

How to play:



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The Card Game Singularity

A beautiful, jumbled mess created by [ScratchRunning](#)

- WAIT! -

This rules document has already been updated for the **upcoming Card Game Singularity Update**, launching on **December 28th, 2025**.

To learn more about this update, watch [the update presentation](#).

You can view the soon-to-be outdated rules document [here](#).

v.1.2.0

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Deckbuilding

Included card games

- Magic: The Gathering
- Yu-Gi-Oh!
- The Pokémon Trading Card Game
- UNO
- Playing cards
- Monopoly Deal

Preliminary rules:

- Each player must build a Main Deck of 75 cards minimum, 300 cards maximum.
- Each player may also build an Extra Deck (for certain Yu-Gi-Oh cards) that can contain up to 15 cards.
- All of the cards in a player's deck(s) may include up to 4 copies of any permitted card.
- A player's Main Deck must include at least 5 cards from each TCG involved.
- Basic lands and Basic Energies have no copy limit in a player's deck; they may include as many of

each type as they would like as long as other deckbuilding rules are still upheld.

- Non-TCG cards (Uno, playing cards, and Monopoly Deal) may NOT be added to a player's Main Deck.

Playable cards

You can view all currently playable cards over on:

scratchrunning.com/singularity

The list of playable Magic, Yu-Gi-Oh, and Pokémon cards consists of the **Core Set** and the current season's set.

Additionally, the Singularity contains these non-TCG cards:

UNO: Standard list of Uno cards. Not permitted for deckbuilding.

[108 cards (54 unique cards)]

Poker: Two full lists of playing cards (standard and four-color suits). Not permitted for deckbuilding.

(Four-Color Suit red hearts are omitted to avoid duplicates with Standard Suit hearts; two jokers included)

[93 cards (92 unique cards)]

Monopoly Deal: Standard list of Monopoly Deal cards. Not permitted for deckbuilding.

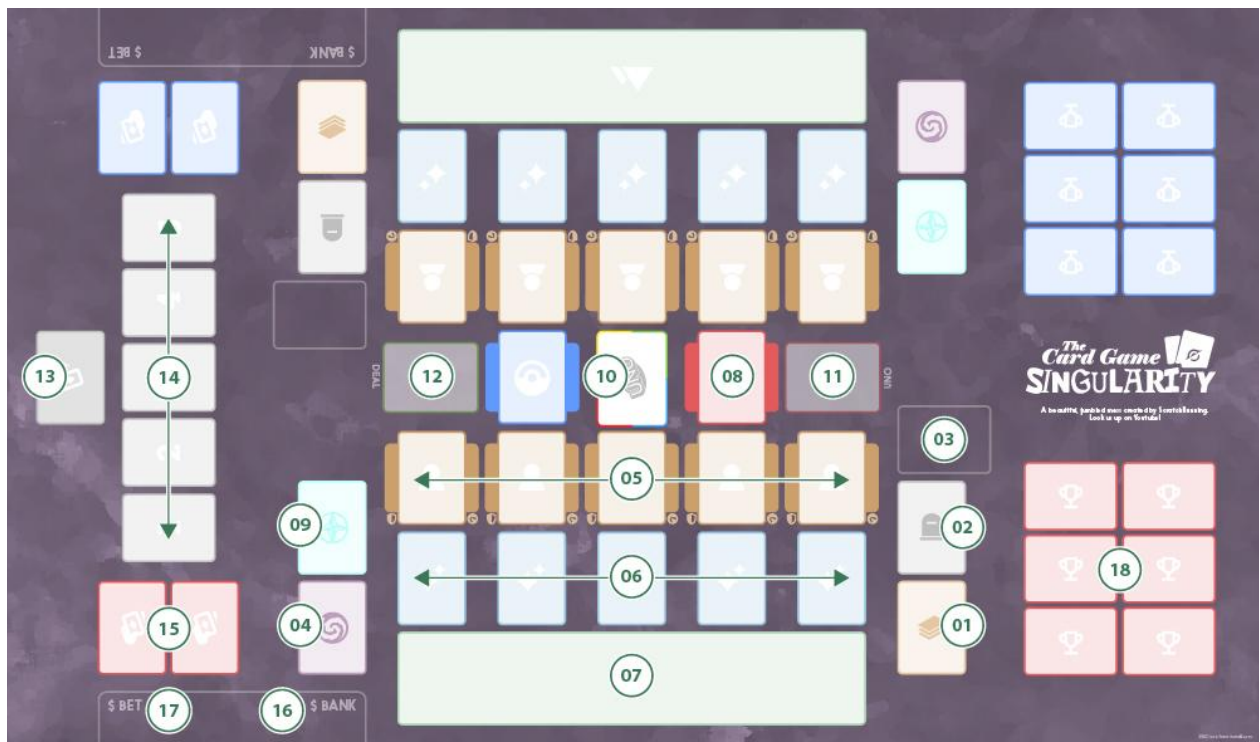
[106 cards (58 unique cards)]

Limited cards

Limited to 1 copy per Deck:

- Exodia, the Forbidden One
- Left Arm of the Forbidden One
- Left Leg of the Forbidden One
- Right Arm of the Forbidden One
- Right Leg of the Forbidden One

Setup & Table Layout



The main field includes the following zones:

01. 1 Main Deck per player, shuffled.
02. 1 discard pile per player, initially empty: used for any “discarded” cards during gameplay.
 - a. This is also sometimes called the “graveyard” or “GY” for short.
03. 1 exiled zone per player, initially empty: used for any “exiled” cards during gameplay.
04. 1 Extra Deck per player, unshuffled.
05. 5 Main Summon Zones per player: used for any “summon card” - Yu-Gi-Oh monsters, Magic creatures, and Benched Pokémon.
06. 5 backrow zones per player: used for any “backrow card” like Pokémon Trainer cards, Yu-Gi-Oh Spells and Traps, Magic artifacts, enchantments, instants, and sorceries.
07. 1 resource area per player: used for any number of “resource cards”, e.g. Magic lands.
08. 1 Extra Summon Zone per player: used for Active Pokémon (and Yu-Gi-Oh Monsters summoned from the Extra Deck).
09. 1 Field Zone per player: used for Yu-Gi-Oh Field Spells and Pokémon Stadiums.
10. 1 Uno pile: used for any card that matches its topmost card’s color or rank.
11. 1 Uno deck, shuffled: used by all players to draw from.
12. 1 Monopoly Deal deck, shuffled: used by all players to draw from.

The poker area includes the following zones:

13. 1 Dealer’s deck: formed using 14 random cards from each player’s deck combined with 12 random playing cards (standard and four-color suits) and shuffled.
14. 5 Dealer’s zones (for the flop, the turn, and the river - see the [Poker section under Additional Singularity Systems](#)).
15. 2 Hold 'em zones per player (for each player’s poker hand - see the [Poker section](#)).
16. A bank zone used to “bank” any cards of monetary value from Monopoly Deal (for more details - see the [Monopoly Deal section under Additional Singularity Systems](#)).
17. A betting zone used to bet banked cards and properties (for details on betting - see the [Poker section](#)).

The Prize card area includes the following:

18. 6 Prize cards per player, placed face down (taken randomly from that player’s deck): when a player’s summon is destroyed through battle damage or by a Pokémon card’s effect (*including Special Conditions, damage counters etc.*), their opponent adds one of their own Prize cards to their hand.

General Rules

Win/Lose Conditions

You can win/lose a game through any of these means:

- If your life total reaches 0, you lose the game.
- If you remove all Prize cards from your Prize card area, you win the game.
- If you have no more cards in your Main Deck and need to draw a card, you have “decked out” and lost the game.
- If you collect 3 full Monopoly Deal property sets of different colors, you win the game.

To Start the Game

1. Decide who will go first; have one player flip a coin, have the other player call it, and let whoever wins the coin flip decide whether they will be first or second.
2. You and your opponent each set up your own side of the table:
 - Shuffle your Main Deck and place it into your Main Deck Zone.
 - Place your Extra Deck, if you have one, into your Extra Deck Zone.
 - Set your life to 20.
3. Shuffle the Uno deck and the Monopoly Deal deck, placing each into its respective zone.
4. Play the top card of the shuffled Uno deck face up to start the Uno pile. (If it is a Wild or Wild Draw Four, it is considered any Uno color or black.)
5. Each player shuffles their Main Deck and draws 5 cards from it.
6. Each player may take a “mulligan” if they are not satisfied with their hand:
 - Put any number of cards from your hand aside face down.
 - Draw the same number of replacement cards from the top of your Main Deck.
7. Each player cuts 14 cards from their shuffled deck without looking. Both players’ cuts are added to a random assortment of 12 playing cards (classic and four-color suits) to form a 40-card Dealer’s deck. This Dealer’s deck is placed into the Dealer’s deck zone.
8. Each player cuts an additional 6 cards from their deck without looking and puts each of the 6 cards face down into a different zone of their Prize card area.
9. Each player places the cards set aside from their mulligan (if any) back into their Main Deck and shuffle again. A total of 25 cards should be removed from each player’s Main Deck.
10. Set the poker ante to \$1M.
11. The Dealer will now shuffle the Dealer’s deck, and perform the pre-match “flop”: three cards are flipped face up (without taking *immediate* effect) onto the first three Dealer’s zones.
12. (If there are any pre-game effects and actions, those happen now.)
13. The first player may now begin their turn.

Phases of Your Turn

This is the general flow of a turn:

1. Starting Phase

(NOTE: These three steps below can be taken in any order. The player going first skips all of these steps on their first turn except drawing a Monopoly Deal card and an Uno card)

- a. **Draw a card** (from your Main Deck *and* the Monopoly Deal deck *and* the Uno deck).

- (NOTE: For the purpose of other games' effects, this technically counts as only drawing one card once. You also now "own" the cards.)
- b. **Resolve any effects** that take place during upkeep/Standby.
- c. Address any cards that **untap** at the start of your turn.

2. Betting Phase

If you have enough money to bet with, you can bet using cards in your hand and the cards in the Dealer's zones. (Usually, this will be skipped on your first turn)

- a. You may choose to place two cards from your hand face down into your Hold 'em zones.
 - These two cards, along with any three cards in the Dealer's zones, will form your poker hand.
 - Any cards can be used in a poker hand; they will be compared using their equivalent "color" and "rank" based on the tables listed in the *Common Properties* section.
- b. As you place these cards into your Hold 'em zone, you must match the current poker ante and begin a hand of poker.
 - The poker ante begins at \$1M and increases by \$1M after each completed poker hand.
 - As soon as your bet matches or exceeds the current ante, you cannot bet any higher until another player bets in response. From there, any player can raise their bet by any amount.
 - E.g. if the poker ante is at \$2M, and you have a card in your bank that's worth \$1M and another worth \$3M, you can either bet only \$3M or \$1M and then \$3M (for a total bet of \$4M). You can't bet only \$1M, and betting \$3M immediately exceeds the current ante preventing you from betting any further.
 - If you have less money than the current ante, you cannot initiate a bet. If your opponent bets, and you don't have enough to match their bet, you can still bet, but you must go "all in", betting all of your remaining money.
- c. If more than one player participates in poker and all betting has concluded, each player flips up the cards in their Hold 'em zones to see who has the winning hand and gets the pot.
 - These cards' effects cannot be activated.
 - Cards in any Hold 'em zones cannot affect other cards, nor can they be affected by other cards (*The Dealer's cards, on the other hand, can be affected by other cards*).
 - If you have any face-down playing cards "Set" in your backrow zones, you can flip them face up along with the cards in your Hold 'em zones to add them to your poker hand. Your total poker hand still cannot use more than 5 cards total. After the end of the poker hand, the flipped playing cards in your backrow zone(s) will be added to the Dealer's deck.
- d. Money awarded to you for winning a hand of poker is usable as mana during your turn.
 - When you win a hand of poker, you can choose which money you'll use as mana (if any) and which you'll add to your bank (if any).
 - The money is added to your mana pool as mana of **any** color *and will last until the end of your turn*.
 - Each \$1M contributes 1 mana. A card's value **cannot** be split between multiple costs or multiple cards.
 - E.G. a \$5M card can only contribute up to 5 mana for one cost.
 - Money used as mana is lost to the Dealer after your turn ends.
- e. After the end of a poker hand, if at least two players participated, all players' cards in the Hold 'em zones are shuffled into the Dealer's deck along with any flipped-up playing cards in your backrow zones.
 - If only one person participated, their cards are returned to their hand instead **and are not revealed**.
- f. For a full explanation of poker within the Singularity, see [Poker in the Additional Singularity Systems](#) section under *Appendix C: Exhaustive Rules of the Singularity*.

3. Main Phase 1

- a. You may play any cards from your hand, as long as you follow these rules:
 - All costs, conditions, and requirements to play each card must first be met.
 - Only one Magic “land” card may be played per turn.
 - Only one Pokémon “Energy” card may be played per turn.
 - Only one “Normal Summon/Set” of a Yu-Gi-Oh monster may be performed per turn.
 - You can “play Uno” only once per round.
 - Details on “playing Uno” in the Singularity can be found in the [Additional Singularity Systems section](#) under *Appendix C: Exhaustive Rules of the Singularity*.
- b. You must resolve all effects that result from an action before taking another action.

4. Battle Phase (skip this on the first player’s first turn)

- a. You may attack using any summons that can currently participate in battle. Each summon can only attack once per Battle Phase.
 - Untapped Magic creatures may be assigned to attack players or planeswalkers. Creatures become tapped when they are assigned to attack. When a creature attacks, your opponent may select a valid summon of their own to block the attack.
 - Yu-Gi-Oh monsters may be assigned to attack players, planeswalkers or summons. If your opponent has one or more summons in their Summon Zones, a monster cannot attack that player or their planeswalkers directly.
 - Pokémon in Active Spots (i.e. the Extra Summon Zone or the Uno pile) may use one of their moves to attack a player, a planeswalker or a summon as long as the move’s costs and requirements are met. Each Pokémon uses its move individually and can only use one move per Battle Phase.
 - If a player has a summon in an Active Spot, your Pokémon must attack it before attacking any Benched Pokémon (it can attack other summon types, however).
 - If an opponent has one or more summons in their Summon Zones, your Pokémon cannot target that player or their planeswalkers directly.
- b. Summons cannot attack their current controller nor their controller’s other summons.

5. Main Phase 2 (same structure as your first Main Phase)

6. Ending Phase

- a. Resolve any effects that take place at the end of a turn.
- b. Remove damage from Magic creatures.
- c. If holding more than 7 cards, discard down to 7.

Between turns, certain effects will occur as well; for instance, Pokémon Checkup occurs here.

*The Dealer will act between **rounds**; just before the starting player begins their next turn.*

- *After the first round it will perform the “turn” (a fourth card will be revealed and/or activated), then the “river” on the next round (a fifth card will be revealed and/or activated), then all cards in the Dealer’s zones will be reshuffled into the Dealer’s deck, and the cycle repeats with the flop (a new first three cards).*
- *This cycle will repeat every three rounds, flop → turn → river, for as long as the game continues.*
- *When you play the Singularity, there are two different versions of the Dealer that you can use, and all players must agree upon one for the whole match: the Sane Version, or the True Version.*
 - *Sane Version:*
 - *The Dealer’s cards are only revealed and acknowledged as cards with colors and ranks; their other text and stats are ignored, and they do not influence or interact with other cards in any way.*
 - *True Version:*
 - *Any card effect revealed in the Dealer’s zones that affects opponents will be activated immediately; affecting **both** players.*

- Any long-term effects will also be active, also affecting **both** players.
- Cards in the Dealer's zones are considered “in play” and will influence any other cards that change depending on what else is in play.
- (See the “Poker” section of “Additional Singularity Systems” in the appendix for more precise details.)

Common Properties

Nearly every game has a different way of handling its cards’ properties. In the Singularity, every card will act and react according to the rules of its own game as often as possible; however, a few properties are declared by the Singularity to be universally equivalent, despite being worded differently within each game’s text. These properties are identified here, as well as how to compare them between each included game.

Color

Many games give a property to their cards to denote a common element or affinity/grouping with other cards of the same property. All of these properties are represented in the Singularity with the property of “color”.

All colors that share a row in the table below are equivalent: their resources can be used to pay for each other’s mana costs, and they will match when compared to each other in Uno and poker.

Magic	Yu-Gi-Oh	Pokémon	Uno	Poker	Monopoly Deal
 Red	 FIRE  TRAP	 Fire  Fighting	Red	 Hearts  Diamonds	Red Orange
 Blue	 WATER  SPELL	 Water		 Spades (4-Color Suits)	Dark Blue Light Blue
 White	 LIGHT	 Lightning	Yellow	 Diamonds (4-Color Suits)	Yellow
 Green	 WIND	 Grass	Green	 Clubs (4-Color Suits)	Green
 Black	 EARTH	 Metal  Darkness	Wild (Unplayed)	 Clubs  Spades	Railroad Brown
n/a	 DARK	 Psychic		n/a	

		 Fairy			
n/a	 Divine	 Dragon	n/a	n/a	Utility
 Colorless	n/a	 Colorless Trainer cards	n/a	Jokers (Unplayed)	Action Cards Money Cards

There are also some unique color classifications within certain games; these have separate rules, which are preserved in the Singularity as follows:

◆ **Magic - Colorless:** Magic defines its colorless mana type as “not a color” (Any Magic card is colorless if it has no colored mana in its cost; this includes basic lands). Colorless mana generated from Magic cards do not have a color either. Generic portions of a Magic card’s costs can be paid with any resource, regardless of color equivalence.

