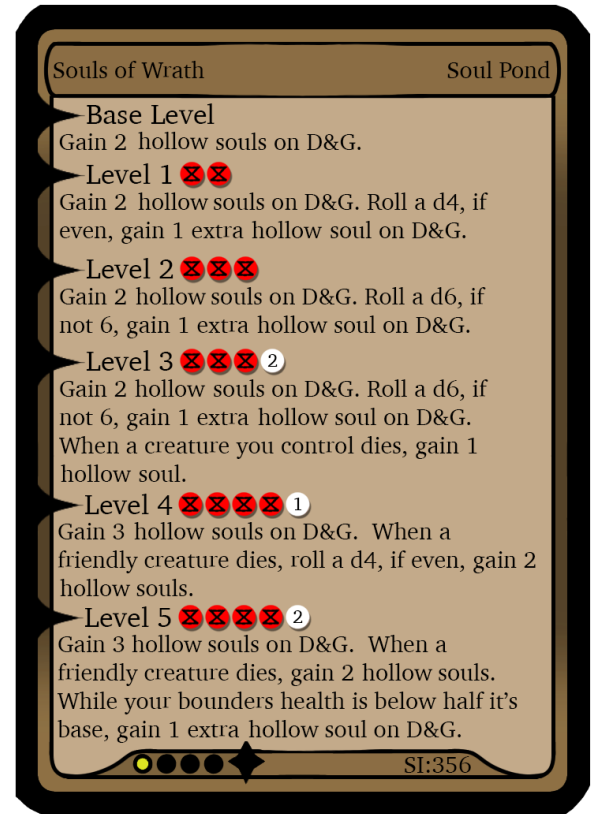
8. Soul Ponds

Soul Pond cards are yet another incredibly crucial card to have in your deck. You may only have one in your deck, but it's the main way you gain souls which you then use to cast spells! If you don't have a soul pond, you can't gain souls, if you can't gain souls, you can't win! Soul ponds consist of multiple levels that each give you different interesting ways of gaining souls. Upon the start of the game, soul ponds start at their base level. On your first casting phase, you have the opportunity to upgrade them to the next level using souls. You have to spend souls to make souls! You can't skip levels, you must upgrade your soul pond one level at a time!

Like bouncers, soul ponds aren't cast and instead begin already on the battlefield at the beginning of the game. They offer another intricate layer of strategy to *Spellbound*.

9. Converts

Convert cards in *Spellbound: Chaos Divided* represent the souls of the characters from around the Boundverse. As the very footing of the game, they convert your hollow souls to special souls (*Death, Life, Ancient, Space, Dream, Chaos*), the crucial resource you'll use to cast spells, activate abilities of other cards on the battlefield, and level up your soul pond. You may cast one convert during your turn, which must occur during your first casting phase, and it's usually a good idea to cast it before casting other spells.



Most converts can be flipped to convert hollow souls to souls of a specific type, which can then be used to cast your other spells. Convert lands include: Death, which produces red souls ; Life, which produces green mana ; Ancient, which produces yellow souls ; Space, which produces purple souls ; Dream, which produces pink souls ; and Chaos, which produces black souls. Nonbasic converts are also available, offering multiple different colour combinations and special abilities. Remember, no matter the souls they convert, convert cards themselves do not have a type!

4. Game Actions




This section describes the actions that you take during the game, including flipping cards, casting spells, and battling with creatures.

Flipping and Unflipping

To flip a card is to turn the card 90 degrees to show that it has been used for your turn. You do this when you use a convert to convert a hollow soul or when you activate an ability that has “F” as part of its cost. (“F” “means flip this card”) When a card is flipped, you can’t flip it again until it has been unflipped (*turned back upright*). As your turn begins, on your caretake phase, unflip your flipped cards so you can use them again.

Casting Spells

To cast a spell, you must pay its soul cost (*located in the top right corner of a card*) by flipping converts (*or other reinforcements you control*) to convert hollow souls to souls of the needed type. For example, if you were casting Shattercrab, which costs

 , you would need four hollow souls total. You could then flip three basic death convert to change three of those hollow souls to death souls which would cover the  , then use the remaining hollow soul to pay the  .

Once a spell has been cast, one of two things happen, if the spell is a hex, you follow the instructions on the card, and then put the card into your graveyard. If the spell is a creature, charm, blessing, aura, or item, you put the card on the table in front of you. The card is now on the battlefield.

Cards on the battlefield are called reinforcements to differentiate them from hexes, which are never on the battlefield.

Battling

The most common way to win the game is to battle with your creatures. If a creature that is battling doesn't have a creature to battle, it deals its damage to that opponent's bounder.

The fourth phase of each turn is the battle phase. In your battle phase, you choose which of your creatures will battle (*declaring battlers*), and you choose which creatures or bounders they will battle.

Once all battlers have been chosen, each creature deals battle damage to their targets (*damage is the number of the right side of the slash on the middle right side of the card*).

- If a bounder you're wanting to battle has a creature on its battlefield you must battle the creature. However, if you have more creatures than your opponent, you may battle all the creatures your opponent controls, and use your remaining creatures that haven't yet battled to battle their bounder.
- You must declare all of your battlers and their targets before any battle damage can be dealt. If you declare a battler and battle damage is dealt, you cannot then declare another battler on the same turn.
- You cannot set multiple creatures to battle one single creature. However, you can set multiple creatures to battle a bounder.

If battle damage is dealt to your opponent's bounder, that bounder loses that much health.

If a creature is dealt damage equal to or greater than its health (*whether it be battle damage, hex damage, or a combination of both*), that creature is destroyed/killed/dies, and it goes to its owner's graveyard. If a creature takes damage that isn't enough to destroy it, that creature remains on the battlefield and the only way to get its health back is to heal it with spells or abilities.