★ **Pokémon - Colorless:** Pokémon defines its Colorless type as a “neutral color;” it is its own color rather than not being a color at all. Colorless portions of a Pokémon card’s costs can be paid with any resource regardless of color equivalence.

Poker - Suits: In addition to their color, playing cards have a “suit” that determines whether their color matches with other playing cards. Cards that share the same suit will match by color even if their actual colors are different; but if two cards have suits and their suits are different, they will not match by color even if their colors are the same. (I.e. a red diamond will match with a yellow diamond, but not with a red heart. A red diamond and a red heart will both be able to match with a red creature.)

Rank

Many games give a property to their cards to denote a relative order or ranking. A simple example would be the ranks of playing cards, such as “3”, “10”, “Queen”, and “Ace” - but other games have extra effects that only target certain rankings, or require certain rankings to be used before others. All of these properties are represented in the Singularity with the property of “rank”.

All of the properties in the table below are equivalent: each property can be used interchangeably with the others, and they will be used in comparison to each other in Uno and Poker.

Magic	Yu-Gi-Oh	Pokémon	Uno	Poker	Monopoly Deal
Mana value	Level Rank (XYZ) Link Rating	Stage	Number	Rank	Monetary value

Here are some examples to illustrate these equivalences:

1. A Yu-Gi-Oh card that “destroys Level 4 monsters” can destroy a Magic creature with a cost of (2  ) because the creature’s total mana value is 4.
2. While a Green Six is at the top of the Uno pile, a Level 6 Yu-Gi-Oh monster can be played onto it.
3. If a poker hand consists of a Level 5 monster, a Yellow Four, a Magic sorcery with a cost of (  ), a Stage 2 Pokémon, and an ace of spades, that poker hand would qualify as a Straight because those cards would be considered rank 5, 4, 3, 2, and Ace respectively.

Some other details:

- Magic lands have the rank of “Land”.
- Yu-Gi-Oh Spell Cards have the rank of “Spell”.
- Yu-Gi-Oh Trap Cards have the rank of “Trap”.
- Pokémon Trainer cards have the rank of “Trainer”.
- The ten-colored property wild card from Monopoly Deal has the rank of “Milburn Pennybags” (or “Mr. Monopoly” if you want to be lame).
 - These “rankless” cards can contribute to rank-based poker hands but are valued below any numbered rank and tie with each other: e.g. if you formed a poker hand with two Pokémon Trainer cards, you would have a Pair of Trainers, but this hand could be beaten even by a Pair of zeroes.
 - Skip, Reverse, Draw Two, Wild, and Wild Draw Four cards from Uno are their respective ranks from Uno.
 - Different rankless cards do not match with each other: e.g. if a Pokémon Trainer card is at the top of the Uno pile, you cannot play a Yu-Gi-Oh Spell onto it.
 - Rankless cards do not match with rank-0 cards either: e.g. you cannot play a Magic land onto a Green Zero on the Uno pile.
- Basic Pokémon are rank 0.
- Magic ranks exclude any “” in their ranks: i.e. a card with a cost of () would be rank 3.
- Royal playing cards have the ranks “Jack”, “Queen”, and “King”. All royal ranks are considered to be higher than all numerical ranks, and each royal rank is higher than the one before it.
- Aces are rank “Ace” which is higher than all other ranks. When used in a poker Straight, aces can be used as either rank “Ace” after a King or as rank 1; but the same Ace cannot be used as multiple ranks at the same time (also, normal rank 1 cards cannot be used as Aces).
- Wilds are played as a specific color, but they remain rank “Wild”.
- Normally, jokers have no rank. However, they can be treated as any playing card at any time, and will adopt the rank of that card. The same player cannot use a joker as multiple cards at one time.

Card Type

Nearly every game categorizes its cards into different varieties, and establishes different rules for each category: i.e. cards that represent objects, living things, actions, etc. The Singularity groups all of these into a few important categories.

These categories give properties to ALL card types that are sorted into them. For instance, a Pokémon card is usually unable to block attacks directed at a player, but because it is categorized as a Summon, the Singularity allows it to be “selected to block”. See below:

- **Summon** cards
 - These cards are **summoned** into your **Summon Zones**.
 - Summons can **attack**, and a lot of their specific properties affect how and when they can battle. If they are **destroyed by battle**, they are sent to the discard pile.
 - Most summon types can also **block** the attacks of an opponent’s summons in order to protect the player who summoned them.
 - Most games only have one card type in the summon category.
- **Backrow** cards
 - These cards are played into one of your **backrow zones**.
 - Backrow cards usually cause one effect (immediately or over multiple turns), and then they are sent to the discard pile.
 - Most games have multiple backrow card types, each with slightly different rules.
- **Resource** cards
 - These cards are typically played into your **resource area**.
 - Resources can provide **mana** which can be used later by your other cards.

- Most resources, including Magic land cards, add mana into your **mana pool** where that mana can be spent to pay the **mana costs** of your other cards.
- Some resources, including Pokémon Energy cards, attach themselves directly to your other cards and only pay that card's costs. They are visibly placed underneath the recipient card in that card's zone. (In the Singularity, they can also be attached to your other resource cards to increase the amount/type(s) of mana that the card can create.)
- Most games only have one card type in the resource category if they use resources at all.

All of the card types in the table below are equivalent: any reference made to one card type can also refer to any card type in the same row, and any card types that share a row will follow similar rules within the Singularity.

[Card Types]	Magic		Yu-Gi-Oh		Pokémon		Monopoly Deal
Summon	SPELL	Creature		Monster		Pokémon	n/a
Backrow	SPELL	Sorcery	SPELL	Spell (Normal)	TRAINER	Trainer (Item) Trainer (Supporter)	(All Action cards not listed below)
		Instant		Spell (Quick-Play)		n/a	Double the Rent Just Say No
		Artifact Enchantment	TRAP	Trap (Normal) Trap (Counter)		n/a	
				Trap (Continuous)			n/a
		Artifact (Equipment) Enchantment (Aura)	SPELL	Spell (Continuous)		Trainer (Tool)	Hotel House
		n/a		Spell (Equip)		Trainer (Stadium)	n/a
				Spell (Field)			
Resource		Land		n/a		Energy	Property

(NOTE: Card types that share a cell are equivalent to all card types in the other cells of the same row only; they are **not** equivalent to each other.)

Magic also refers to any long-term card (creatures, artifacts, enchantments, lands, etc.) as a “permanent” and occasionally refers to any non-land card effects as a “spell”. Yu-Gi-Oh refers to any backrow card as a “Spell/Trap”, and Pokémon refers to any backrow card as a “Trainer” card.

Anything not listed isn’t equivalent to anything else anywhere (e.g. planeswalkers or Monopoly money).

Summon Properties

Summons are surprisingly complex compared to most other card types, and their rules and behaviors are most accurately defined by the game they originate from. However, for the sake of interactability, some of their most common traits are declared equivalent in the Singularity.

All of the properties in the table below are equivalent: any reference made to one property in the table can also refer to any property that shares its row, and all properties in the same row will be used in similar ways within the Singularity. Further explanations given on the next page.

[Properties]	Magic	Yu-Gi-Oh	Pokémon
Offensive Stat	Power	ATK	Highest base power
Defensive Stat	Toughness	DEF	HP
Stat Factor	1	1/1000	1/10

Mana Cost	Mana cost	<i>n/a</i>	Energy cost
Mana Cost Factor	1	<i>n/a</i>	1
Color	Color	Attribute	Type
Rank	Mana value	Level Rank Link Rating	Stage
Grouping	Type, Subtype	Type	<i>n/a</i>
Effect(s)	Ability	Effect	Pokémon Power (Poké-POWER, Poké-BODY) Ability
			Attack Effect

- **Offensive Stat**
 - When other cards refer to a summon's stats, this serves as its offensive stat.
 - When attacking players or other summons, this stat is used to deal damage.
 - If a summon attacks with an offensive stat of 0 or lower, no damage is dealt.
- **Defensive Stat**
 - When other cards refer to a summon's stats, this serves as its defensive stat.
 - When being damaged, this stat typically determines how much damage is needed to destroy it.
 - Any damage taken that decreases the defensive stat is rounded to the nearest 1.
- **Stat Factor**
 - All stat numbers on this game's cards are multiplied by this factor.
 - If this factor is 1, the cards' stats remain unchanged within the Singularity.
- **Mana Cost**
 - This is the name and quantity of appropriate mana needed to play this card.
 - (*NOTE: Other requirements may exist as well.*)
- **Mana Cost Factor**
 - All costs involving this game's mana resource are multiplied by this factor.
 - If this factor is 1, the cards' mana costs remain unchanged within the Singularity.
- **Color**
 - See the *Color* section above.
- **Rank**
 - See the *Rank* section above.
- **Name**
 - This is used for some interactions and synergies between cards.
- **Grouping**
 - This places summons into extra categories in addition to their card type and qualifies them for additional interactions and synergies.
- **Effect(s)**
 - Similar to the effects of backrow cards, a summon's effects can be activated at any time outside of the Battle Phase if the right conditions/costs are met.
 - Some effects are directly related to, and thus can be activated within, the Battle Phase.

Each summon type in the Singularity will use its stats differently, and will sometimes use different stats in different situations. Full explanations can be found in [the Exhaustive Rules of the Singularity section](#) under *Appendix C*, but here are some relatively quick summaries of how each game treats its summons:

Magic - Creatures

- Overall:

- A Magic creature's stats are unchanged in the Singularity: they are used as written.
- A creature has a "mana cost" that must be paid for you to summon it.
- Until a creature has taken damage up to its "toughness", it is not destroyed by battle.
 - (If a creature takes damage before the Battle Phase, it will start that Battle Phase already damaged.)
 - Creatures recover from all of their damage in your Ending Phase.
- Orientations & Positions:
 - Tapping:
 - Usually as a requirement for a creature to attack or activate certain abilities, its controller has to "tap" it - turn it sideways to the right. When tapped, a creature cannot perform actions such as attacking, blocking or activating any effect that has "tapping" as a requirement. Tapped cards automatically untap during the untap step of your Starting Phase.
 - A creature enters play untapped, but it cannot do anything that requires it to tap itself yet. This condition is cleared in your Starting Phase.
 - *(Note: This is a slight change/simplification from normal Magic rules.)*
 - If a Magic card taps a summon from another game, the summon will act as though it has been tapped. (E.g. If a Pokémon is tapped by a Magic effect, it will become tapped. It can't attack or block until it's untapped again, most likely in its controller's Starting Phase).
 - Note: If a summon is simultaneously tapped and in Defense Position, it is oriented upside down (not face down but facing its controller).
 - The default state for all summons in the Singularity is "untapped".
- Attacking:
 - Attacking creatures must attack simultaneously and can do so at any one point during the Battle Phase.
 - A tapped creature cannot attack.
 - As a creature attacks, it is tapped.
 - A creature can only target a player or their planeswalkers; it cannot target another summon. Different creatures can attack different targets simultaneously.
 - If an attacking creature is blocked, it will instead deal damage to each of its blockers, one by one, and needs to "assign lethal damage" to each blocker (i.e. assign enough of its power to destroy it) before moving on to damage the next blocker. The attacker chooses the order.
 - An attacking creature cannot attack with less than its full power.
- Blocking:
 - A tapped creature cannot block.
 - As a creature blocks, it is *not* tapped.
 - You cannot block multiple attackers with one creature.
 - You *can* block one attacker with multiple creatures.
 - When a creature blocks, it will also use its offensive stat to damage its attacker at the same time.

Yu-Gi-Oh - Monsters

- Overall:
 - A Yu-Gi-Oh monsters' stats are divided by 1000 for the Singularity (2500→2.5, 1300→1.3, etc.).
 - Monsters have no cost to summon, but you can only perform one "Normal Summon/Set" of a monster each turn.
 - You can only Normal Summon/Set a monster if its Level is 4 or lower.
 - For a higher-Level monster, you must "Tribute Summon" to summon it - this requires you to "Tribute" other summon(s) that you already have in play (send the Tributed monsters to the discard pile).
 - A Level 5 or 6 monster requires one Tribute.
 - A Level 7+ monster requires two Tributes.

- Some Yu-Gi-Oh effects care about specifically “Normal Summoning”. For the sake of compatibility, casting a Magic creature from your hand or playing a Basic Pokémon from your hand are considered “Normal Summoning”. These do **not** take up your one Normal Summon/Set per turn.
 - Lots of effects allow you to “Special Summon” monsters; these summons can be done as often as you’d like.
 - Monsters are destroyed if their current stat is at least lower than the damage they’re receiving.
 - When in “Attack Position”, a monster is also destroyed if its ATK is exactly equal to the damage being taken. While in “Defense Position”, monsters are **not** destroyed by damage that is exactly equal to their DEF.
 - Damage is cleared from monsters immediately if not destroyed.
- Orientations & Positions:
 - Battle positions:
 - A monster can be turned sideways to the left on your turn; this changes them to “Defense Position”. An upright card is in “Attack Position”.
 - You can only change a monster’s battle position once per turn during a Main Phase.
 - A monster that attacked this turn or was Summoned/Set this turn cannot change its battle position.
 - If a Yu-Gi-Oh effect changes the battle position of a summon from another game, it will act as though its battle position has been changed. A summon in Defense Position can’t attack (but can block), deals “reflected battle damage” when possible and prevents piercing damage from Yu-Gi-Oh monsters. Its controller may change the summon back to Attack Position during their Main Phase.
 - Note: If a summon is simultaneously tapped and in Defense Position, it is oriented upside down (not face down but facing its controller).
 - The default battle position for all summons in the Singularity is “Attack Position”.
 - A monster in Attack Position can attack and block, and will use its offensive stat for *both attacking and blocking*.
 - Setting monsters:
 - When you can Normal Summon or Tribute Summon a monster, you can instead choose to “Set” it in Defense Position and face down.
 - This uses up your Normal Summon/Set for the turn.
 - It is not considered summoning, but it is considered entering.
 - Starting from your next turn, you can flip over that card in your Main Phase to “Flip Summon” it (which activates any “Flip effect” it has and makes it temporarily re-enter the battlefield). This also changes it to Attack Position.
 - A monster cannot turn itself face down once it has been flipped face up.
 - If a face-down monster requires its stats to be compared (for battle or when an effect wants to deal damage to it), it will automatically flip face up (This is NOT considered a Flip Summon and does not make the card re-enter the battlefield).
 - If a face-down monster is turned to Attack Position for any reason, it is automatically flipped face up.
- Attacking:
 - A monster can attack another player or their planeswalkers directly, or it can attack another summon.
 - If another player controls any summons, a monster cannot attack them or their planeswalkers directly.
 - If a monster’s attack is interrupted by anything before it begins to deal damage, it may change the target of its attack or choose to not attack at all.
 - If a monster damages a summon with a lower stat than its own, it will also damage the summon’s controller or their planeswalker (equal to the difference between the stats; attacker chooses where the excess damage goes).
- Blocking:

- A monster can block only one attacking summon at a time.
- A monster in Attack Position will block with ATK, and a monster in Defense Position will block with DEF.
 - A blocking Attack Position monster will also deal damage to its attacker equal to its offensive stat.
 - A blocking Defense Position monster will also deal damage to its attacker's controller if the attacker used a lower stat than its own (the "reflected battle damage" will be equal to the difference between the stats).
 - A blocking Defense Position monster will also prevent its attacker from damaging its controller unless the damage is made possible by an additional effect.

Pokémon - Pokémon

- Overall:
 - A Pokémon's stats are divided by 10 for the Singularity (100→10, 30→3, etc.).
 - A Pokémon can receive mana to pay its costs by having resources attached to it directly or by contributing mana from your mana pool.
 - Until a Pokémon has taken damage up to its "HP", it is not destroyed by battle.
 - A Pokémon tracks its damage with "damage counters". These are *only* used as a means to track damage and are *NOT* equivalent to any other type of counters.
 - A Pokémon *does not* recover its damage between turns.
 - Most Pokémon have a listed "Weakness" and/or "Resistance" to specific colors. If an Active Pokémon receives damage from the color it is weak or resistant to, the damage it receives is increased or reduced by the listed amount respectively.
 - If it has no listed amount for its Weakness, the damage is doubled.
 - A Benched Pokémon will not consider Weakness/Resistance when taking damage.
 - If a Pokémon is simultaneously weak and resistant to an attack, the Weakness is calculated first, then the Resistance.
 - Some Pokémon are "Evolution Pokémon" and cannot be summoned directly. Instead of being summoned, these cards are played on top of a summon already in play.
 - Pokémon uses "Evolution Pokémon" to refer to any summon with an extra non-mana requirement for its summoning and "Basic Pokémon" to refer to any no-cost summon. Magic creatures with mana costs are neither Basic nor Evolution; they are simply treated as summons.
 - Every Evolution Pokémon lists the name of a summon that it can be played onto, and it cannot be played onto a summon of any other name.
 - When a Pokémon "evolves" in this way, the new Pokémon keeps all of the damage that it had before, but it does recover from any Special Conditions.
 - A Pokémon that is "evolved" or summoned cannot evolve until your next turn.
 - Evolving is not considered summoning.
- Positions & Special Conditions:
 - Active & Bench zones:
 - If your Extra Summon Zone is empty, you must summon your Pokémon to that zone. Otherwise, you may summon your Pokémon to any of your other five Summon Zones.
 - A Pokémon will treat your Extra Summon Zone (or the Uno pile) as an "Active Spot" and your other five Summon Zones as "Bench zones".
 - A Pokémon in an "Active Spot" can attack, "retreat", and be selected to block; a Pokémon in a "Bench zone" cannot.
 - If a Pokémon has not attacked this turn, it can "retreat" in either of your Main Phases by paying its "Retreat Cost" (using any color of contributed resources) and switching places with another summon in a "Bench zone". You may pay Retreat Costs with Magic mana. Energy cards attached to the Pokémon that are used to pay for the Retreat Cost are sent to the discard pile.
 - Only one "retreat" may be performed each turn.

- If your Extra Summon Zone is empty, and you have one or more Benched Pokémon, you *must* choose one of those Pokémon and move it into your Extra Summon Zone. If this occurs during the Battle Phase, the new Pokémon cannot attack.
- Special Conditions:
 - Pokémon's "Special Conditions" are caused by certain Pokémon effects. They are tracked with special indicators placed on the card and hinder other summons in the following ways:
 - *Poisoned* summons take 1 damage in between *each* player's turn until that summon is destroyed.
 - *Burned* summons take 2 damage in between *each* player's turn. Every time after the damage is dealt, a coin is flipped. If heads, the summon is cured; if tails, the summon remains Burned.
 - Other "Special Conditions" have different effects:
 - *Paralyzed* summons cannot attack, block or change zones or orientations on their own. After the end of their controller's turn, this Special Condition is lifted.
 - *Asleep* summons cannot attack, block or change zones or orientations on their own. In between *each* player's turn, a coin is flipped: if it comes up as heads, this Special Condition is lifted.
 - When a *Confused* summon attempts to attack, block or change zones or orientations on its own, a coin is flipped; if it comes up as tails, the action does not occur, and if the summon was attempting to attack, 3 damage counters are placed on the summon.
 - Asleep, Paralyzed, and Confused are mutually exclusive and will replace each other when applied; Poisoned and Burned, however, can be applied alongside any other Special Condition.
 - When a Pokémon evolves or switches between an Active Spot and a Bench zone, it is cured of any Special Conditions that it currently has.
 - If a Pokémon effect afflicts another summon with a Special Condition, it will act as though it has gained the corresponding Special Condition. The default state for all summons in the Singularity is "unafflicted".
 - Players are unaffected by Pokémon Special Conditions.
- Attacking:
 - A Pokémon can only attack if it is in an "Active Spot".
 - A Pokémon can attack another player or their planeswalkers, or it can attack another summon.
 - A Pokémon cannot attack a player or their planeswalkers directly if that player controls one or more summons.
 - If the opponent has a summon in an Active Spot, a Pokémon cannot attack a Benched Pokémon (but it can attack other summons).
 - An attacking Pokémon uses one of its moves when attacking and can only attack if its move's cost is paid. All of the move's base damage is applied to one target.
 - Some moves also "deal damage to Benched Pokémon". The damage dealt by these moves is part of their effects, and is thus handled as effect damage rather than combat damage.
 - A Pokémon's move is of the same type/color as the Pokémon itself, regardless of its energy cost requirements.
 - An attack that places "damage counters" onto its target as an effect does not apply any sort of actual "counters" as far as other game mechanics are concerned. The effect simply applies an amount of damage to the target directly, ignoring any properties or effects that would alter or prevent an amount of damage done. (E.g. damage reduction effects, Pokémon Weaknesses and Resistances etc. are all circumvented.)
 - If a Yu-Gi-Oh monster receives damage counters, they are cleared immediately. If an Attack Position monster receives an amount of damage counters that matches or exceeds its ATK, it is destroyed. If a Defense Position monster receives an amount of damage counters that exceeds its DEF, it is destroyed.

- Blocking:
 - Only a Pokémon in an Active Spot can be selected to block.
 - When a Pokémon is attacked, it does not deal any damage back to its attacker.

Edge Cases and Rulings (*Appendix A*)

Even with all the rules stated above, a great many factors remain undefined re: the myriad interactions between the games of the Singularity. Any attempt to exhaustively list all possibilities and their exact outcomes would take too long to read and would ultimately be insufficient anyway.

Instead, here is the best guiding principle for deciding the proper outcomes of a card interaction within the Singularity:

Every card in the Singularity *acts* using its own game's rules, and *reacts* using its own game's rules as much as possible.

What this means is that one game can affect a second game in ways that the second game is unfamiliar with; but the second game will also respond using its own rules, in ways that the first game's rules would not expect.

- No card is protected from a different game's mechanics purely because it lacks that mechanic in its own rule set; it will still be affected. The only thing that an affected card can do, when being subjected to an unfamiliar mechanic, is react to the mechanic's result once it occurs.
- Most cross-game interactions cannot be fully defined with a simple declaration that "these words/cards mean the same thing". Every pairing of *actor* and *reactor* will yield slightly different results due to the *combination* of the rules involved.

To help explain, here are some examples:

1. An ATK 1200/DEF 1500 Attack Position Yu-Gi-Oh monster attacks a tapped 2/1 Magic creature.

- The monster follows its own rules by targeting the creature directly and engaging it in battle. It attacks in an attempt to deal damage to the creature.
- The creature doesn't know why it's being targeted directly for battle since that usually doesn't happen while it remains tapped, but it does know that when it *does* battle, it reacts by simultaneously dealing damage back to its attacker equal to its power, and so it does.
- The monster takes damage! In Yu-Gi-Oh, an ATK 2000/DEF 1000 monster in a sideways position would use 1000 as its blocking stat and wouldn't destroy its attacker, but this summon has replied with an attacking stat equivalent to 2000 as though it were in Attack Position! The monster doesn't know why that happened, but it *does* know that when it battles against an offensive stat higher than its own attacking stat, it should be destroyed. It receives the equivalent of 2000 damage from the combat and will be destroyed.
- Next, the *creature* handles the damage it took from the *monster*: a rounded 1 damage. It knows that when it receives damage, it should tally up the damage and compare it to its toughness, so it does so. That brings its current damage to 1, which is equal to/higher than its toughness of 1 which means it will be destroyed.
- Lastly, the attacking monster checks whether it can deal damage to its target's controller. The creature is not able to prevent damage to its controller the same way that Defense Position monsters can, so the monster will deal "piercing battle damage" as usual, equal to the difference between its attacking stat and the creature's "remaining" defensive stat. The damage is $(1.2 - (1.0 - 0.0)) = 0.2$ damage from the monster which rounds down to 0 damage taken.
- Both summons have received lethal combat damage; both are destroyed, and Prize cards are drawn.

2. A player who controls a monster with the effect "can attack directly" wants to attack their opponent who currently controls an "Island Sanctuary" Magic enchantment.

- The opponent's Island Sanctuary notices a summon attempting to attack and reacts. It tells the monster: "For your information, I can prevent any attack that isn't islandwalking or flying. Are you either of those things?"
- The monster replies: "I've never heard of those things. I'm pretty sure that I'm not 'islandwalking', but what does 'flying' mean?"
- The Island Sanctuary checks its own notes and tells the monster: "Flying is an evasion ability. Summons with flying can't be blocked by other summons that don't have flying or reach."
- The monster checks its own notes and reports: "I still haven't heard of flying or reach, but none of the summons I know about have those abilities, and none of them can block me."
- The Island Sanctuary double-checks its notes. "That is pretty similar", it says, "but I'm afraid it doesn't exactly match my definition of flying. The game I come from has multiple ability types that allow for direct attacks, and my effect explicitly mentions 'flying' rather than any of those other effects. So, if you don't have that exact 'flying' ability, I can still stop you."
- Against its will, the monster cannot attack directly.

3. ***A player wants to use their "Lightning Bolt" Magic instant to target their opponent's face-down Defense Position Yu-Gi-Oh monster.***

- The player pays 1 red mana from their mana pool to satisfy Lightning Bolt's mana cost and plays the card as a backrow card.
- Their opponent does not interrupt the effect with anything, and the player doesn't activate any additional effects, so the Lightning Bolt effect proceeds as usual.
- The player's Lightning Bolt card has the effect "Lightning Bolt deals 3 damage to any target."
- The player's Lightning Bolt card does not know the card type of the opponent's face-down monster because it is face-down; its identity is currently concealed. Because of this, Lightning Bolt cannot target the card based on its card type.
- However, the opponent's card is also occupying a Summon Zone. Based on this fact, Lightning Bolt can interact with the card *as though it were a summon*.
- Because Lightning Bolt's native game (Magic) uses only one card type for its summons ("creatures"), it is allowed to treat any summon as though it was a creature.
- Based on these facts, Lightning Bolt can successfully interact with the opponent's face-down monster as a creature which is a valid target for its effect.
- Lightning Bolt targets the opponent's face-down monster, dealing 3 damage to it.
- The monster takes damage! Because of this, the monster flips into face-up Defense Position so that it can compare its stats to the damage being received (if it were a Flip Monster, its Flip effect would now activate).
- The monster's DEF is 2000. This is lower than Lightning Bolt's 3 damage.
- The monster is destroyed and sent to the discard pile.

Summon Combat (*Appendix B*)

Illustrated Examples

When summons from different games battle, the results of the combat are ultimately determined by the properties and rules of the summons participating in the combat. However, sometimes a diagram is more helpful than a set of rules for summarizing these interactions' results. This appendix provides a set of specific examples and general flowcharts to give simple guidance in the case of each combat.

Yugioh Monster attacking:



Because of weakness to White, Squirtle takes 6 damage. Pokémon do not deal damage back to attackers.

Because the excess damage to Squirtle is only caused by its weakness, its player does not receive excess damage.



Typhoid Rats receive 1 (lethal) damage and 2 excess damage is dealt to their player. Typhoid Rats also deal 1 damage back.

Usually, the damage dealt to Blue-Eyes would not be enough to destroy it (and removed immediately), but Deathtouch makes the 1 damage lethal.

Magic Creature attacking:



The defending player chooses to block with Blue-Eyes and Magikarp, who each take 3 (lethal) damage. Blue-Eyes deals 3 damage back.

Force of Nature's trample causes the player to take 2 excess damage.

Pokémon attacking:



Jigglypuff attacks with Lullaby, causing Blazing Inpachi to fall asleep. Blazing Inpachi deals 4* damage back to Jigglypuff.

*Jigglypuff's weakness to Red causes it to take double damage from Blazing Inpachi.



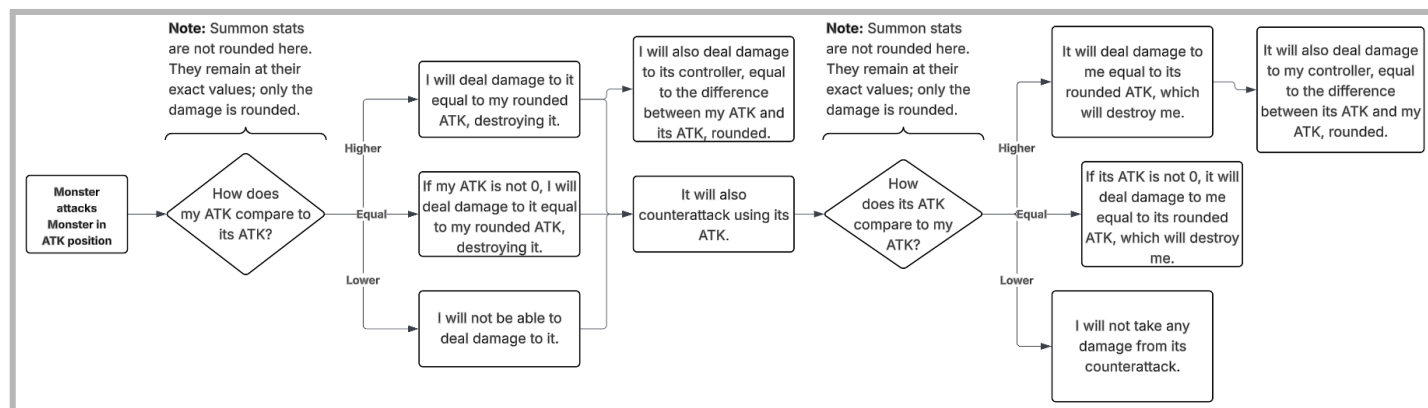
Reckless Barbarian receives 1 damage and gets poisoned. It attacks back for 2 damage.

Reckless Barbarian has its damage removed in the Ending Phase and then takes the 1 damage from the poison between turns, thus surviving.

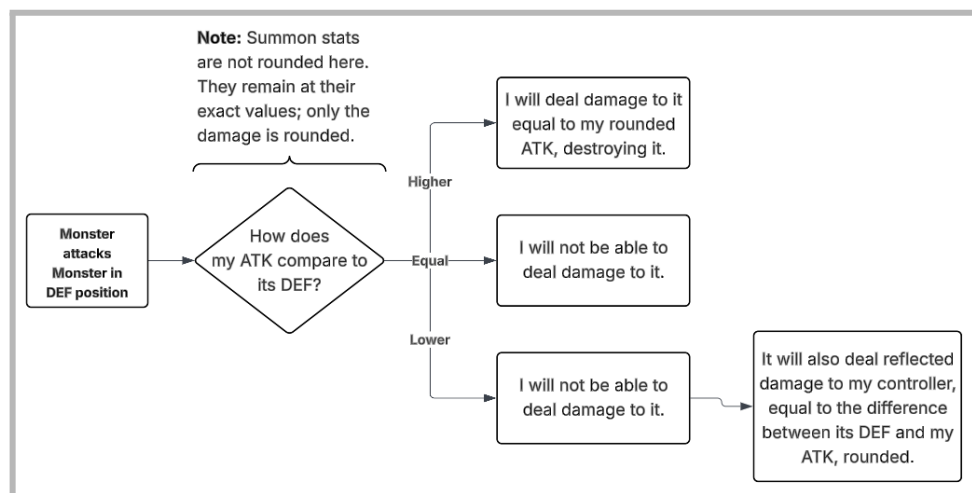
Combat Flowcharts

Attacker: Monster

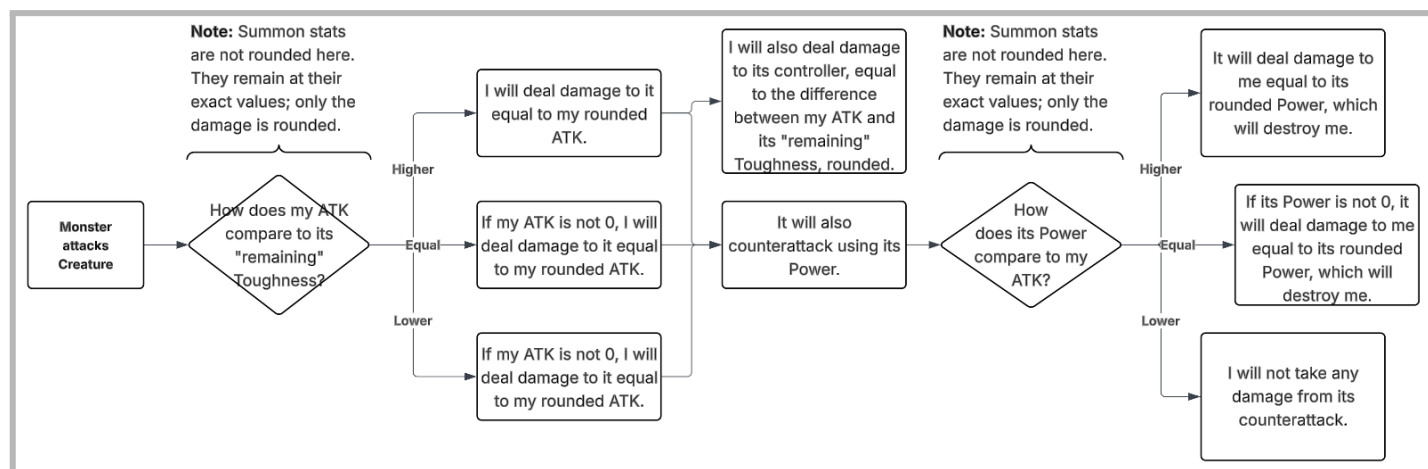
Blocker: Monster (ATK)