5. Advanced Topics

One of the most entertaining aspects of the *Spellbound* game is the enormous amount of unique cards you can play with, which provides a very wide range of things that

could happen in any game. This section is a reference for when you need to know more details about the rules of *Spellbound*.

Targeting

Some spells and abilities use the word “target” to describe something that the spell or ability will affect. You must choose all targets for a spell when you cast it, and for an ability when it triggers or when you activate it. If you can’t meet the targeting requirement, you can’t cast the spell or use the ability. For example, if a spell has the description “*Send target creature to its owner’s hand,*” but there aren’t any creatures on the battlefield, you can’t cast that spell because it has no valid targets.

If a spell “*deals damage to any target,*” you can choose any creature or player as the target for that spell.

Once you choose targets, you can’t change your mind later. When the spell or ability resolves, it checks the targets to make sure they’re still legal (*that is, they’re still there and they still match the requirements of the spell or ability*). If a target isn’t legal, the spell or ability can’t affect it. If none of the targets are legal, the spell or ability does nothing at all.

The Ladder

The ladder is a game area shared by all players (*like the battlefield*) where spells and abilities wait to resolve. Resolving a spell or ability means that its effect happens.

Using the Ladder

When you cast a spell or activate an ability, it doesn’t resolve right away, instead it goes on the ladder. Spells and abilities remain on the ladder until all players choose not to cast any new spells or activate any new abilities. Triggered abilities also go on the stack until they resolve.

When you have finished putting spells and abilities on the ladder, priority then passes to the next player in turn order, who may want to use a spell or ability of their own in response. Following players (*including you*) can then respond to that player's response, and so on. The result is a "ladder" waiting to resolve. Spells and abilities remain on the stack until all players choose not to cast any new spells or activate any new abilities.

A general rule is that spells and abilities on the ladder resolve one by one, beginning with the last spell or ability put on the stack.

Responding to Spells and Abilities

When you cast a spell or activate an ability, it doesn't resolve right away, it goes on the ladder. Spells and abilities remain on the stack until all players choose not to cast any new spells or activate any new abilities. Triggered abilities also go on the ladder until they resolve.

Each player has an opportunity to cast an instant spell (*or activate an activated ability*) in response to any spell or ability that enters the ladder. If a player does decide to respond, their spell or ability enters the ladder on top of what was already waiting there. When all players pass, that is, decline to do anything more, the top spell or ability on the ladder will resolve.

After a spell or ability resolves, all players again get the chance to respond. If no one does, the next thing waiting on the ladder will resolve. If the ladder is empty, the current step on the turn will end, and the game will proceed to the next step.

6. Parts of a Turn

Each turn takes place in the same order. When you enter a new step or phase, any triggered abilities that happen during that step or phase trigger and are put on the ladder. The active player (*the player whose turn it is*) gets to start casting spells and activating abilities, then each other player in turn order will too. When all players decline to do anything more and nothing is on the ladder waiting to resolve, the game will move on to the next step.

Caretake Phase

- Unflip Step
 - You unflip all your flipped reinforcements that you can. On the first turn of the game, you don't have any reinforcements, so you just skip this step.
- Caretake Step
 - Players can cast spells (*if the spells have Immediate*) and activate abilities. This part of the turn is mentioned on a number of cards. If something is supposed to happen just once per turn, right at the beginning, an ability will trigger "*during your caretake.*"

D&G (*Draw and Gain*) Phase

- Draw Step
 - You must draw a card from your library (*even if you don't want to*). The player who goes first skips the draw step on their first turn in order to make up for the advantage of going first. Players can then cast spells (*if the spells have Immediate*) and activate abilities.
- Gain Step
 - You will now direct your attention to your soul card (*you must*). Depending on the level of the soul pond, you will gain a certain amount of souls (*whether they be hollow or typed*). During this step, no spells can be cast and no abilities can be activated.

First Casting Phase

- You can cast any number of creatures, hexes, charms, auras, blessings, and items. You can cast a convert during this phase, but remember that you can only play one convert during your turn. Your opponents can cast spells (*if the spells have Immediate*) and activate abilities. During this phase you also have the ability to level up your soul pond as many times as you'd like. Keep in mind you must level up your soul pond level by level.

Battle Phase

- Pre Battle Step
 - Players can cast spells (*if the spells have Immediate*) and activate abilities.
- Declare Battlers Step
 - You decide which, if any, of your unflipped creatures will battle, and which creature or boulder they will attack. This flips the battling creature. Players can then cast spells (*if the spells have Immediate*) and activate abilities. Refer to “Battling” for specific rules.
- Battle Damage Step
 - Each battling creature that’s still on the battlefield deals its battle damage to the targeted creature or boulder. All battle damage is dealt at the same time. Players can then cast spells (*if the spells have Immediate*) and activate abilities.

Second Casting Phase

- Your second casting phase is similar to your first casting phase. You can cast any type of spells, except converts, but your opponents can only cast spells (*if the spells have Immediate*) and activate abilities. You cannot cast converts or level up your soul pond on this phase.

Cease Phase

- Cease Step
 - Abilities that trigger “*during your cease phase*” go on the ladder. Players can cast spells (*if the spells have Immediate*) and activate abilities.
- Janitor Step
 - If you have more than nine cards in your hand, choose and discard cards until you have only nine. Next, all “*until end of turn*” effects end. No one can cast spells or activate abilities unless an ability triggers during this step.

7. Credits

Spellbound: Chaos Divided Original Game Design: Deku Lemieux (aka. DkUniverse)

Basic Rule Design and Development: Deku Lemieux (aka. DkUniverse)

Rules effective as of January 4, 2024.