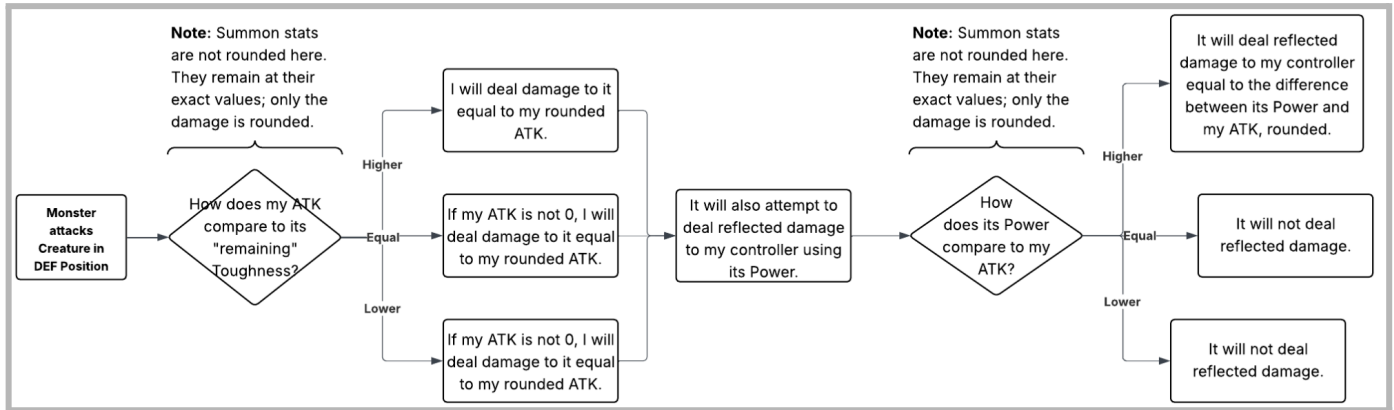
Blocker: Monster (DEF)



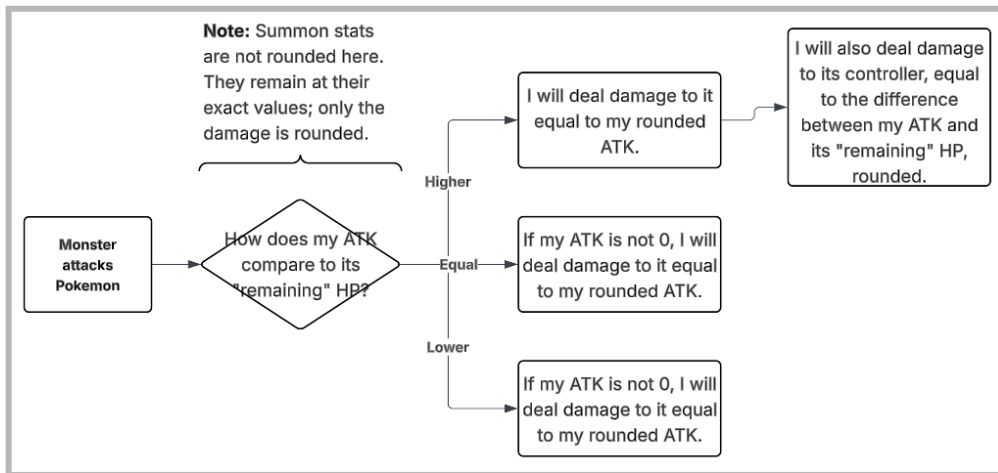
Blocker: Creature



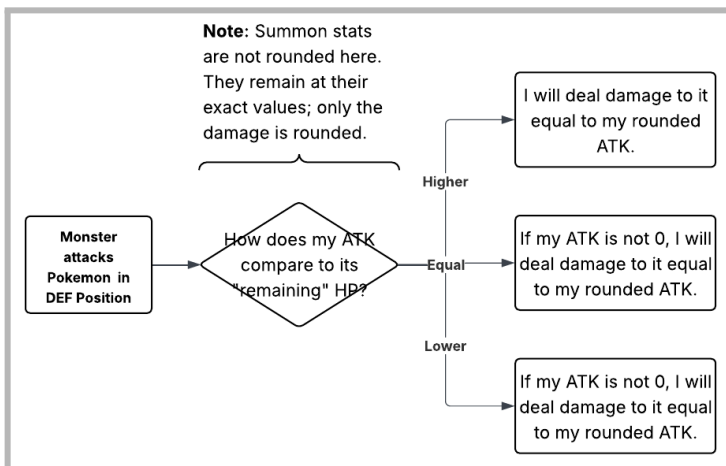
Blocker: Creature (DEF)



Blocker: Pokémon

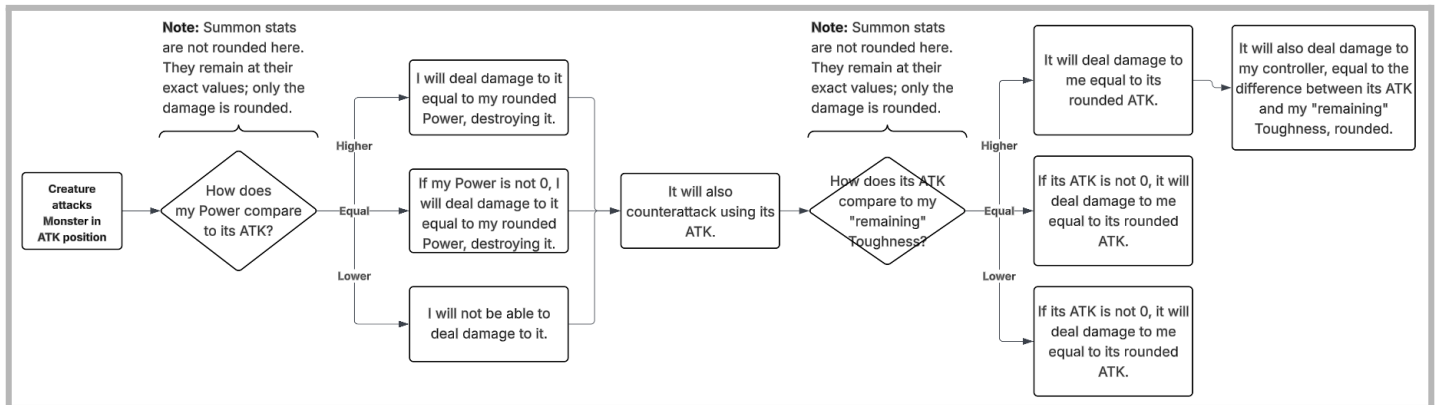


Blocker: Pokémon (DEF)

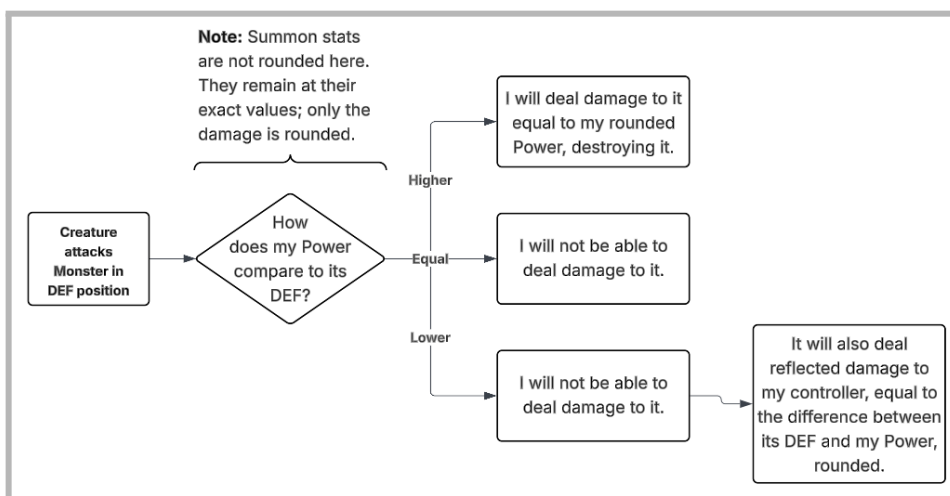


Attacker: Creature

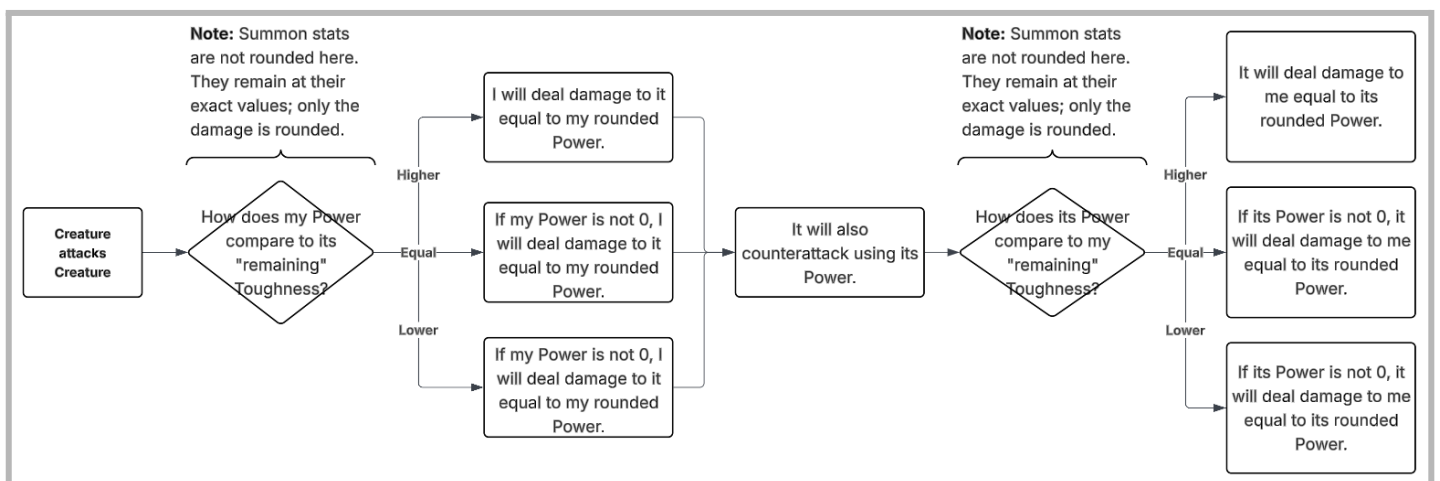
Blocker: Monster (ATK)



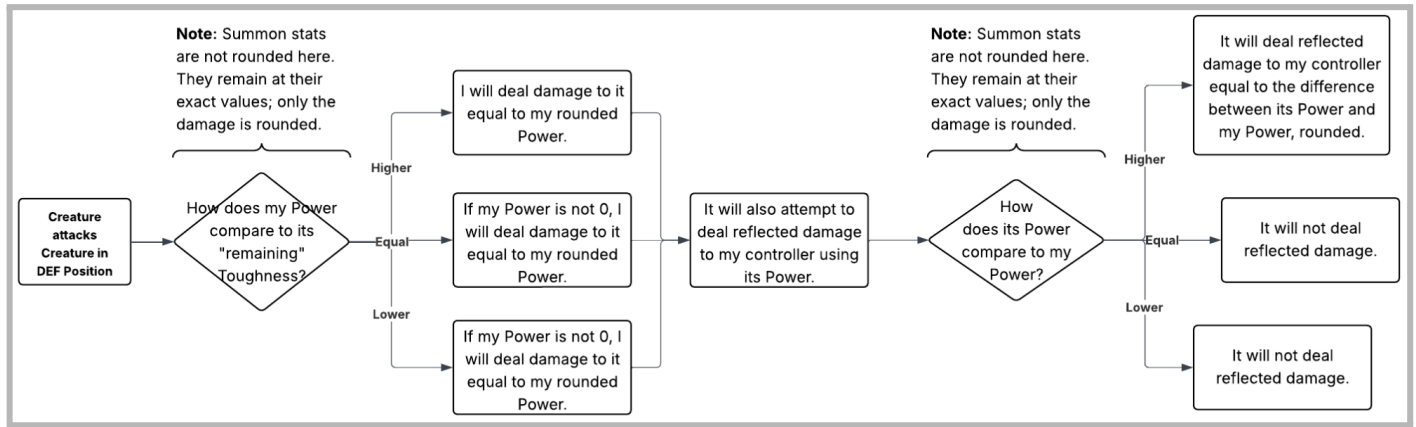
Blocker: Monster (DEF)



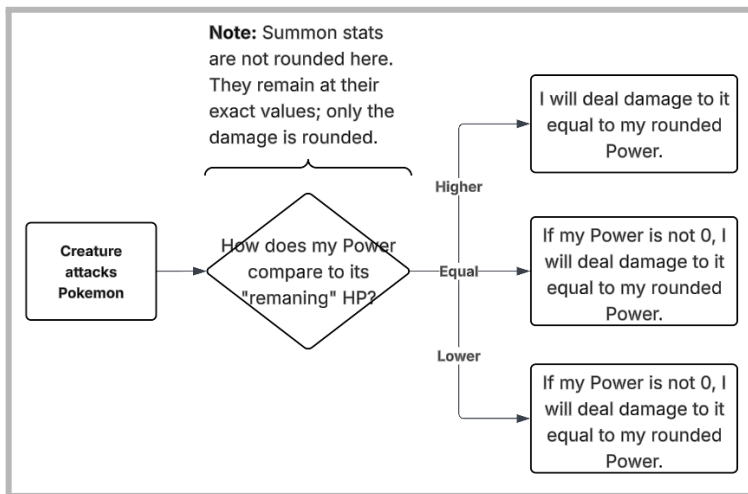
Blocker: Creature



Blocker: Creature (DEF)

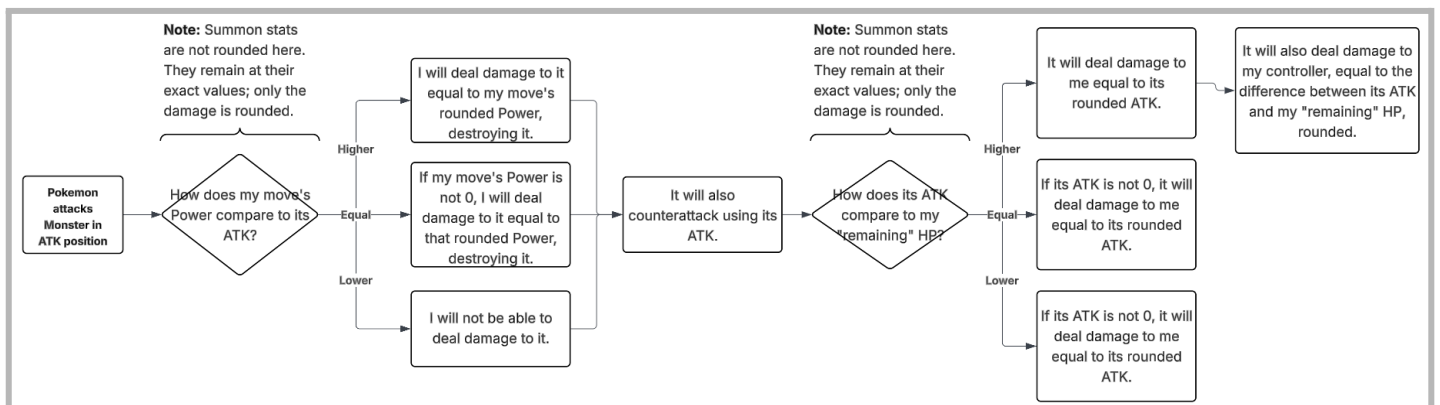


Blocker: Pokémon / Pokémon (DEF)

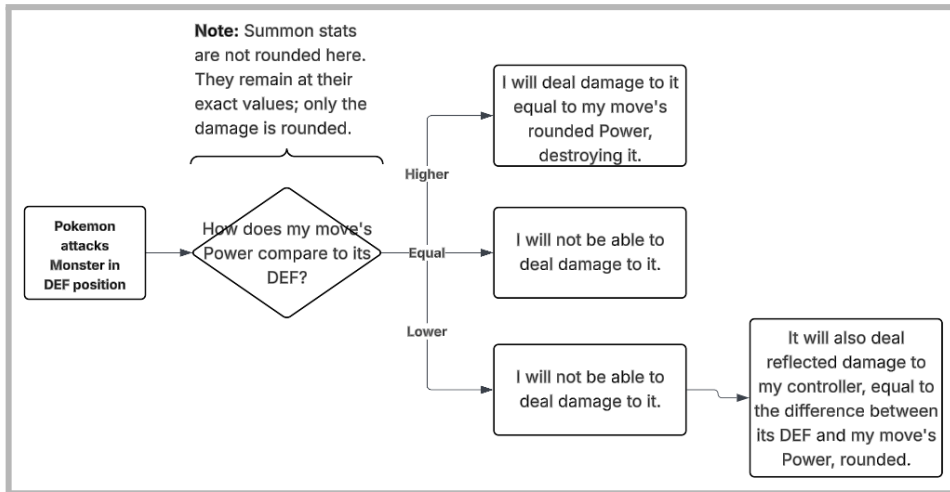


Attacker: Pokémon

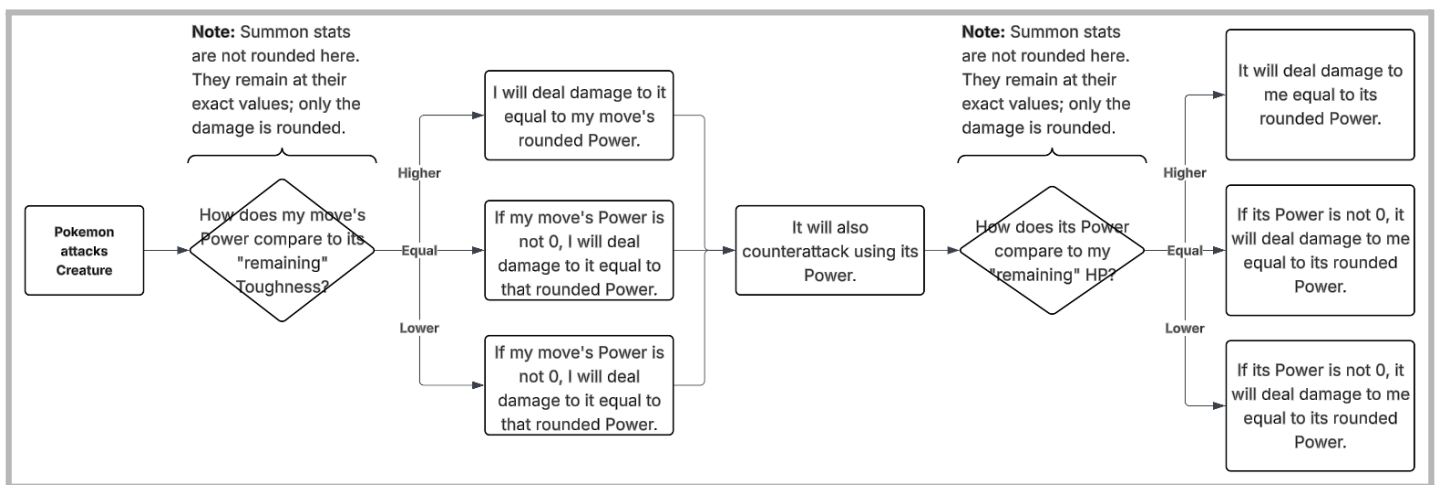
Blocker: Monster (ATK)



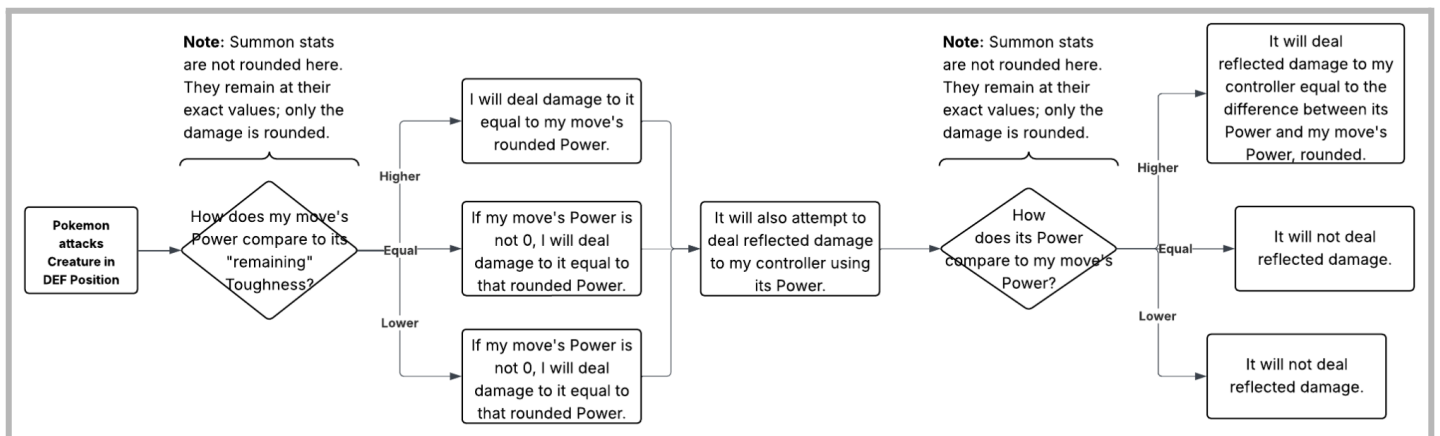
Blocker: Monster (DEF)



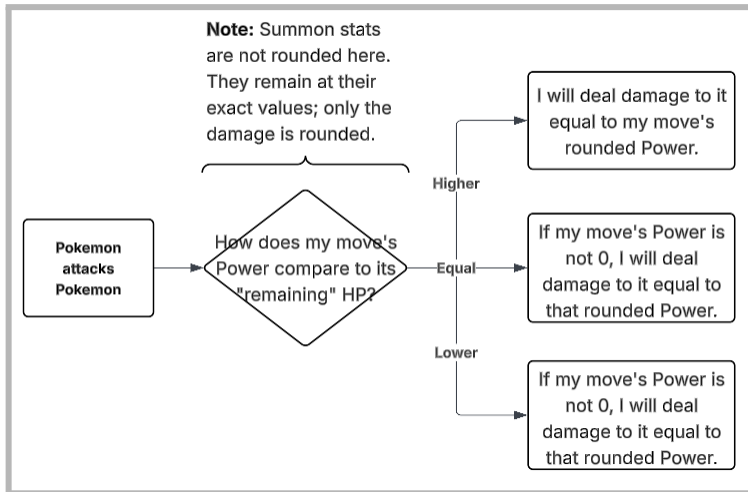
Blocker: Creature



Blocker: Creature (DEF)



Blocker: Pokémon / Pokémon (DEF)



Exhaustive Rules (Appendix C)

Many of the following rules should be self-explanatory; they go into detail about the Singularity's structure and how it combines the rules of its different games. If you only need to know how to generally compare cards, and you intend to sort out the rest of the details as you play, you can skip back to the "Common Properties" section. However, if you wish to know as much as possible about this game system before jumping in (or need to answer a rules dispute), please read on!

Overarching Singularity Principles

The Singularity combines many games into one yet strives to allow each card its own capabilities from its own game. In order to do this, it lays a minimum foundation of universal rules and concepts that everything has to follow - just enough to give the cards a way to interact with each other - and otherwise allows the cards to mix together in as many ways as possible, in as natural of a way as possible.

Cards:

To begin, the Singularity declares that **cards exist**. This is a towering feat, in and of itself. Having conquered this difficult ontological premise, it also declares that cards can be manipulated in the following ways:

- **"Stored"** in **decks, hands, piles, or areas**
 - (Note: Cards stored in these ways are not **"in play"**)
- **"Played"** from your hand, through various means, to do various things
- **"Located"** in an **"area"** or **"zone"**. This can also be phrased as a card **"occupying"** a zone. Each zone is only intended for one card at a time, and each card typically occupies only one zone at a time. Areas are similar to zones, but can contain any number of cards.
 - Cards in any zone (or in any player's resource area) are considered **"in play"**.
 - The Singularity declares which areas & zones exist (another miracle of *"a priori"* logic) and establishes how cards behave in each location.
 - (See the *Setup & Table Layout* section above for the names & places of each area and zone.)
 - If a card is played onto or underneath another card in a zone, the cards form a **"stack"**.
- **"Moved"** to any new zone, area, deck, hand, or pile
 - Typically, cards cannot move themselves between locations; they must be moved through means external to themselves.
 - Cards in a stack will usually move together.
- **"Attached"** to other cards
 - This is an action of association, not necessarily a positional change.
 - When a card is attached to another card, the associated card is often placed underneath the recipient card in the same zone, but just as often it is placed in a separate zone entirely.
 - The positional results of an attachment will depend upon the rules of the cards involved.
 - When the recipient of an attached card changes zones, the attached card is sent to the discard pile (unless specified otherwise).
- **"Discarded"** to a specific pile designated for that purpose.

Cards have **properties** which are values and qualities specific to that card.

- A card's properties can change, but the card does its best to keep track of these changes.
- A card views and handles its own properties through the lens of its own game's rules.

Cards can also have **effects** which can do all sorts of things to other cards or to themselves.

- Effects can be **activated** by a player, after which they will occur.
- Effects can be **negated** so that they don't happen. You can't always get what you want.

The Singularity defines several broad **categories** for its cards.

Firstly, three categories are specified regarding the **duration** for which a card is meant to be played.

- **Long-term** cards are played, and they remain in play until a rule tells them they cannot anymore. Afterwards, they are usually discarded.
- **Short-term** cards are played, but only for as long as it takes to figure out what they have done. Afterwards, they are usually discarded.
- **Non-TCG** cards have no shared rules dictating their behavior - they are at the mercy of the rules of the games they derive from. They are often played very differently from other cards in the Singularity.

Secondly, three further categories are specified to highlight how a card should be **viewed** once played.

- **Summon** cards
 - These are long-term cards.
 - When played, they are **summoned** into one of your **Summon Zones**.
 - They can typically **battle** other summons and have properties etc. that dictate what happens when they do.
 - They can **attack** other summons to do battle with them.
 - They may be able to **block** enemy summons that are attacking and have properties that dictate when/whether they can block at all as well as what happens when they do.
 - They can be **destroyed by battle**. When this happens, they are sent to the discard pile.
 - Some cards generate summon “tokens”. **Summon tokens** are identical to regular summons in terms of capabilities and properties, but they do not grant a Prize card to the opponent when destroyed by battle, and if any effect causes them to leave the field, they are removed from play (Tokens from different games can act slightly differently - while Yu-Gi-Oh tokens are never “moved” to the new location, Magic tokens first hit the discard pile, then are immediately removed from play).
- **Backrow** cards
 - These can be short-term or long-term cards.
 - When played, they are first played into one of your **backrow zones**.
 - Some backrow cards are **field** cards and are played into your **Field Zone** instead. They can still be targeted and referred to in all the same ways as your other backrow cards.
 - Backrow cards usually have fewer properties than summons, and their behavior is usually limited to their effects (which typically activate when they are played).
 - Most backrow cards are **slow**, and can only be played on your turn (during a Main Phase usually).
 - Some backrow cards are **fast**, and can be played on any player’s turn, during any phase of their turn.
 - After short-term backrow cards finish their effects, they are discarded.
- **Resource** cards
 - These are long-term cards.
 - When played, they are typically played into your **resource area** and/or attached to other cards.
 - Note that any number of resources can occupy the resource area at once.
 - Resources can provide **mana** which can be used by your other cards later.
 - Most resources add mana to your **mana pool**, and that mana can be contributed from there to pay the **mana costs** of your other cards.
 - Mana that has been added to your mana pool can only be used during the same phase that it was added; after which it is lost.
 - Some resources contribute mana directly instead with each resource contributing its mana to a specific card’s costs and requirements.

Cards with multiple or changing categories:

Certain cards either natively belong to multiple of these categories (like artifact creatures) or can change the card types of cards through their effects, making them part of another one of these categories.

Where are these cards placed?

- Summons have to occupy a Summon Zone no matter what other card types they may have.
- Lands have to occupy the resource area unless they're also a summon.
 - Different types of cards in the resource area should be properly spaced out from each other to show that they are not of the same type (lands, properties etc.).
- Planeswalkers may occupy either a summon zone or a backrow zone unless they're also a creature.
- The general hierarchy for card placement goes: *summon* > *resource* > *backrow*

How do they interact with other cards?

- Cards with multiple card types are affected by cards and effects that would affect those card types, no matter in which zone or area on the field they are.
 - (A card like "Twister" would be able to target and destroy an artifact creature in the summon zone)
- Cards in the resource area do not interact with "zone position"-based effects, as there is no exact position to be determined for them inside of the resource area.
- If a card on the field is changed to a new card type *and now only has that new card type*, it must move to an unoccupied zone for that card type. If there is no space for them on the field, they are immediately sent to the discard pile by the game rules.
(A summon enchanted by "Song of the Dryads" must be moved to the resource area)
- If a card on the field is changed to gain a new card type *alongside* its original card type, it must move to an appropriate zone.
(A land targeted by "Nissa, Sage Animist's" last effect is now a resource AND a summon and must move to a Summon Zone.)

Thirdly, summon cards in particular are divided into categories to highlight whether they have **costs or requirements** to satisfy before they can be played (These categories can also be applied to other card types but are mostly relevant to summons).

- **Costing** cards have an amount of mana listed as one of their properties. In order to play the card, you must first contribute a correct amount & color of resources to the card from your mana pool. Once the card is played, the contributed resources are no more.
 - E.g. "Master of the Pearl Trident" is a costing summon. You must contribute two blue mana to the card in your hand in order to play it, and you no longer have that mana.
- **Conditional** cards have one or more conditions pertaining to their summoning. You may not play the card at any time unless the condition(s) are all satisfied at that moment. Once the card is played, the conditions do not necessarily have to remain met.
 - E.g. "Raichu" is a conditional summon. You may not play Raichu under normal circumstances; you may only play Raichu if you control a card named "Pikachu", and the only way to play Raichu is by placing it from your hand onto a Pikachu that you control.
 - E.g. "Aqua Spirit" is also a conditional summon. Though it is a Level 4 monster, a card type that is not usually conditional, Aqua Spirit itself has an effect that explicitly forbids it from being played outside of a specific set of conditions.
- **Free** cards are any cards with neither cost nor condition; they consume no resources and can be played whenever you are normally able to play their card type.
 - E.g. "Archfiend Soldier" is a free summon. At any time while you are allowed to play summon cards, you may summon Archfiend Soldier from your hand without paying mana, Tributing summons or meeting any other requirements. Even though the rules regarding "Normal Summons/Sets" place conditions on how *often* monsters may be summoned, those limits are not included in the summon conditions themselves. Thus, it is still considered a free summon.

Lastly, each game in the Singularity defines its own **card types** from the categories above.

- Each card type in a category is considered to be a member of that category, but it also has additional or altered properties.
 - **Example:** Yu-Gi-Oh defines “Trap” as a backrow card type. A “Trap Card” is considered to be a backrow card and follows all the Singularity rules pertaining to backrow cards, but it is also a Trap Card and follows additional Yu-Gi-Oh rules that apply only to Traps.
 - A Trap can be identified by other cards in two ways: either based on its card type (as a Trap Card) or based on the area/zone it occupies (as a backrow card).
 - If a card’s identity is concealed in some way, other cards cannot identify it based on its card type; they can *only* identify it based on its area or zone. If a concealed card does not currently occupy an area or zone, it can only be identified as a card, nothing more.
 - Concealed cards still follow the rules that apply to their category and card type; it is only their identification that is prevented.
- If all the cards in one game’s card type also meet the criteria of another game’s card type, such that the first card type could be considered a subcategory of the second, then the first game can refer to the second game’s card type as though it were its own.
 - E.g. Because *Magic*’s “artifact” card type is a long-term backrow card, and all of the cards within *Yu-Gi-Oh*’s “Continuous Trap” card type meet all of those criteria (along with the additional rules unique to Continuous Traps), any card that normally refers to artifacts may also refer to Continuous Traps.
- This is the general approach of the Singularity towards its own rules. For more explicit details re: the implementation of each game’s systems and/or card types, please read on.

The Card and Effect Queue

Fast cards and effects are very likely to interrupt each other. Different games have different systems for handling this sort of interruption, as well as different levels of complexity used to define this process (Yu-Gi-Oh’s Chain and Magic’s stack).

The Singularity’s Queue system is meant to be a compromise and simplification between all of these systems:

- When a card is played, summoned or an effect is activated, before resolving, it is added to the Queue.
 - Just like the stack in Magic, cards are not considered to be on the field while in the Queue.
 - Cards choose and “reserve” a specific zone they will be played in as they are added to the Queue.
 - Magic has “special actions” that are not added to the Queue, like playing a land card. You can see all special actions here: https://mtg.wiki/page/Special_action.
 - Additionally, the Singularity has some specific special actions of its own that do not go in the Queue:
 - Playing any resource card (like Pokémon Energy Cards or Monopoly Deal Properties).
 - Evolving a Pokémon.
 - Playing a card onto the UNO pile.
 - Buying a card from the Dealer.
 - Banking a card.
- Cards and effects resolve in “reverse” order (“first in, last out”), starting from the last item in the Queue and going through to the first card that entered the Queue.
 - Cards and effects can be activated and added to the Queue while it is resolving.
 - Yu-Gi-Oh cards and effects usually can only respond to the most recent card or effect in the Queue.
- If a card or effect is removed from the Queue before it can resolve, it and/or its effects do not resolve.
- Effects that refer to the “stack” or “Chain” refer to the Queue.

Priority

Different card games have different rules for how to handle when a player is allowed to respond with fast effects. The Singularity's priority system, again, is meant to be a compromise and simplification between all of these systems:

- At the start of a phase or step, the turn player gains priority.
- Before the end of a phase or step, the opponent gains priority.
- Whenever your card or effect is added to the Queue, you pass priority to your opponent, giving them the opportunity to respond with a card or effect before priority goes back to you.
- If both players pass priority in succession, the Queue begins resolving (*with the turn player getting priority first to respond to the individual cards and effects of the Queue resolving.*)
- If a card is successfully played or summoned or an effect/Queue resolves, the opponent gets priority, but only to activate Yu-Gi-Oh cards and effects.

Additional Singularity Systems

Uno

- As the match begins, one card is taken from the top of the shuffled Uno deck and placed face up as the start of the Uno pile.
 - If this card is a Wild or a Wild Draw Four, players may treat it as any of the four Uno colors (red, yellow, green, and blue) or as black.
 - This bottom card of the Uno pile isn't owned or controlled by any player. If it is removed from the Uno pile by any means, it is shuffled into the Uno deck.
 - If the Uno pile becomes empty for any reason, immediately place the top card of the Uno deck onto the Uno pile as the new "bottom card".
 - When the Uno deck has no more cards, every card in the Uno pile (except the top card) is added back into the Uno deck face down (player cards included) and reshuffled.
- During each player's draw step, the player draws an Uno card from the Uno deck alongside a card from their Main Deck and the Monopoly Deal deck.
 - This counts as only drawing one card once.
 - You cannot use effects that draw additional cards on the Uno deck or the Monopoly Deal deck.
- Any player, once per round (**not per turn**) during either of their Main Phases, can "play Uno". This can either mean:
 - Playing a non-Uno card from their hand onto the Uno pile as long as their card matches the color and/or rank of the topmost card of the Uno pile.
 - (E.g. if the current topmost card is a Red Four, you can play an Archfiend Soldier onto it since it's Level 4. You've "played Uno" for the round.)
 - Playing any amount of Uno cards one after another onto the Uno pile as long as the Uno card currently being played matches the color and/or rank of the current topmost card of the Uno pile.
 - (E.g. if the current topmost card is a Red Four, you can play a Red Eight onto the Uno pile, then a Yellow Eight, and then a Yellow One. You've "played Uno" for the round.)
 - You can only do one or the other, not both. You can't take any other actions while "playing Uno".
- You do not need to pay any other costs nor meet any other requirements to play a card onto the Uno pile.
 - (I.e. High-level Yu-Gi-Oh monsters may be played without Tributing, Magic creatures/spells may be played without contributing mana to their mana costs, and Pokémon of Stage 1 or 2 may be played without having their pre-evolved summons on the field.)
- Cards played onto the Uno pile are considered to have been "played" as well as have "entered play"; however, they have not been "summoned" normally. Effects referring to summoning are not affected by this action.

- (NOTE: For the sake of Yu-Gi-Oh rulings especially, a monster played onto the Uno pile has not been “properly summoned”, so you would not be able to special summon a Ritual Monster from your discard pile after sending the monster there from the Uno pile.)
- If a card in your hand can be played on an opponent’s turn or to interrupt another action/effect, you may play it onto the Uno pile at that time as long as it still matches the top card’s color and/or rank.
 - Even when played in this way, you may still only “play Uno” once per round.
- Summons played onto the Uno pile are now “in play” and can act as though they were in a Summon Zone controlled by the player whose hand they were played from.
- Pokémon played onto the Uno pile will treat it as an Active Spot.
- Energy can be attached to a card on the Uno pile but has to remain visible (next to it). It is not considered to be “on the Uno pile” by itself and is discarded when the card it is attached to is removed.
- Backrow cards can be played onto the Uno pile as though it were a backrow zone.
- When a card is played onto the Uno pile, the card it covers is no longer active.
 - The covered card is not destroyed or “removed from play” or anything else; it is as though the card never existed.
 - Any cards “attached” to the covered card but not physically beneath it lose their target.
- If a card is removed from the Uno pile, the card below it is uncovered again. The uncovered card can be used again by the player who originally owns the card with its stats and conditions reset.
 - The uncovered card has not “entered play” or flipped face up or returned to the board or anything else; it simply exists again.
 - Any cards that had been placed beneath the covered card are still covered.
 - Any cards that had been attached to the covered card do not regain it as a target.
- If any player plays a card from their hand such that, after the card’s resolution, their remaining hand only has one card left, they must call “UNO!” If they do not, and another player calls “UNO!” before they call it (and before they end their turn), the called-out player must draw two cards from the Uno deck immediately (this is not an activated effect that can be interrupted).
- If a player plays the only card in their hand onto the Uno pile, they *immediately* draw 5 cards from their Main Deck (again, not an activated effect).

Poker

- For a brief overview of when poker occurs within the Singularity, see [the description of the Betting Phase](#) in the *Phases of Your Turn* section above.
- Poker hands are formed using **up to two cards** in your Hold ‘em zones, along with **up to three cards** in the Dealer’s zones.
 - Any playing cards that you have flipped up in your backrow zones may also be used in the formation of your poker hand, but your resulting poker hand may not contain more than five cards. These cards are flipped up as you’re revealing your poker hand; not before, not after.
 - Any cards in your Hold ‘em zones may not be affected by any other cards or actions; but any playing cards in your backrow zones *can* be affected by other effects/actions.
 - The cards in the Dealer’s zones are compared and matched to each other and to the cards in each player’s Hold ‘em zones using color and rank (see the *Common Properties* section). The player with the highest-valued equivalent poker hand when the Dealer completes each hand of poker will win the pot for that hand.
 - (Example: if a player’s poker hand consists of a Level 5 LIGHT monster, a Yellow Four, a Magic sorcery with a cost of (※※※), a Stage 2 Lightning-type Pokémon, and a yellow ace of diamonds, that poker hand would qualify as a Straight Flush because those cards would be considered rank 5, 4, 3, 2, and Ace respectively, and all of them would be considered to have the color yellow.)
- At the start of each player’s Betting Phase, they may choose to bet, placing two of their cards into the Hold ‘em zones and placing a total value of money matching the current “ante” into the pot to start a hand of poker.
 - The starting ante is \$1M.
 - The ante is raised by \$1M after each completed hand.

- Each player's total amount of money contributed to the pot is their "bid".
- As soon as your bid matches or exceeds the ante, you can no longer bet/raise until another player bets in response.
- When you bet, other players may choose to respond by betting as well (placing their own 2 cards into their Hold 'em zone and contributing the same or higher amount of money). This begins a cycle proceeding around the table in turn order wherein each betting player may "check" (keep their current bid), "call" (increase their bid to match the highest bid), "raise" (increase their bid further than the highest bid) or "fold" (stop putting in money for the remainder of the current hand, leave their bid in the pot, and forfeit their chance to win the pot at the end of the hand).
 - If a player raises, each player around the table (in standard turn order) must call, raise, or fold in response.
 - If one of those players raises again, a new round of bids begins in response before the hand continues around the table; and if another player raises during *that* round of bids, *another* round begins in response, and so on.
 - The current player only resumes their turn once all players around the table have either folded or matched the highest bid.
 - If a player does not have enough money to match the current highest bid, they may still go "all in" by contributing all of their remaining money to the pot.
 - If a player has enough money but chooses not to match the current highest bid, they must fold.
 - Their two cards remain in their Hold 'em zones.
 - They cannot contribute any more money to the pot.
 - They leave their current bid in the pot, and they forfeit their chance to win the pot at the end of the hand.
 - A player who has folded is still affected by cards played by the Dealer.
- At the end of the hand, each betting player reveals the cards in their Hold 'em zones and announces what poker hand they are forming between their cards and the Dealer's cards (also including any number of playing cards flipped up in the player's backrow zones at this time). Their total poker hand may utilize no more than five cards. No card effects activate from the Hold 'em zones when revealed in this way.
- If all players fold except one, the Dealer will end the hand ***without the remaining player revealing the cards in their Hold 'em zones.***
- When the Dealer ends a hand, the pot is awarded to the player with the best equivalent poker hand (see below for rules about poker hands), and the ante is raised by \$1M.
- All of the cards in each player's Hold 'em zones remain there until the end of the Betting Phase, after which they will be shuffled into the Dealer's deck **unless** only one player chose to bet in which case the cards are returned to that player's hand.
- The following is an example list of poker hands in the Singularity, from highest value to lowest value:
 - **Flush Five** — Q♥Q♥Q♥Q♥Q♥
five cards of the same rank and suit
 - **Flush House** — 5♠5♠5♠J♠J♠
three cards of the same rank and two more cards of another rank, all of the same suit
 - **Five of a Kind** — Q♣Q♥Q♦Q♠Q♦
five cards of the same rank
 - **Royal Flush** — A♥K♥Q♥J♥10♥
five cards of the same suit, ranked ace through ten
 - **Straight Flush** — 9♣8♣7♣6♣5♣
five cards of the same suit and consecutively ranked
 - **Four of a Kind** — Q♣Q♥Q♦Q♠4♦
four cards of the same rank
 - **Full House** — J♣J♥J♠8♦8♥
three cards of the same rank and two more cards of another rank

- **Flush — A♠J♠8♠5♠2♠**
any five cards of the same suit (smaller hand sizes do not count)
- **Straight — Q♣J♦10♥9♠8♦**
any five cards consecutively ranked (smaller hand sizes do not count)
- **Three of a Kind — 8♣8♠8♦K♣4♥**
three cards of the same rank
- **Two Pair — A♠A♣J♦J♣7♠**
two cards of the same rank and two more cards of another rank
- **Pair — 10♥10♣9♥4♦2♦**
two cards of the same rank
- **High Card — A♣J♦10♠5♣2♥**
*five unmatched cards, where the highest rank counts.
The example above would be called "ace-high"*
- **The Dealer**
 - The Dealer controls the Dealer's deck and the Dealer's zones.
 - The "Dealer" is not a player per say: it is rather an entity of the game itself through which poker occurs.
 - However, the Dealer can be considered an opponent, and it considers every player to be its opponents as well.
 - The Dealer has a deck (the Dealer's deck) and controls cards in play (all cards in the Dealer's zones); otherwise, it has no "hand", life or any other targetable possessions.
 - Cards in the Dealer's zones cannot be battled; however, if a player's card can affect other cards on the field (without restriction to certain zones, etc.), then they can target the Dealer's cards as well. Cards destroyed, exiled, moved from play etc. in this way are immediately shuffled back into the Dealer's deck.
 - The Dealer's cards can change control to a player through card effects; if so, the Dealer's stolen card(s) are moved to the appropriate zone(s) of their new controller. The stolen card(s) are immediately replaced by new card(s) from the Dealer's deck (these activate if possible). If the stolen card(s) are destroyed, exiled, moved from play, etc. after this, they are instead shuffled back into the Dealer's deck.
 - Playing cards in the Dealer's zones are immediately flipped face down in their new controller's backrow zones.
 - The Dealer's cards can also be bought during a Main Phase at "slow speed". Each card in a Dealer's zone and the topmost card of the Dealer's deck can be purchased for \$5M (money spent this way is simply lost). A player who buys a card this way adds it to their hand and is now considered the owner of it (They still have to fulfil any costs/conditions to actually play it).
 - If the player bought a card from a Dealer's zone, that card is immediately replaced by a new card from the Dealer's deck (this card activates if possible).
 - A player may not look at the topmost card before buying it.
 - The Dealer is placed in the turn order before the player "going first". At the start of the game, and at the start of each round, the Dealer acts.
 - The first action of the Dealer is the flop: 3 cards from the top of the Dealer's deck are taken from the top of the shuffled Dealer's deck and revealed in the first three Dealer's zones face up (the Dealer plays its cards from left to right from the perspective of the players).
 - Because the first flop action is taken before the game properly starts, it does not *immediately* affect any of the players.
 - Once the game begins, the cards are active and in play.
 - The second action is the turn: 1 more card is flipped face up onto the fourth Dealer's zone (adjacent to the third flop card).

- The third action is the river: 1 final card is flipped face up onto the fifth Dealer's zone.
- Lastly, the Dealer takes all cards from the Dealer's zones, shuffles them into the Dealer's deck and restarts the cycle, beginning a new hand with the flop.
- If any cards are removed from the Dealer's zones between actions in any way, they are *immediately* replaced and activated if possible.
- There are two different ways to handle the Dealer's actions in the Singularity: Sane and True.
- Sane Version: Cards played as part of the river, turn, and flop are only revealed and acknowledged as cards with colors and ranks; their other text and stats are ignored, and they do not influence or interact with other cards in any way.
- True Version: Upon revealing each card in the flop, turn or river, the Dealer will activate the effects of that card.
 - *(Note: Technically speaking, the Dealer does not cause the card to activate; instead, the Dealer itself will create effect(s) identical to the effect(s) of the card)*
 - If any cards revealed by the Dealer have effects that activate when a card is played, in play, or flipped face up, the Dealer will inflict *all* players with copies of those effects (E.g. If "Hey, Trunade!" is revealed, the Dealer will return all Set backrow cards on the field to the hand of each player).
 - Pokémon treat the Dealer's zones as Active Spots.
 - The Dealer doesn't have to pay for any costs of any effects.
 - Cards with long-term effects continuously affect all players for as long as they remain revealed in the Dealer's zones.
 - Technically, the Dealer inflicts each player with a separate instance of the card's effect, with each instance of the effect given the added condition of "this effect ends when the card it was derived from leaves play and/or is negated".
 - The Dealer will only inflict players with effects that exclusively affect the opponent, or with effects that affect all players and require no choices.
 - **Example:**
 - The Dealer flips up a "Wrath of God".
 - All summons (controlled by players and the Dealer) are destroyed.
 - Thus, effects that allow the user to draw cards, search their deck, affect their own summons, etc. will not be inflicted.
 - For effects that affect all players, the Dealer itself ignores the effect. The cards in the Dealer's zones, however, may still be affected.
 - Effects with required choices (such as targets) create one instance of that effect for each player, with those choices being selected by each player individually. For each player, they get to use a "copy" of this effect and resolve their copy of the effect (in turn order).
 - **Example:**
 - The Dealer flips up a "Lightning Bolt".
 - The player whose turn is about to come up chooses any valid target.
 - That target receives 3 damage from the "Lightning Bolt" effect.
 - The next player chooses a valid target (also dealing 3 damage).
 - *(This goes on until all players have resolved their copy of the effect.)*
 - The card and its effect is still considered to be controlled by the Dealer; you're just deciding any required choices. For example, a card that can target a summon "an opponent" controls can also target summons you control. If only you control summons at that time, you *must* target your own summons whether you want to or not.
 - Cards that attach to other cards (such as enchantments or Equip Spells) will have separate copies with separate targets as well: each copy of the effect will grant the card's effects to the target(s) that each player chooses. Similar to other effects, if the Dealer's card from which the effects were derived is negated or removed from play, all of the effects created from that card end immediately. (If a *recipient* card leaves play, that card's created effect ends, but the Dealer's card and the other created effects remain.)

- These are not “physical” copies that have to be played in a zone by the individual players; the original source is still the card in the Dealer’s zone.
- If a revealed card’s effect scales based on an “X” in its cost, the Dealer will create an effect with “X” equal to the current number of resource cards in the Dealer’s zones. (E.g. If “Hurricane” is revealed, and there is also a “Forest” and a “Fire Energy” in the Dealer’s zones, the Dealer will inflict all players and flying summons with 2 damage. The Forest card will not tap as a result of this effect’s creation.)
- The Dealer will not create any effects that change control of other cards.
- The Dealer will also not create any tokens on his side of the board.
- If none of a card’s effects are valid for the Dealer’s creation, the Dealer does not create any effects from that card at all.

Monopoly Deal

- During each player’s draw step, the player draws a Monopoly Deal card from the Monopoly Deal deck alongside a card from their Main Deck and the Uno deck.
 - This counts as only drawing one card once.
 - You cannot use effects that draw additional cards on the Uno deck or the Monopoly Deal deck.
- You can play only up to three Monopoly Deal cards during your turn (this includes banking them).
- Monopoly money **cannot** be split. Sometimes you’re forced to overpay.
- Monopoly Deal contains multiple different types of cards which are played and behave differently:
- Property cards
 - Resource, long-term, slow
 - Properties are played into the resource area (preferably separately from your lands and Energies). They **cannot** be banked.
 - Properties of the same color can be tapped simultaneously (at “slow speed” only) to generate an amount of “temporary money” equal to the set’s current rent value.
 - Temporary money generated this way is removed at the end of the current phase.
 - Temporary money can be split. E.g. if you tap for temporary \$7M, you can spend temporary \$5M to buy a card and then later spend temporary \$2M alongside a card worth \$3M to buy another card.
 - Properties can alternatively be used as money directly for any purpose (betting, purchasing, paying). Their monetary value is indicated by the number in the top right.
 - If you have a Rent card, you can charge Rent for any properties you own of a chosen color. The amount of Rent a player has to pay you increases with each property in a set as depicted on the property card itself.
 - If you control three full sets of different colors simultaneously, you win the game.
- Property Wildcards
 - Resource, long-term, slow
 - Property Wildcards can stand in for any property of the appropriate color. A Property Wildcard can be only one color at a time. You can change the color of a Property Wildcard during your Main Phase at “slow speed”.
 - Just like properties, Property Wildcards **cannot** be banked (but can still be tapped for temporary money, or they can be used directly for their monetary value indicated by the number in the top right).
- Rent cards
 - Backrow, short-term, slow
 - Rent cards can be played into a backrow zone to activate them, or they can be banked to be used as money (their monetary value is indicated by the numbers in the corners). You cannot activate a Rent card you’ve banked.
 - When you activate a Rent card, you choose one of the colors on the Rent card and what you’re charging for.

- If you're charging for your properties, your opponent(s) must pay you the rent amount listed on the property of the chosen color. If they must overpay you, change isn't given, and if they don't have enough to pay, they must give you everything they can.
 - You can alternatively charge for any permanent you own of the appropriate color. If you do so, your opponent(s) must pay you rent equal to the chosen permanent's rank (e.g. a Magic permanent with a mana value of four has a rent value of \$4M)
- Money Cards
 - Money Cards can only be banked and then used as money.
- Action Cards
 - Action Cards can typically be played into a backrow zone to activate them or they can be banked to be used as money (their monetary value is indicated by the numbers in the corners). You cannot activate an Action Card you've banked.
 - Each Action Card works differently:
 - Forced Deal
 - "Swap any property with another player. (Cannot be part of a full set.)"
 - Lands without Energies are considered to be "properties not part of a full set".
 - Sly Deal
 - "Steal a property from the player of your choice. (Cannot be part of a full set.)"
 - Lands without Energies are considered to be "properties not part of a full set".
 - Deal Breaker
 - "Steal a complete set of properties from any player. (Includes any buildings.)"
 - A "complete set" can also refer to a land with Energies on it.
 - "Any buildings" also refers to any other attached cards (such as auras).
 - Debt Collector
 - "Force any player to pay you \$5M."
 - Double the Rent!
 - "Needs to be played with a rent card."
 - This is a "fast" card. You must play it in the same Queue as a Rent card to double the amount of rent you get. Counts as one of your three Monopoly Deal cards per turn.
 - House
 - "Add onto any full set you own to add \$3M to the rent value. (Except railroads and utilities.)"
 - Attaches directly to the card like an Energy card.
 - You can only have one house attached to a card at a time.
 - Can also be attached to any permanent with an Energy to increase its rent value.
 - Hotel
 - "Add onto any full set you own to add \$4M to the rent value. (Except railroads and utilities.)"
 - Attaches directly to the card like an Energy card.
 - You can only have one hotel attached to a card at a time.
 - You can only add a hotel to a card that already has a house.
 - Can also be attached to any permanent with an Energy on it to increase its rent value.
 - It's My Birthday
 - "All players give you \$2M as a 'gift'."
 - For the purposes of other games' effects, it is your birthday for the rest of the game as soon as you resolve this card.
 - Just Say No!
 - "Use any time an action card is played against you."
 - This is a "fast" card. Can be activated in response to the activation of any backrow card that has an effect that targets or otherwise would affect you, your cards or resources directly, and it will negate that activation. **Doesn't** count as one of your three Monopoly Deal cards per turn.
 - Pass Go
 - "Draw 2 extra cards."

- You can only draw from the Monopoly Deal deck.

Elaborated Card Details

Each game within the Singularity shall submit all of its card types to the rules of the Singularity.

- TCG card games add their cards to the deckbuilding lists, and non-TCG card games contribute community decks and/or community mechanics to the table.
- Cards of TCGs must participate in all rules currently included within the Singularity.
 - The Singularity currently defines the following base mechanics, and all of the card types within it can perform some version of these mechanics when prompted by the rules:

(Not yet a comprehensive list):

- Building cards into decks, Extra Decks, etc. before the game begins
- Playing cards as a resource card type
- Playing cards as a backrow card type
- Playing cards as a summon card type
- Playing any card type to the Uno pile
- Sending cards to the Hold 'em zones
- Summoning cards that were played as summons
- Handling summoning sickness (summon)
- Battling (summon)
 - Attacking (summon)
 - Blocking (summon)
- Activating effects (all)
- Handling effects that have been activated (all)
- Handling effects that are a result of an attack/battle (summon)
- Negating effects (all)
- Creating mana (resource)
- Adding mana to a player's mana pool (all)
- Contributing mana from a mana pool to a card (all)
 - Contributing mana to enable or pay the cost for a card to be played (all)
- Contributing mana directly to another card (resource)
 - Using mana to enable or pay the cost for an effect (all)
- Targeting players (summon/backrow)
- Being discarded after use (effect)
- Taking battle damage, non-battle damage, and lethal damage (summon)
- Being targeted (all)
- Being destroyed (all)
 - Being destroyed by taking lethal damage (summon)
- Being exiled (all)
- Being moved to other locations (all)
- Being flipped face down or face up (all)
- Changing position or orientation (all)
- Being attached to / associated with other cards (all)
- Placed underneath other cards (all)
- Placed on top of other cards (all)
- Having other cards attached to, placed under, or placed on top of itself (all)
- Being drawn from a deck (all)
- Experiencing phases (Start, Bet, Main 1, Battle, Main 2, Ending)
- Experiencing Turns & Rounds
- etc.

Here is a list of each card type currently contained within the Singularity, what Singularity properties they possess, and each card type's additional properties as defined by their native game.

Magic: the Gathering

- Unique properties across *Magic: the Gathering* card types:
 - If a Magic card refers to a “spell being cast”, that wording can also refer to the activation of a backrow card, the Setting of a card or the summoning of a summon.
 - Magic refers to all long-term cards as “permanents”.
 - Magic cards are usually played upright, but can be turned sideways to the right by specific actions & effects; this is how “tapping” is represented. “Tapped” cards have reduced capabilities but will “untap” (return to an upright position) during the untap/Recovery portion of your next Starting Phase.
 - Magic cards are typically costing cards due to their mana costs, and their color is usually determined by the color of the mana symbols in their cost (or multiple colors); any Magic card that costs no mana is “colorless”.
 - Any card with a cost of (0) is also considered to be “free” in the Singularity rather than “costing” (though the card may be conditional as well).
 - These properties do not extend to Magic’s treatment of other games. If a card from another game has a specific color, a Magic card *cannot* treat it as a different color solely because of the color(s) included in its mana cost.
- Creature
 - Summon, long-term, slow
 - Overall:
 - A Magic creature’s stats are unchanged in the Singularity: they are used as written.
 - A creature has a “mana cost” that must be paid for you to summon it.
 - Until a creature has taken damage up to its “toughness”, it is not destroyed by battle.
 - (If a creature takes damage before the Battle Phase, it will start that Battle Phase already damaged.)
 - Creatures recover from all of their damage in your Ending Phase.
 - Orientations & Positions:
 - Tapping:
 - Usually as a requirement for a creature to attack or activate certain abilities, its controller has to “tap” it - turn it sideways to the right. When tapped, a creature cannot perform actions such as attacking, blocking or activating any effect that has “tapping” as a requirement. Tapped cards automatically untap during the untap step of your Starting Phase.
 - A creature enters play untapped, but it cannot do anything that requires it to tap itself yet. This condition is cleared in your Starting Phase.
 - (Note: This is a slight change/simplification from normal Magic rules.)
 - If a Magic card taps a summon from another game, the summon will act as though it has been tapped. (E.g. If a Pokémon is tapped by a Magic effect, it will become tapped. It can’t attack or block until it’s untapped again, most likely in its controller’s Starting Phase).
 - Note: If a summon is simultaneously tapped and in Defense Position, it is oriented upside down (not face down but facing its controller).
 - The default state for all summons in the Singularity is “untapped”.
 - Attacking:
 - Attacking creatures must attack simultaneously and can do so at any one point during the Battle Phase.
 - A tapped creature cannot attack.
 - As a creature attacks, it is tapped.
 - A creature can only target a player or their planeswalkers; it cannot target another summon. Different creatures can attack different targets simultaneously.
 - If an attacking creature is blocked, it will instead damage to each of its blockers, one by one, and needs to “assign lethal damage” to each blocker (i.e. assigns enough of its

power to destroy it) before moving on to damage the next blocker. The attacker chooses the order.

- An attacking creature cannot attack with less than its full power.

- Blocking:

- A tapped creature cannot block.
- As a creature blocks, it is *not* tapped.
- You cannot block multiple attackers with one creature.
- You *can* block one attacker with multiple creatures.
- When a creature blocks, it will also use its offensive stat to damage its attacker at the same time.

- Land

- Resource, long-term, slow (played to your resource area)
- Only one land can be played each turn.
- If it is untapped, you may tap a land in play to contribute mana to your mana pool.
- Lands will untap during the untap step of your next Starting Phase.

- Sorcery

- Backrow, short-term, slow
- Contrary to Magic's usual rules, a sorcery (or any other short-term Magic card) *should be played* when it is "cast". The card must be played to a backrow zone in order to activate; then, if it is interrupted by an effect, its own effect will remain in the Queue, but the card itself may be targeted, discarded, exiled, sent to another location etc. in the meantime.
 - You cannot play any Magic backrow card if all your backrow zones are occupied.
- Unless a short-term Magic card is concealed (or negated of course), its effect will still remain in the Queue and eventually resolve.

- Instant

- Backrow, short-term, fast
- See above: contrary to Magic's usual rules, an instant (or any other short-term Magic card) *should be played* to a backrow zone in order to be "cast".
- An instant can interrupt any attempted summon or card effect, at which point the instant's effect is put into the Queue. For more details on the Queue, see [The Card and Effect Queue](#) under *Appendix C: Exhaustive Rules of the Singularity*.

- Artifact

- Backrow, long-term, slow
- Unlike most Magic cards, the average artifact tends to be colorless.
- Equipments are a special type of artifact that can be "attached" to a summon for a mana cost once on the field. When unattached for any reason, they stay on the field.
- Unlike other artifacts, predefined artifact tokens are played into the resource area instead of the backrow zones and thus do not take up space.
 - Predefined artifact tokens include e.g. clues or treasure. For a full list of Magic's predefined artifact tokens, see: https://mtg.wiki/page/Predefined_token#Eternal

- Enchantment

- Backrow, long-term, slow
- Many are also conditional, and must be attached to another card to be played.

- Planeswalker

- Long-term, slow
- Planeswalkers are a special card type that can be played in either a Main Summon Zone or a backrow zone. The player playing the planeswalker chooses which zone the planeswalker will occupy, and it remains there.
- They enter the field with loyalty counters, the amount of which is changed to activate the planeswalker's loyalty abilities. Only one loyalty ability can be activated per turn during its controller's Main Phase at "slow speed".

- *Magic: the Gathering* also features a myriad of keywords which are used as short-hand for various rules. Some of these keywords work slightly differently in the Singularity to assure smoother compatibility between games.
- Evasion keywords
 - These keywords change how a summon attacks/blocks, usually meaning a summon needs to possess a certain quality to be able to block a creature with an evasion keyword. When a Yu-Gi-Oh monster or a Pokémon possesses an evasion keyword, they can attack a player or their planeswalkers directly as long as that player controls no summons which would be able to block them. Either way they can still attack other summons as normal.
 - An example of an evasion keyword is the keyword “flying” which in Magic reads: *“This creature can’t be blocked except by creatures with flying and/or reach.”* If a monster gains flying, as long as the opponent controls no summons with flying and/or reach, the flying monster can attack the opponent or their planeswalkers directly. It can still attack the opponent’s summons if it wants to.
 - An important example is the keyword “menace” which in Magic reads: *“This creature can’t be blocked except by two or more creatures.”* If a Pokémon gains menace, as long as the opponent controls only one summon, the Pokémon can attack the opponent or their planeswalkers directly. If the opponent controls at least two summons, the Pokémon has to attack like it normally does.
- Trample
 - This keyword in Magic reads: *“This creature can deal excess combat damage to a player, planeswalker or battle it’s attacking.”* When a Yu-Gi-Oh monster or a Pokémon possesses the trample keyword, if, after battling a summon, there is excess combat damage, the attacker can choose to direct that excess combat damage at their opponent or a planeswalker they control.
 - E.g. If a Pokémon with trample uses a move that deals 30 damage on a creature with 1 toughness, that Pokémon also deals 20 damage to the opponent or their planeswalker. Attacker chooses where the damage goes.

Yu-Gi-Oh

- Unique properties across *Yu-Gi-Oh* card types:
 - Some Yu-Gi-Oh card types can be played face down from your hand; this is how “Setting” a card is represented.
 - A card that has been “Set” has its identity concealed (though its identity as a summon/backrow/resource can still be determined by other cards based on the zone it occupies).
 - Even a face-down card in the Field Zone is still just considered a backrow card.
 - Different Yu-Gi-Oh card types have different rules regarding the timings and orientations in which they can be Set and/or flipped up.
 - Cards that have flipped face up usually cannot flip face down again by themselves.
 - Cards from other games being Set or flipped face down through a Yu-Gi-Oh effect follow Yu-Gi-Oh’s rules for Set cards and flipping them back up, meaning:
 - They are concealed and have no stats/effects.
 - They can be flipped up for free.
 - The time and “speed” at which they can be flipped up is decided by their individual card type.
 - Notably, Set summons automatically flip when attacked.
 - They are activated when flipped up.
 - Yu-Gi-Oh makes use of an “Extra Deck”, an optional deck set aside from your Main Deck. You may look through your own Extra Deck at any time, but you may not take any cards from it except to play them under very specific circumstances. Some Yu-Gi-oh card types are designed to start the match in the Extra Deck and *cannot* be built into your Main Deck.

- Monster

- Summon, long-term, slow
- Overall:
 - A Yu-Gi-Oh monsters' stats are divided by 1000 for the Singularity (2500→2.5, 1300→1.3, etc.).
 - Monsters have no cost to summon, but you can only perform one "Normal Summon/Set" of a monster each turn.
 - You can only Normal Summon/Set a monster if its Level is 4 or lower.
 - For a higher-Level monster, you must "Tribute Summon" to summon it - this requires you to "Tribute" other summon(s) that you already have in play (send the Tributed monsters to the discard pile).
 - A Level 5 or 6 monster requires one Tribute.
 - A Level 7+ monster requires two Tributes.
 - Some Yu-Gi-Oh effects care about specifically "Normal Summoning". For the sake of compatibility, casting a Magic creature from your hand or playing a Basic Pokémon from your hand are considered "Normal Summoning". These do **not** take up your one Normal Summon/Set per turn.
 - Lots of effects allow you to "Special Summon" monsters; these summons can be done as often as you'd like.
 - Monsters are destroyed if their current stat is at least lower than the damage they're receiving.
 - When in "Attack Position", a monster is also destroyed if its ATK is exactly equal to the damage being taken. While in "Defense Position", monsters are **not** destroyed by damage that is exactly equal to their DEF.
 - Damage is cleared from monsters immediately if not destroyed.
- Orientations & Positions:
 - Battle positions:
 - A monster can be turned sideways to the left on your turn; this changes them to "Defense Position". An upright card is in "Attack Position".
 - You can only change a monster's battle position once per turn during a Main Phase.
 - A monster that attacked this turn or was Summoned/Set this turn cannot change its battle position.
 - If a Yu-Gi-Oh effect changes the battle position of a summon from another game, it will act as though its battle position has been changed. A summon in Defense Position can't attack (but can block), deals "reflected battle damage" when possible and prevents piercing damage from Yu-Gi-Oh monsters. Its controller may change the summon back to Attack Position during their Main Phase.
 - Note: If a summon is simultaneously tapped and in Defense Position, it is oriented upside down (not face down but facing its controller).
 - The default battle position for all summons in the Singularity is "Attack Position".
 - A monster in Attack Position can attack and block, and will use its offensive stat for *both attacking and blocking*.
 - Setting monsters:
 - When you can Normal Summon or Tribute Summon a monster, you can instead choose to "Set" it in Defense Position and face down.
 - This uses up your Normal Summon/Set for the turn.
 - It is not considered summoning, but it is considered entering.
 - Starting from your next turn, you can flip over that card in your Main Phase to "Flip Summon" it (which activates any "Flip effect" it has and makes it temporarily re-enter the battlefield). This also changes it to Attack Position.
 - A monster cannot turn itself face down once it has been flipped face up.

- If a face-down monster requires its stats to be compared (for battle or when an effect wants to deal damage to it), it will automatically flip face up (This is NOT considered a Flip Summon and does not make the card re-enter the battlefield).
 - If a face-down monster is turned to Attack Position for any reason, it is automatically flipped face up.
- Attacking:
 - A monster can attack another player or their planeswalkers directly, or it can attack another summon.
 - If another player controls any summons, a monster cannot attack them or their planeswalkers directly.
 - If a monster's attack is interrupted by anything before it begins to deal damage, it may change the target of its attack or choose to not attack at all.
 - If a monster damages a summon with a lower stat than its own, it will also damage the summon's controller or their planeswalker (equal to the difference between the stats; attacker chooses where the excess damage goes).
- Blocking:
 - A monster can block only one attacking summon at a time.
 - A monster in Attack Position will block with ATK, and a monster in Defense Position will block with DEF.
 - A blocking Attack Position monster will also deal damage to its attacker equal to its offensive stat.
 - A blocking Defense Position monster will also deal damage to its attacker's controller if the attacker used a lower stat than its own (the "reflected battle damage" will be equal to the difference between the stats).
 - A blocking Defense Position monster will also prevent its attacker from damaging its controller unless the damage is made possible by an additional effect.
- Has multiple sub-types:
 - Normal Monster
 - A Main Deck summon with no effect text is considered a "Normal Monster" as well as a "Non-Effect Monster".
 - (For comparison, Extra Deck Monsters without Effect Text are also considered "Non-Effect Monsters" but not "Normal Monsters".)
 - Effect Monster
 - Any monster with one or more effects is an Effect Monster in addition to its other card type(s).
 - Yu-Gi-Oh treats any summon as an "Effect" summon if it has one or more abilities (this includes the attack effects of Pokémon).
 - Fusion Monster
 - Conditional, not free
 - Fusion Monsters are built into your **Extra Deck**, not your Main Deck; however, they can be summoned directly from your Extra Deck during any time that you can play summon cards as long as the proper conditions and requirements are met (usually including the activation of a special backrow card).
 - The summoning of a Fusion Monster is not considered a "Normal Summon".
 - Ritual Monster
 - Conditional, not free
 - Ritual Monsters are built into your Main Deck but cannot be summoned normally; you must first meet the proper conditions and requirements (usually including the activation of a specific backrow card).
 - The summoning of a Ritual Monster is not considered a "Normal Summon".
 - Synchro Monster
 - Conditional, not free

- Synchro Monsters are built into your **Extra Deck**, not your Main Deck; however, they can be summoned directly from your Extra Deck during any time that you can play summon cards, as long as the proper conditions and requirements are met (usually having a Tuner and a non-Tuner summon on your field whose total Levels [or equivalent stat] exactly equal the Level of the Synchro Monster).
 - The summoning of a Synchro Monster is not considered a “Normal Summon”.
- Spell/Trap
 - Backrow
 - Has multiple subtypes:
 - Spell
 - Has subtypes:
 - Normal Spell
 - Short-term, slow
 - Quick-Play Spell
 - Short-term, fast (unless Set face down)
 - On your turn, can be activated directly from your hand as a fast card. Alternatively, can be Set face down and be flipped up and activated whenever after the next turn starts (similarly to a Set Trap Card).
 - A Quick-Play Spell can interrupt any other action or card effect, at which point the Spell’s effect is put into the Queue. For more details on the Queue, see [The Card and Effect Queue](#) under *Appendix C: Exhaustive Rules of the Singularity*.
 - Continuous Spell
 - Long-term, slow
 - Equip Spell
 - Long-term, slow
 - An Equip Spell can only be played if you control one or more summons.
 - An Equip Spell can only be played by attaching it to a summon and placing itself into a backrow zone.
 - Field Spell
 - Long-term, slow
 - A Field Spell is played to your Field Zone rather than a backrow zone; it is otherwise treated and targeted exactly like any other backrow card.
 - Trap
 - Long-term, slow (when initially played)
 - Must be “Set” when played and only activate when flipped up.
 - Once they are Set, Traps are able to be flipped up starting at the beginning of the next player’s turn; some Traps can be flipped at any time, but most have specific conditions that must be satisfied.
 - When a Trap flips up to activate, it interrupts any effect or action currently taking place, and its effect is placed above that effect/action in the Queue. Traps can interrupt other interruptions, as long as their conditions are met.
 - Has sub-types:
 - Normal Trap
 - Its *effects* are short-term (flips, resolves, and is discarded).
 - Counter Trap
 - Its *effects* are short-term (flips, resolves, and is discarded).
 - Cannot be responded to except with another Counter Trap or any Magic effect.
 - Continuous Trap

- Its *effects* are long-term (flips, resolves, and is only discarded when it is negated or otherwise sent to the discard pile).

Pokémon

- Unique properties across *Pokémon* card types:
 - Pokémon cards treat the Extra Summon Zone as an “Active Spot” and any summon occupying it as though it was the “Active Pokémon” (any summon on the Uno pile is also treated this way). They also treat the five Main Summon Zones as “Bench Zones” and any summons occupying them as though they were “Benched Pokémon”.
 - Pokémon treats Magic creatures and Yu-Gi-Oh monsters in the Main Summon Zones as simultaneously “Active” and “Benched”.
- Pokémon
 - Summon, long-term, slow
 - Overall:
 - A Pokémon’s stats are divided by 10 for the Singularity (100→10, 30→3, etc.).
 - A Pokémon can receive mana to pay its costs by having resources attached to it directly or by contributing mana from your mana pool.
 - Until a Pokémon has taken damage up to its “HP”, it is not destroyed by battle.
 - A Pokémon tracks its damage with “damage counters”. These are *only* used as a means to track damage and are *NOT* equivalent to any other type of counters.
 - A Pokémon *does not* recover its damage between turns.
 - Most Pokémon have a listed “Weakness” and/or “Resistance” to specific colors. If an Active Pokémon receives damage from the color it is weak or resistant to, the damage it receives is increased or reduced by the listed amount respectively.
 - If it has no listed amount for its Weakness, the damage is doubled.
 - A Benched Pokémon will not consider Weakness/Resistance when taking damage.
 - If a Pokémon is simultaneously weak and resistant to an attack, the Weakness is calculated first, then the Resistance.
 - Some Pokémon are “Evolution Pokémon” and cannot be summoned directly. Instead of being summoned, these cards are played on top of a summon already in play.
 - Pokémon uses “Evolution Pokémon” to refer to any summon with an extra non-mana requirement for its summoning and “Basic Pokémon” to refer to any no-cost summon. Magic creatures with mana costs are neither Basic nor Evolution; they are simply treated as summons.
 - Every Evolution Pokémon lists the name of a summon that it can be played onto, and it cannot be played onto a summon of any other name.
 - When a Pokémon “evolves” in this way, the new Pokémon keeps all of the damage that it had before, but it does recover from any Special Conditions.
 - A Pokémon that is “evolved” or summoned cannot evolve until your next turn.
 - Evolving is neither considered summoning nor casting.
 - Positions & Special Conditions:
 - Active & Bench zones:
 - If your Extra Summon Zone is empty, you must summon your Pokémon to that zone. Otherwise, you may summon your Pokémon to any of your other five Summon Zones.
 - A Pokémon will treat your Extra Summon Zone (or the Uno pile) as an “Active Spot” and your other five Summon Zones as “Bench zones”.
 - A Pokémon in an “Active Spot” can attack, “retreat”, and be selected to block; a Pokémon in a “Bench zone” cannot.
 - If a Pokémon has not attacked this turn, it can “retreat” in either of your Main Phases by paying its “Retreat Cost” (using any color of contributed

resources) and switching places with another summon in a “Bench zone”. You may pay Retreat Costs with Magic mana. Energy cards attached to the Pokémon that are used to pay for the Retreat Cost are sent to the discard pile.

- Only one “retreat” may be performed each turn.
- If your Extra Summon Zone is empty, and you have one or more Benched Pokémon, you *must* choose one of those Pokémon and move it into your Extra Summon Zone. If this occurs during the Battle Phase, the new Pokémon cannot attack.
- Special Conditions:
 - Pokémon’s “Special Conditions” are caused by certain Pokémon effects. They are tracked with special indicators placed on the card and hinder other summons in the following ways:
 - *Poisoned* summons take 1 damage in between *each* player’s turn until that summon is destroyed.
 - *Burned* summons take 2 damage in between *each* player’s turn. Every time after the damage is dealt, a coin is flipped. If heads, the summon is cured; if tails, the summon remains Burned.
 - Other “Special Conditions” have different effects:
 - *Paralyzed* summons cannot attack, block or change zones or orientations on their own. After the end of their controller’s turn, this Special Condition is lifted.
 - *Asleep* summons cannot attack, block or change zones or orientations on their own. In between *each* player’s turn, a coin is flipped: if it comes up as heads, this Special Condition is lifted.
 - When a *Confused* summon attempts to attack, block or change zones or orientations on its own, a coin is flipped; if it comes up as tails, the action does not occur, and if the summon was attempting to attack, 3 damage counters are placed on the summon.
 - Asleep, Paralyzed, and Confused are mutually exclusive and will replace each other when applied; Poisoned and Burned, however, can be applied alongside any other Special Condition.
 - When a Pokémon evolves or switches between an Active Spot and a Bench zone, it is cured of any Special Conditions that it currently has.
 - If a Pokémon effect afflicts another summon with a Special Condition, it will act as though it has gained the corresponding Special Condition. The default state for all summons in the Singularity is “unafflicted”.
 - Players are unaffected by Pokémon Special Conditions.
- Attacking:
 - A Pokémon can only attack if it is in an “Active Spot”.
 - A Pokémon can attack another player or their planeswalkers or it can attack another summon.
 - A Pokémon cannot attack a player or their planeswalkers directly if that player controls one or more summons.
 - If the opponent has a summon in an Active Spot, a Pokémon cannot attack a Benched Pokémon (but it can attack other summons).
 - An attacking Pokémon uses one of its moves when attacking and can only attack if its move’s cost is paid. All of the move’s base damage is applied to one target.
 - Some moves also “deal damage to Benched Pokémon”. The damage dealt by these moves is part of their effects, and is thus handled as effect damage rather than combat damage.
 - A Pokémon’s move is of the same type/color as the Pokémon itself, regardless of its energy cost requirements.

- An attack that places “damage counters” onto its target as an effect does not apply any sort of actual “counters” as far as other game mechanics are concerned. The effect simply applies an amount of damage to the target directly, ignoring any properties or effects that would alter or prevent an amount of damage done. (E.g. damage reduction effects, Pokémon Weaknesses and Resistances etc. are all circumvented.)
 - If a Yu-Gi-Oh monster receives damage counters, they are cleared immediately. If an Attack Position monster receives an amount of damage counters that matches or exceeds its ATK, it is destroyed. If a Defense Position monster receives an amount of damage counters that exceeds its DEF, it is destroyed.
 - Blocking:
 - Only a Pokémon in an Active Spot can be selected to block.
 - When a Pokémon is attacked, it does not deal any damage back to its attacker.
 - Has multiple sub-types:
 - Basic Pokémon
 - Free
 - Evolution Pokémon
 - Conditional
 - Played, not summoned
 - Must be played onto a “Basic” summon with the correct name (listed on the card)
 - (Pokémon cards treat any free summon as a Basic summon and any conditional summon as an Evolution card.)
 - *(NOTE: An “Evolution Pokémon” and an “Evolved Pokémon” are two distinct terms. An “Evolution Pokémon” is any conditional summon. An “Evolved Pokémon” is only a summon that’s “evolved” from another summon)*
- Energy
 - Resource, long-term, slow (attached beneath recipient)
 - Only one can be played each turn
 - Contributes mana to the card it is attached to each turn (mana restores each turn)
- Trainer
 - Backrow, slow
 - Has multiple sub-types:
 - Item
 - Short-term
 - You may play any number of Item cards during your turn.
 - Supporter
 - Short-term
 - You may play only 1 Supporter card during your turn.
 - If you are the player going first, you cannot play a Supporter on your first turn.
 - Tool
 - Long-term
 - A Tool Trainer card can only be played if you control one or more summons.
 - A Tool can only be played by attaching it to a summon and placing itself into a backrow zone.
 - You may attach only 1 Pokémon Tool to each summon.
 - Stadium
 - Long-term
 - A Stadium Trainer card is played to your Field Zone rather than a backrow zone; it is otherwise treated and targeted exactly like any other backrow card.
 - You may play only 1 Stadium card during your turn. Discard it if another Stadium comes into play. A Stadium with the same name can’t be played.
- **NOTE:** Some Pokémon cards, especially older ones, have the reminder text *(before your attack)*. This reminder text is always ignored in the Singularity.

Non-TCG Card Types

- Uno cards
 - An Uno card has no properties other than color and rank.
 - An unplayed Wild or Wild Draw Four is colored black; when one is played, one of the four Uno colors (red, yellow, green, or blue) is declared by the player who played it, and its color changes to that declared color until it leaves play.
 - A Wild card that leaves play changes its color to black again.
 - A Wild card revealed in the Dealer's zones or Hold 'em zones has not been played, and thus its color remains black.
 - Regardless of its color, a Wild or Wild Draw Four card is always a valid card to play onto the Uno pile.
 - An Uno card cannot be played to your Summon Zones, backrow zones or resource area; they can only be used for the Uno pile or your Hold 'em zones.
 - On the Uno pile, some Uno cards have additional effects:
 - A Draw Two card immediately targets the player going next, forcing them to draw 2 cards from the Uno deck.
 - In addition to changing its color, a Wild Draw Four card immediately targets the player going next, forcing them to draw 4 cards from the Uno deck.
 - A Skip card immediately targets the player going next, preventing them from playing any cards to the Uno pile during their next turn.
 - A Reverse card changes the original turn order, effectively causing the Dealer to reveal a new card right before the start of the "new first" player's turn (It does not cause anybody to take an extra turn).
- Poker cards
 - A poker card (also referred to as a "playing card") only has the properties of color and rank.
 - In addition to color, a playing card also has a "suit" property. Suits are spades, clubs, diamonds, and hearts.
 - Cards that share the same suit will match by color even if their actual colors are different; but if two cards have suits and their suits are different, they will not match by color even if their colors are the same. (I.e. a red diamond will match with a yellow diamond, but not with a red heart. A red diamond and a red heart will both be able to match with a red creature.)
 - Kings, Queens, and Jacks have the rank of "King", "Queen", and "Jack" respectively. These ranks are of higher value than any numbered rank, and each is of higher value than the one after it.
 - Aces have the rank of "Ace" which is directly above the rank of "King". They can, however, be used as rank 1 cards when playing onto the Uno pile and can be used in a poker Straight as either rank "1" or rank "Ace" (though not both in the same hand).
 - Cards with a rank of 1 are not Aces; they are directly below rank 2 cards.
 - Jokers can be referred to as though they were any other playing card by any player at any time (e.g. a single joker in the Dealer's zones could be used as a green three of clubs in one player's poker hand and as a black ace of spades in another player's poker hand at the same time). However, a player cannot refer to a joker as two different playing cards simultaneously (e.g. a single joker cannot be used by the same player as a six of hearts and as a two of hearts in the same "Full House").
 - Unplayed jokers are both colorless and rankless. However, while they are being referred to as another playing card, they will adopt the rank, color, and suit of that card.
 - A playing card cannot be played to your Summon Zones or resource area; they can only be played in one of two ways:
 1. You may send a playing card to one of your Hold 'em zones as part of a bet.
 2. You may also "Set" a playing card face down in a backrow zone in the exact same way as a Yu-Gi-Oh Trap Card.

- a. When played in this way, a playing card can be referred to by any card that can refer to backrow cards or face-down cards.
 - b. A Set playing card may only be flipped face up during your Betting Phase, as both player's hands are being revealed. Any playing cards flipped face up in this way may be included in your poker hand, but the resultant poker hand still may not contain more than 5 cards.
 - c. After being flipped face up and used for a poker hand, a playing card in your backrow zone will be shuffled into the Dealer's deck (Unless it is destroyed, removed or negated by an effect on the field).
- Monopoly Deal
 - see [the Monopoly Deal section](#) under "Additional Singularity Systems"

Expanding the Singularity

If you're interested in adding more card games to the Singularity, HmYesQuite has taken the time to write up a guide on how you could go about it: [Draft for Modularity of The Card Game Singularity](#)

NOTE: This Document was written for CGS Classic, so a lot of rules could be outdated.

Credits

Rough concept for the The Card Game Singularity birthed by the SimpleFlips discord and given direction by keiron "ScratchRunning" keirontravis.

Original rules primarily drafted by HmYesQuite (or just Quite), 1st presiding Judler (Judge/Dealer) of the Singularity.

Additional rules and updates handled by the Card Game Singularity Team members: Ap, Bazarro, Endo, Keiron, Masala and Quite.

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